


v8::internal::compiler
::turbohaft::BuildLiveRange
BundlesPhase::Run



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graph LR; A["v8::internal::compiler  
::turbohaft::BuildLiveRange  
BundlesPhase::Run"] --> B["v8::internal::compiler  
::BundleBuilder::BuildBundles"]; B --> C["v8::internal::compiler  
::TopLevelLiveRange::set  
_spilling_at_loop_header  
_not_beneficial"]
```

v8::internal::compiler
::BundleBuilder::BuildBundles

v8::internal::compiler
::TopLevelLiveRange::set
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