

v8::internal::compiler
::RegisterAllocationData
::GetSpillState



```
graph LR; A["v8::internal::compiler  
::RegisterAllocationData  
::GetSpillState"] --> B["v8::internal::compiler  
::RpoNumber::ToSize"]; B --> C["v8::internal::DCHECK"]
```

The diagram consists of three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'v8::internal::compiler', 'v8::RegisterAllocationData', and 'v8::GetSpillState'. A blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'v8::internal::compiler' and 'v8::RpoNumber::ToSize'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is also white with a black border and contains the text 'v8::internal::DCHECK'.

v8::internal::compiler
::RpoNumber::ToSize

v8::internal::DCHECK