

v8::internal::compiler  
::SpillPlacer::ExpandBoundsTo  
Include

```
graph LR; A["v8::internal::compiler  
::SpillPlacer::ExpandBoundsTo  
Include"] --> B["v8::internal::DCHECK"]; A --> C["v8::internal::compiler  
::RpoNumber::IsValid"];
```

v8::internal::DCHECK

v8::internal::compiler  
::RpoNumber::IsValid