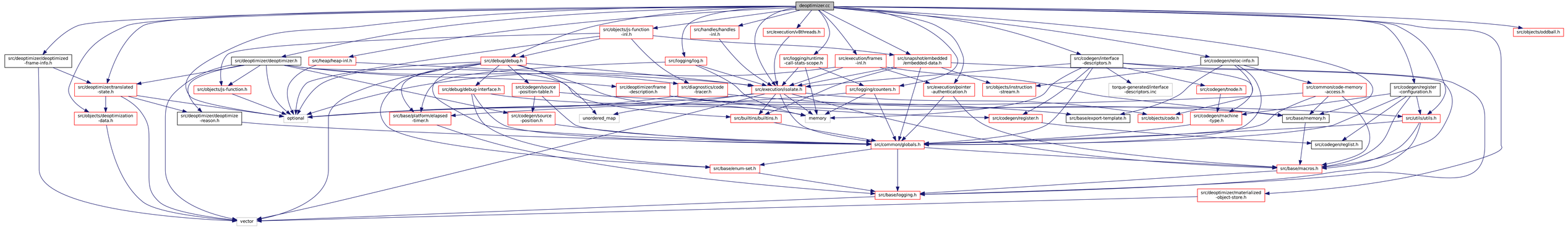
deoptimizer.cc
src/objects/oddball.h
src/objects/js-function-inl.h
src/handles/handles-inl.h
src/execution/v8threads.h
src/deoptimizer/deoptimized-frame-info.h
src/deoptimizer/deoptimizer.h
src/heap/heap-inl.h
src/debug/debug.h
src/logging/log.h
src/logging/runtime-call-stats-scope.h
src/execution/frames-inl.h
src/snapshot/embedded/embedded-data.h
src/codegen/interface-descriptors.h
src/codegen/reloc-info.h
src/deoptimizer/translated-state.h
src/objects/js-function.h
src/debug/debug-interface.h
src/codegen/source-position-table.h
src/deoptimizer/frame-description.h
src/diagnostics/code-tracer.h
src/execution/isolate.h
src/logging/counters.h
src/execution/pointer-authentication.h
src/objects/instruction-stream.h
torque-generated/interface-descriptors.inc
src/codegen/tnode.h
src/common/code-memory-access.h
src/codegen/register-configuration.h
src/objects/deoptimization-data.h
src/deoptimizer/deoptimize-reason.h
optional
src/base/platform/elapsed-timer.h
src/codegen/source-position.h
unordered_map
src/builtins/builtins.h
memory
src/codegen/register.h
src/base/export-template.h
src/objects/code.h
src/codegen/machine-type.h
src/base/memory.h
src/utils/utils.h
src/common/globals.h
src/codegen/reglist.h
src/base/enum-set.h
src/base/macros.h
src/base/logging.h
src/deoptimizer/materialized-object-store.h
vector