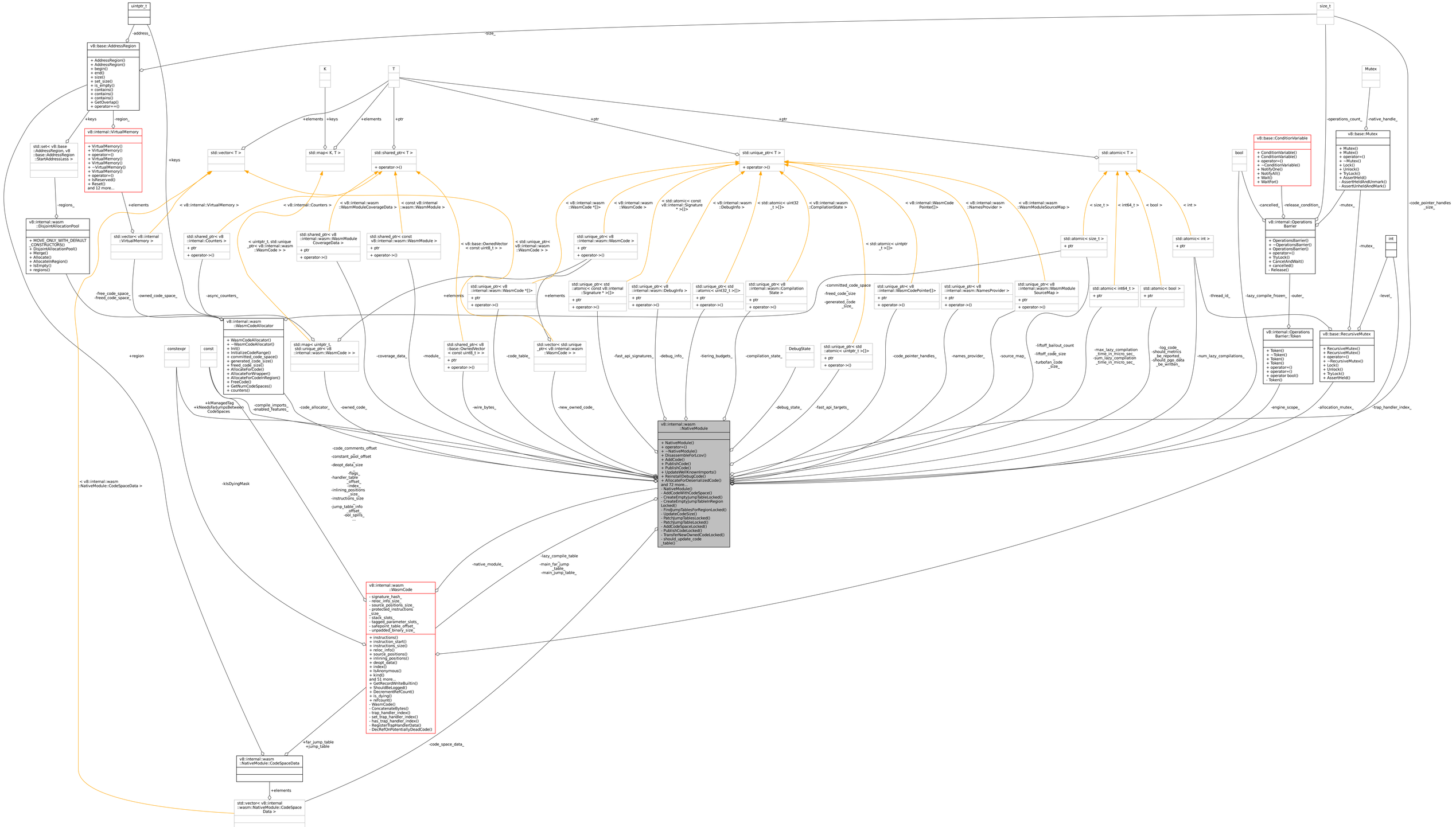
uintptr_t
-address_
-size_
size_t
v8::base::AddressRegion
+ AddressRegion()
+ AddressRegion()
+ begin()
+ end()
+ size()
+ set_size()
+ is_empty()
+ contains()
+ contains()
+ contains()
+ GetOverlap()
+ operator==()
+keys
-region_
+keys
v8::internal::VirtualMemory
+ VirtualMemory()
+ VirtualMemory()
+ operator=()
+ VirtualMemory()
+ VirtualMemory()
+ ~VirtualMemory()
+ VirtualMemory()
+ operator=()
+ IsReserved()
+ Reset()
and 12 more...
std::set< v8::base
::AddressRegion, v8
::base::AddressRegion
::StartAddressLess >
-regions_
v8::internal::wasm
::DisjointAllocationPool
+ MOVE_ONLY_WITH_DEFAULT
_CONSTRUCTORS()
+ DisjointAllocationPool()
+ Merge()
+ Allocate()
+ AllocateInRegion()
+ IsEmpty()
+ regions()
+elements
K
T
+elements
+keys
+elements
+ptr
+ptr
+ptr
std::vector< T >
std::map< K, T >
std::shared_ptr< T >
+ operator->()
std::unique_ptr< T >
+ operator->()
std::atomic< T >
bool
v8::base::ConditionVariable
+ ConditionVariable()
+ ConditionVariable()
+ operator=()
+ ~ConditionVariable()
+ NotifyOne()
+ NotifyAll()
+ Wait()
+ WaitFor()
-operations_count_
-native_handle_
Mutex
v8::base::Mutex
+ Mutex()
+ Mutex()
+ operator=()
+ ~Mutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
- AssertHeldAndUnmark()
- AssertUnheldAndMark()
-code_pointer_handles
size
< v8::internal::VirtualMemory >
< v8::internal::Counters >
< v8::internal::wasm
::WasmModuleCoverageData >
< const v8::internal
::wasm::WasmModule >
< v8::internal::wasm
::WasmCode *[]>
< v8::internal::wasm
::WasmCode >
< std::atomic< const
v8::internal::Signature
* >[]>
< v8::internal::wasm
::DebugInfo >
< std::atomic< uint32
_t >[]>
< v8::internal::wasm
::CompilationState >
< v8::internal::WasmCode
Pointer[]>
< v8::internal::wasm
::NamesProvider >
< v8::internal::wasm
::WasmModuleSourceMap >
< size_t >
< int64_t >
< bool >
< int >
-cancelled_
-release_condition_
-mutex_
v8::internal::Operations
Barrier
+ OperationsBarrier()
+ ~OperationsBarrier()
+ OperationsBarrier()
+ operator=()
+ TryLock()
+ CancelAndWait()
+ cancelled()
- Release()
std::vector< v8::internal
::VirtualMemory >
std::shared_ptr< v8
::internal::Counters >
+ ptr
+ operator->()
< uintptr_t, std::unique
_ptr< v8::internal::wasm
::WasmCode > >
std::shared_ptr< v8
::internal::wasm::WasmModule
CoverageData >
+ ptr
+ operator->()
std::shared_ptr< const
v8::internal::wasm::WasmModule >
+ ptr
+ operator->()
< v8::base::OwnedVector
< const uint8_t > >
< std::unique_ptr<
v8::internal::wasm
::WasmCode > >
std::unique_ptr< v8
::internal::wasm::WasmCode >
+ ptr
+ operator->()
< std::atomic< uintptr
_t >[]>
std::atomic< size_t >
+ ptr
std::atomic< int >
+ ptr
int
-mutex_
-free_code_space_
-freed_code_space_
-owned_code_space_
-async_counters_
+elements
std::unique_ptr< v8
::internal::wasm::WasmCode *[]>
+ ptr
+ operator->()
+elements
std::unique_ptr< std
::atomic< const v8::internal
::Signature * >[]>
+ ptr
+ operator->()
std::unique_ptr< v8
::internal::wasm::DebugInfo >
+ ptr
+ operator->()
std::unique_ptr< std
::atomic< uint32_t >[]>
+ ptr
+ operator->()
std::unique_ptr< v8
::internal::wasm::Compilation
State >
+ ptr
+ operator->()
-committed_code_space
_
-freed_code_size
-generated_code
size
std::unique_ptr< v8
::internal::WasmCodePointer[]>
+ ptr
+ operator->()
std::unique_ptr< v8
::internal::wasm::NamesProvider >
+ ptr
+ operator->()
std::unique_ptr< v8
::internal::wasm::WasmModule
SourceMap >
+ ptr
+ operator->()
std::atomic< int64_t >
+ ptr
std::atomic< bool >
+ ptr
-thread_id_
-lazy_compile_frozen_
-outer_
-level_
v8::internal::Operations
Barrier::Token
+ Token()
+ ~Token()
+ Token()
+ Token()
+ operator=()
+ operator=()
+ operator bool()
- Token()
v8::base::RecursiveMutex
+ RecursiveMutex()
+ RecursiveMutex()
+ operator=()
+ ~RecursiveMutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
v8::internal::wasm
::WasmCodeAllocator
+ WasmCodeAllocator()
+ ~WasmCodeAllocator()
+ Init()
+ InitializeCodeRange()
+ committed_code_space()
+ generated_code_size()
+ freed_code_size()
+ AllocateForCode()
+ AllocateForWrapper()
+ AllocateForCodeInRegion()
+ FreeCode()
+ GetNumCodeSpaces()
+ counters()
+region
constexpr
const
std::map< uintptr_t,
std::unique_ptr< v8
::internal::wasm::WasmCode > >
-coverage_data_
-module_
std::shared_ptr< v8
::base::OwnedVector
< const uint8_t > >
+ ptr
+ operator->()
-code_table_
std::vector< std::unique
_ptr< v8::internal::wasm
::WasmCode > >
-fast_api_signatures_
-debug_info_
-tiering_budgets_
-compilation_state_
DebugState
std::unique_ptr< std
::atomic< uintptr_t >[]>
+ ptr
+ operator->()
-code_pointer_handles_
-names_provider_
-source_map_
-liftoff_bailout_count
-liftoff_code_size
-turbofan_code
size
-max_lazy_compilation
_time_in_micro_sec_
-sum_lazy_compilation
_time_in_micro_sec_
-log_code_
-should_metrics
_be_reported_
-should_pgo_data
_be_written_
-num_lazy_compilations_
+kManagedTag
+kNeedsFarJumpsBetween
CodeSpaces
-compile_imports_
-enabled_features_
-code_allocator_
-owned_code_
-wire_bytes_
-new_owned_code_
-debug_state_
-fast_api_targets_
-engine_scope_
-allocation_mutex_
-trap_handler_index_
v8::internal::wasm
::NativeModule
+ NativeModule()
+ operator=()
+ ~NativeModule()
+ DisassembleForLcov()
+ AddCode()
+ PublishCode()
+ PublishCode()
+ UpdateWellKnownImports()
+ ReinstallDebugCode()
+ AllocateForDeserializedCode()
and 72 more...
- NativeModule()
- AddCodeWithCodeSpace()
- CreateEmptyjumpTableLocked()
- CreateEmptyjumpTableInRegion
Locked()
- FindjumpTablesForRegionLocked()
- UpdateCodeSize()
- PatchjumpTablesLocked()
- PatchjumpTableLocked()
- AddCodeSpaceLocked()
- PublishCodeLocked()
- TransferNewOwnedCodeLocked()
- should_update_code
_table()
-code_comments_offset
-constant_pool_offset
-deopt_data_size
-flags_
-handler_table
offset
-index_
-inlining_positions
size
-instructions_size
-jump_table_info
offset
-oot_spills_
...
< v8::internal::wasm
::NativeModule::CodeSpaceData >
-kIsDyingMask
-native_module_
-lazy_compile_table
-main_far_jump
table
-main_jump_table_
v8::internal::wasm
::WasmCode
- signature_hash_
- reloc_info_size_
- source_positions_size_
- protected_instructions
size
- stack_slots_
- tagged_parameter_slots_
- safepoint_table_offset_
- unpadded_binary_size_
+ instructions()
+ instruction_start()
+ instructions_size()
+ reloc_info()
+ source_positions()
+ inlining_positions()
+ deopt_data()
+ index()
+ IsAnonymous()
+ kind()
and 51 more...
+ GetRecordWriteBuiltin()
+ ShouldBeLogged()
+ DecrementRefCount()
+ is_dying()
+ refcount()
- WasmCode()
- ConcatenateBytes()
- trap_handler_index()
- set_trap_handler_index()
- has_trap_handler_index()
- RegisterTrapHandlerData()
- DecRefOnPotentiallyDeadCode()
+far_jump_table
+jump_table
-code_space_data_
v8::internal::wasm
::NativeModule::CodeSpaceData
+elements
std::vector< v8::internal
::wasm::NativeModule::CodeSpace
Data >