

v8::internal::Oddball
::set_to_number_raw_as_bits

v8::internal::HeapNumber
::set_value_as_bits

v8::internal::UnalignedDouble
Member::set_value_as_bits

```
graph LR; A[v8::internal::Oddball::set_to_number_raw_as_bits] --> C[v8::internal::UnalignedDoubleMember::set_value_as_bits]; B[v8::internal::HeapNumber::set_value_as_bits] --> C;
```

The diagram illustrates a code transformation or call site rewriting. Two source functions, `v8::internal::Oddball::set_to_number_raw_as_bits` and `v8::internal::HeapNumber::set_value_as_bits`, are shown on the left. Arrows from both point to a single target function, `v8::internal::UnalignedDoubleMember::set_value_as_bits`, which is highlighted with a gray background. This suggests that both source functions are being replaced or redirected to the target function.