

| v8::internal::MemoryChunk<br>Metadata   |
|---|
| # reservation_<br># allocated_bytes_<br># wasted_memory_<br># high_water_mark_<br># size_<br># area_end_<br># heap_<br># area_start_<br># owner_  |
| + MemoryChunkMetadata()<br>+ ~MemoryChunkMetadata()<br>+ ChunkAddress()<br>+ MetadataAddress()<br>+ Offset()<br>+ size()<br>+ set_size()<br>+ area_start()<br>+ area_end()<br>+ set_area_end()<br>and 20 more...<br>+ FromAddress()<br>+ FromHeapObject()<br>+ FromHeapObject()<br>+ UpdateHighWaterMark()<br>- HeapOffset()<br>- AreaStartOffset() |



| v8::internal::MutablePage<br>Metadata  |
|--|
| + kPageSize<br># slot_set_<br># typed_slot_set_<br># marking_progress_tracker_<br># live_byte_count_<br># concurrent_sweeping_<br># external_backing_store_<br>bytes_<br># list_node_<br># categories_<br># possibly_empty_buckets_<br># active_system_pages_<br># allocated_lab_size_<br># age_in_new_space_<br># marking_bitmap_<br># mutex_<br># object_mutex_  |
| + MutablePageMetadata()<br>+ InitialFlags()<br>+ BucketsInSlotSet()<br>+ SetOldGenerationPageFlags()<br>+ SetYoungGenerationPageFlags()<br>+ mutex()<br>+ mutex()<br>+ object_mutex()<br>+ object_mutex()<br>+ set_concurrent_sweeping_<br>state()<br>and 43 more...<br>+ GetCodeModificationPermission()<br>+ MoveExternalBackingStore<br>Bytes()<br>+ FromAddress()<br>+ FromHeapObject()<br>+ cast()<br>+ cast()<br># ReleaseAllAllocatedMemory()<br># set_slot_set_<br># set_typed_slot_set_<br>- MarkingBitmapOffset()<br>- SlotSetOffset() |



| v8::internal::PageMetadata  |
|---|
| + PageMetadata()<br>+ MarkNeverAllocateForTesting()<br>+ MarkEvacuationCandidate()<br>+ ClearEvacuationCandidate()<br>+ next_page()<br>+ prev_page()<br>+ next_page()<br>+ prev_page()<br>+ ForAllFreeListCategories()<br>+ AvailableInFreeList()<br>and 10 more...<br>+ FromAddress()<br>+ FromHeapObject()<br>+ cast()<br>+ cast()<br>+ FromAllocationAreaAddress()<br>+ OnSamePage()<br>+ IsAlignedToPageSize()<br>+ ConvertNewToOld() |

| v8::internal::LargePageMetadata  |
|--|
| + kMaxCodePageSize   |
| + LargePageMetadata()<br>+ InitialFlags()<br>+ GetObject()<br>+ next_page()<br>+ next_page()<br>+ ClearOutOfLiveRangeSlots()<br>+ cast()<br>+ cast()<br>+ FromHeapObject() |

