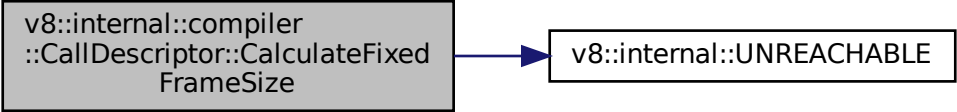


v8::internal::compiler
::CallDescriptor::CalculateFixed
FrameSize



```
graph LR; A["v8::internal::compiler::CallDescriptor::CalculateFixedFrameSize"] --> B["v8::internal::UNREACHABLE"]
```

v8::internal::UNREACHABLE