

Runtime::areBitsEqual

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```
graph LR; A[Runtime::areBitsEqual] --> D[Runtime::areBitsEqual]; B[Runtime::areBitsEqual] --> D; C[Runtime::areBitsEqual] --> D; E[Runtime::areBitsEqual] --> D;
```

The diagram illustrates a flow where four separate instances of the function `Runtime::areBitsEqual` (represented by white boxes on the left) all point via blue arrows to a single, larger instance of the same function (represented by a gray box on the right). This suggests a consolidation or a common target for multiple calls.