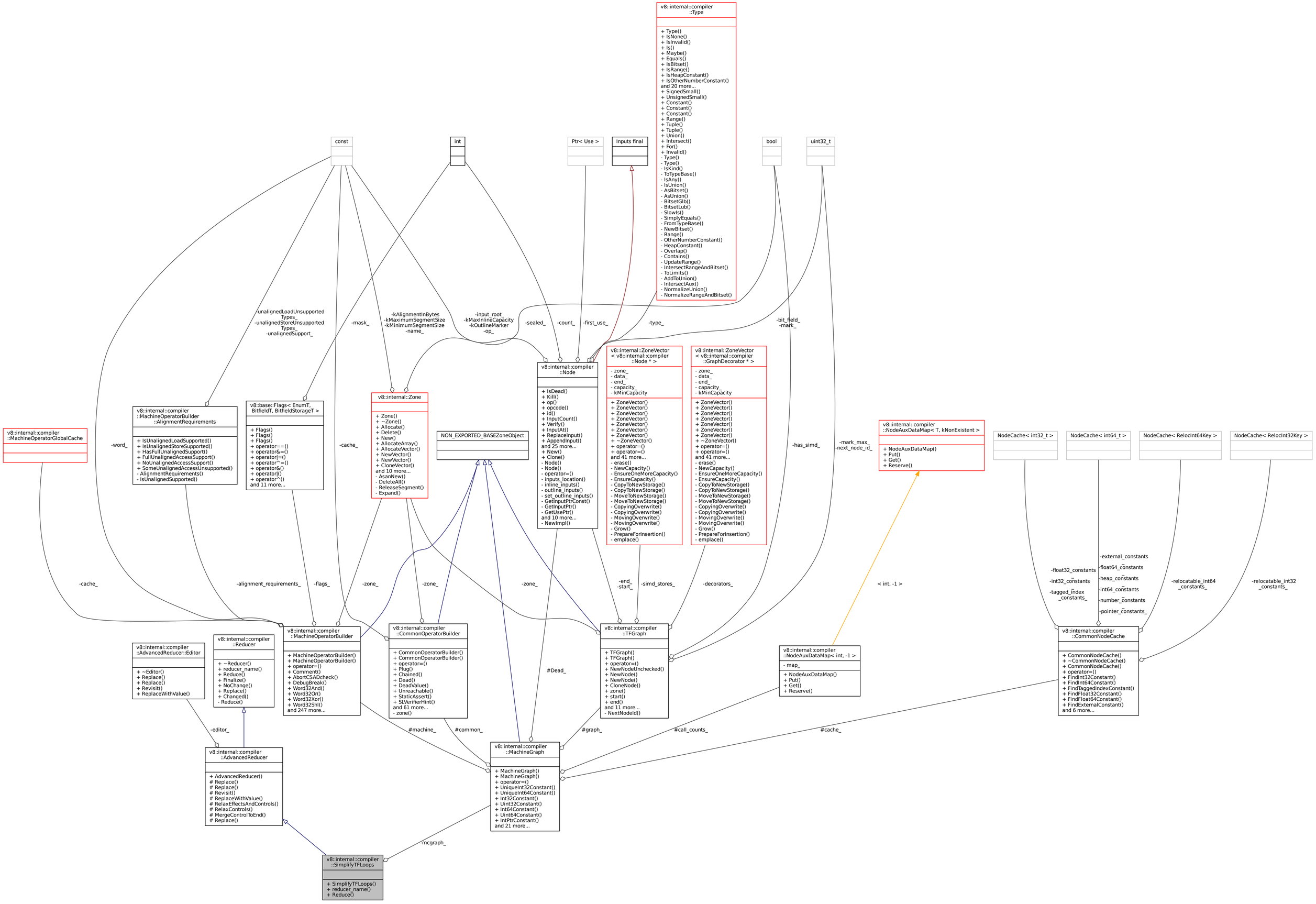
v8::internal::compiler ::Type
+ Type()
+ IsNone()
+ IsInvalid()
+ Is()
+ Maybe()
+ Equals()
+ IsBitset()
+ IsRange()
+ IsHeapConstant()
+ IsOtherNumberConstant()
and 20 more...
+ SignedSmall()
+ UnsignedSmall()
+ Constant()
+ Constant()
+ Constant()
+ Range()
+ Tuple()
+ Tuple()
+ Union()
+ Intersect()
+ For()
+ Invalid()
- Type()
- Type()
- IsKind()
- ToTypeBase()
- IsAny()
- IsUnion()
- AsBitset()
- AsUnion()
- BitsetGlb()
- BitsetLub()
- SlowIs()
- SimplyEquals()
- FromTypeBase()
- NewBitset()
- Range()
- OtherNumberConstant()
- HeapConstant()
- Overlap()
- Contains()
- UpdateRange()
- IntersectRangeAndBitset()
- ToLimits()
- AddToUnion()
- IntersectAux()
- NormalizeUnion()
- NormalizeRangeAndBitset()
const
int
Ptr< Use >
Inputs final
bool
uint32_t
-unaligned_load_unsupported_types_
-unaligned_store_unsupported_types_
-unaligned_support_
-mask_
-k_alignment_in_bytes
-k_maximum_segment_size
-k_minimum_segment_size
-name_
-input_root_
-k_max_inline_capacity
-k_outline_marker
-op_
-sealed_
-count_
-first_use_
-type_
-bit_field_
-mark_
-has_simd_
-mark_max_
-next_node_id_
v8::internal::compiler ::Node
+ IsDead()
+ Kill()
+ op()
+ opcode()
+ id()
+ InputCount()
+ Verify()
+ InputAt()
+ ReplaceInput()
+ AppendInput()
and 25 more...
+ New()
+ Clone()
- Node()
- Node()
- operator=()
- inputs_location()
- inline_inputs()
- outline_inputs()
- set_outline_inputs()
- GetInputPtrConst()
- GetInputPtr()
- GetUsePtr()
and 10 more...
- NewImpl()
v8::internal::ZoneVector < v8::internal::compiler ::Node * >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::ZoneVector < v8::internal::compiler ::GraphDecorator * >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::compiler ::NodeAuxDataMap< T, kNonExistent >
+ NodeAuxDataMap()
+ Put()
+ Get()
+ Reserve()
v8::internal::compiler ::MachineOperatorGlobalCache
v8::internal::compiler ::MachineOperatorBuilder ::AlignmentRequirements
+ IsUnalignedLoadSupported()
+ IsUnalignedStoreSupported()
+ HasFullUnalignedSupport()
+ FullUnalignedAccessSupport()
+ NoUnalignedAccessSupport()
+ SomeUnalignedAccessUnsupported()
- AlignmentRequirements()
- IsUnalignedSupported()
v8::base::Flags< EnumT, BitfieldT, BitfieldStorageT >
+ Flags()
+ Flags()
+ Flags()
+ operator==()
+ operator&=()
+ operator|=()
+ operator^=()
+ operator&()
+ operator|()
+ operator^()
and 11 more...
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
NON_EXPORTED_BASE Zone Object
NodeCache< int32_t >
NodeCache< int64_t >
NodeCache< RelocInt64Key >
NodeCache< RelocInt32Key >
-cache_
-cache_
-word_
-alignment_requirements_
-flags_
-zone_
-zone_
-zone_
-end_
-start_
-simd_stores_
-decorators_
< int, -1 >
-float32_constants_
-int32_constants_
-tagged_index_constants_
-external_constants_
-float64_constants_
-heap_constants_
-int64_constants_
-number_constants_
-pointer_constants_
-relocatable_int64_constants_
-relocatable_int32_constants_
v8::internal::compiler ::AdvancedReducer::Editor
+ ~Editor()
+ Replace()
+ Replace()
+ Revisit()
+ ReplaceWithValue()
v8::internal::compiler ::Reducer
+ ~Reducer()
+ reducer_name()
+ Reduce()
+ Finalize()
+ NoChange()
+ Replace()
+ Changed()
- Reduce()
v8::internal::compiler ::MachineOperatorBuilder
+ MachineOperatorBuilder()
+ MachineOperatorBuilder()
+ operator=()
+ Comment()
+ AbortCSADcheck()
+ DebugBreak()
+ Word32And()
+ Word32Or()
+ Word32Xor()
+ Word32Shl()
and 247 more...
v8::internal::compiler ::CommonOperatorBuilder
+ CommonOperatorBuilder()
+ CommonOperatorBuilder()
+ operator=()
+ Plug()
+ Chained()
+ Dead()
+ DeadValue()
+ Unreachable()
+ StaticAssert()
+ SLVerifierHint()
and 61 more...
- zone()
v8::internal::compiler ::TFGraph
+ TFGraph()
+ TFGraph()
+ operator=()
+ NewNodeUnchecked()
+ NewNode()
+ NewNode()
+ CloneNode()
+ zone()
+ start()
+ end()
and 11 more...
- NextNodeId()
v8::internal::compiler ::NodeAuxDataMap< int, -1 >
- map_
+ NodeAuxDataMap()
+ Put()
+ Get()
+ Reserve()
v8::internal::compiler ::CommonNodeCache
+ CommonNodeCache()
+ ~CommonNodeCache()
+ CommonNodeCache()
+ operator=()
+ FindInt32Constant()
+ FindInt64Constant()
+ FindTaggedIndexConstant()
+ FindFloat32Constant()
+ FindFloat64Constant()
+ FindExternalConstant()
and 6 more...
-editor_
#machine_
#common_
#dead_
#graph_
#call_counts_
#cache_
v8::internal::compiler ::AdvancedReducer
+ AdvancedReducer()
# Replace()
# Replace()
# Revisit()
# ReplaceWithValue()
# RelaxEffectsAndControls()
# RelaxControls()
# MergeControlToEnd()
# Replace()
v8::internal::compiler ::MachineGraph
+ MachineGraph()
+ MachineGraph()
+ operator=()
+ UniqueInt32Constant()
+ UniqueInt64Constant()
+ Int32Constant()
+ Uint32Constant()
+ Int64Constant()
+ Uint64Constant()
+ IntPtrConstant()
and 21 more...
-mcgraph_
v8::internal::compiler ::SimplifyTFLoops
+ SimplifyTFLoops()
+ reducer_name()
+ Reduce()