```
-first_bit_-second_bit_-third_bit_
```

```
v8::internal::compiler
::SpillPlacer::Entry
```

- + SetSpillRequiredSingleValue()
- + SetDefinitionSingleValue()+ SpillRequired()
- + SetSpillRequired()
 + SpillRequiredInNonDeferred
- Successor()
 + SetSpillRequiredInNonDeferred
- Successor()
- + SpillRequiredInDeferredSuccessor()+ SetSpillRequiredInDeferred
 - Successor()
 + Definition()
- + SetDefinition()
- GetValuesInState()UpdateValuesToState()
- UpdateBitDataWithMask()