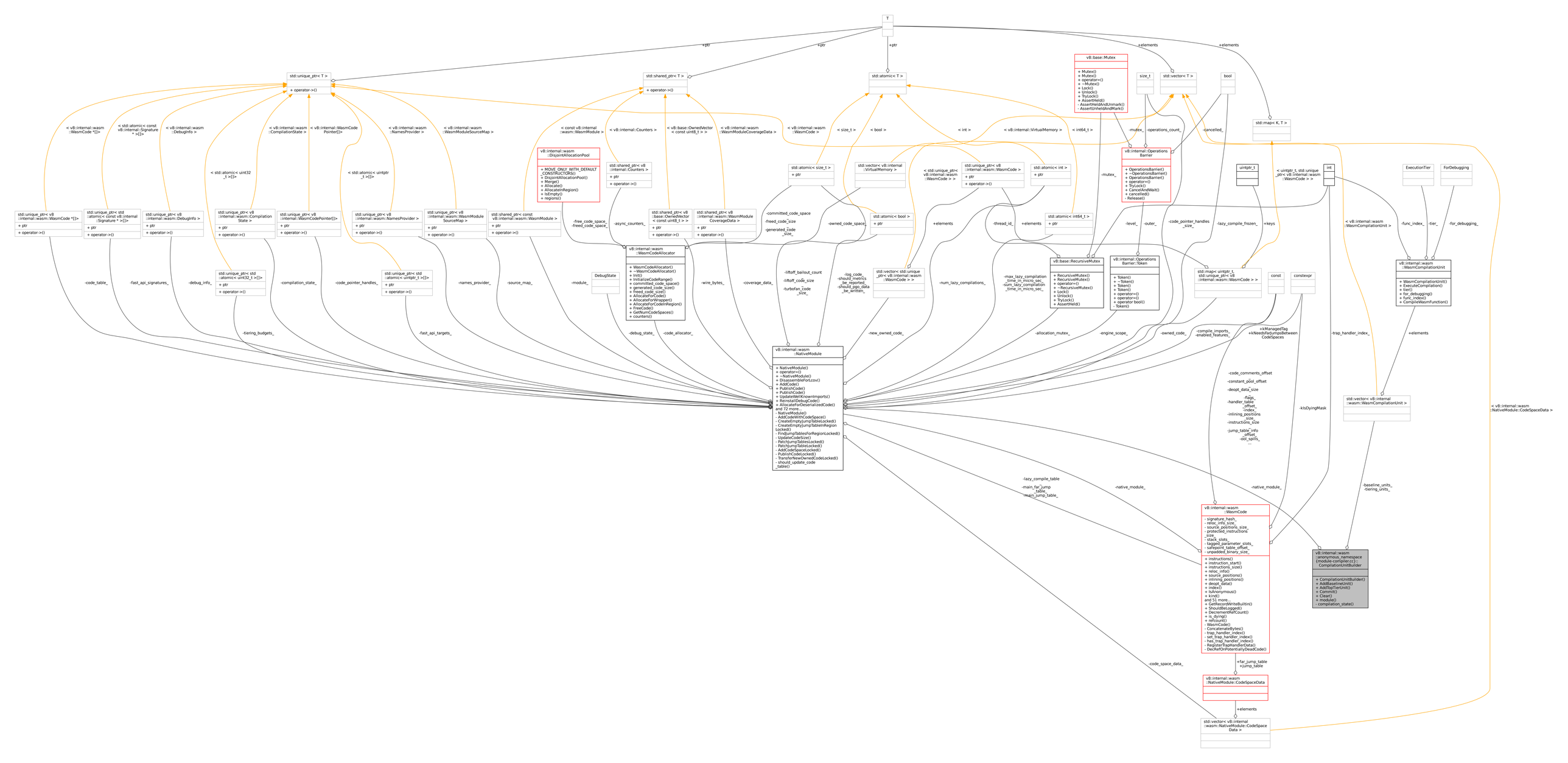
T
+ptr
+elements
std::unique_ptr< T >
+ operator->()
std::shared_ptr< T >
+ operator->()
std::atomic< T >
v8::base::Mutex
+ Mutex()
+ Mutex()
+ operator=()
+ ~Mutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
- AssertHeldAndUnmark()
- AssertUnheldAndMark()
size_t
std::vector< T >
bool
std::map< K, T >
v8::internal::wasm::WasmCode *[]>
std::atomic< const v8::internal::Signature * >[]>
v8::internal::wasm::DebugInfo >
v8::internal::wasm::CompilationState >
v8::internal::WasmCodePointer[]>
v8::internal::wasm::NamesProvider >
v8::internal::wasm::WasmModuleSourceMap >
< const v8::internal::wasm::WasmModule >
v8::internal::Counters >
v8::base::OwnedVector< const uint8_t > >
v8::internal::wasm::WasmModuleCoverageData >
v8::internal::wasm::WasmCode >
< size_t >
< bool >
< int >
v8::internal::VirtualMemory >
< int64_t >
-mutex_
-operations_count_
-cancelled_
< std::atomic< uint32_t >[]>
< std::atomic< uintptr_t >[]>
v8::internal::wasm::DisjointAllocationPool
+ MOVE_ONLY_WITH_DEFAULT_CONSTRUCTORS()
+ DisjointAllocationPool()
+ Merge()
+ Allocate()
+ AllocateInRegion()
+ IsEmpty()
+ regions()
v8::internal::OperationsBarrier
+ OperationsBarrier()
+ ~OperationsBarrier()
+ OperationsBarrier()
+ operator=()
+ TryLock()
+ CancelAndWait()
+ cancelled()
- Release()
uintptr_t
< uintptr_t, std::unique_ptr< v8::internal::wasm::WasmCode > >
int
ExecutionTier
ForDebugging
std::shared_ptr< v8::internal::Counters >
+ ptr
+ operator->()
std::atomic< size_t >
+ ptr
std::vector< v8::internal::VirtualMemory >
< std::unique_ptr< v8::internal::wasm::WasmCode > >
std::unique_ptr< v8::internal::wasm::WasmCode >
+ ptr
+ operator->()
std::atomic< int >
+ ptr
std::unique_ptr< v8::internal::wasm::WasmCode *[]>
+ ptr
+ operator->()
std::unique_ptr< std::atomic< const v8::internal::Signature * >[]>
+ ptr
+ operator->()
std::unique_ptr< v8::internal::wasm::DebugInfo >
+ ptr
+ operator->()
std::unique_ptr< v8::internal::wasm::CompilationState >
+ ptr
+ operator->()
std::unique_ptr< v8::internal::WasmCodePointer[]>
+ ptr
+ operator->()
std::unique_ptr< v8::internal::wasm::NamesProvider >
+ ptr
+ operator->()
std::unique_ptr< v8::internal::wasm::WasmModuleSourceMap >
+ ptr
+ operator->()
std::shared_ptr< const v8::internal::wasm::WasmModule >
+ ptr
+ operator->()
std::shared_ptr< v8::base::OwnedVector< const uint8_t > >
+ ptr
+ operator->()
std::shared_ptr< v8::internal::wasm::WasmModuleCoverageData >
+ ptr
+ operator->()
std::atomic< bool >
+ ptr
std::atomic< int64_t >
+ ptr
std::unique_ptr< std::atomic< uint32_t >[]>
+ ptr
+ operator->()
std::unique_ptr< std::atomic< uintptr_t >[]>
+ ptr
+ operator->()
std::unique_ptr< std::atomic< const v8::internal::Signature * >[]>
+ ptr
+ operator->()
std::unique_ptr< v8::internal::wasm::WasmCodeAllocator >
+ WasmCodeAllocator()
+ ~WasmCodeAllocator()
+ Init()
+ InitializeCodeRanges()
+ committed_code_space()
+ generated_code_size()
+ freed_code_size()
+ AllocateForCode()
+ AllocateForWrapper()
+ AllocateForCodeInRegion()
+ FreeCode()
+ GetNumCodeSpaces()
+ counters()
DebugState
std::unique_ptr< std::atomic< uint32_t >[]>
+ ptr
+ operator->()
std::unique_ptr< std::atomic< uintptr_t >[]>
+ ptr
+ operator->()
-code_table_
-fast_api_signatures_
-debug_info_
-compilation_state_
-code_pointer_handles_
-names_provider_
-source_map_
-module_
-tiering_budgets_
-fast_api_targets_
-debug_state_
-code_allocator_
-wire_bytes_
-coverage_data_
-free_code_space_
-freed_code_space_
-async_counters_
-committed_code_space
-freed_code_size
-generated_code_size_
-owned_code_space_
-liftoff_bailout_count
-liftoff_code_size
-turbofan_code_size_
-log_code_
-should_metrics_be_reported_
-should_pgo_data_be_written_
-new_owned_code_
+elements
-num_lazy_compilations_
-thread_id_
+elements
-max_lazy_compilation_time_in_micro_sec_
-sum_lazy_compilation_time_in_micro_sec_
-allocation_mutex_
-engine_scope_
-owned_code_
-level_
-outer_
-code_pointer_handles_size_
-lazy_compile_frozen_
+keys
-compile_imports_
-enabled_features_
+kManagedTag
+kNeedsFarJumpsBetween CodeSpaces
-trap_handler_index_
-func_index_
-tier_
-for_debugging_
+elements
-code_comments_offset
-constant_pool_offset
-deopt_data_size
-flags_
-handler_table_offset_
-index_
-inlining_positions_size_
-instructions_size
-jump_table_info_offset
-osl_spills_
...
-kIsDyingMask
-lazy_compile_table
-main_far_jump_table_
-main_jump_table_
-native_module_
-native_module_
-baseline_units_
-tiering_units_
-code_space_data_
v8::internal::wasm::NativeModule
+ NativeModule()
+ operator=()
+ ~NativeModule()
+ DisassembleForLcov()
+ AddCode()
+ PublishCode()
+ PublishCode()
+ UpdateWellKnownImports()
+ ReinstallDebugCode()
+ UpdateAllocatedSpecializedCode()
and 72 more...
- NativeModule()
- AddCodeWithCodeSpace()
- CreateEmptyJumpTableLocked()
- CreateEmptyJumpTableInRegion Locked()
- FindJumpTablesForRegionLocked()
- UpdateCodeSize()
- PatchJumpTablesLocked()
- PatchJumpTableLocked()
- AddCodeSpaceLocked()
- PublishCodeLocked()
- TransferNewOwnedCodeLocked()
- should_update_code_table()
v8::base::RecursiveMutex
+ RecursiveMutex()
+ RecursiveMutex()
+ operator=()
+ ~RecursiveMutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
v8::internal::OperationsBarrier::Token
+ Token()
+ ~Token()
+ Token()
+ Token()
+ operator=()
+ operator==()
+ operator bool()
- Token()
std::map< uintptr_t, std::unique_ptr< v8::internal::wasm::WasmCode > >
const
constexpr
v8::internal::wasm::WasmCompilationUnit
+ WasmCompilationUnit()
+ ExecuteCompilation()
+ tier()
+ for_debugging()
+ func_index()
+ CompileWasmFunction()
std::vector< v8::internal::wasm::WasmCompilationUnit >
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()
v8::internal::wasm::NativeModule::CodeSpaceData
+far_jump_table
+jump_table
+elements
std::vector< v8::internal::wasm::NativeModule::CodeSpaceData >
< v8::internal::wasm::NativeModule::CodeSpaceData >
v8::internal::wasm::(anonymous_namespace)(module-compiler.cc)::CompilationUnitBuilder
+ CompilationUnitBuilder()
+ AddBaselineUnit()
+ AddTopTierUnit()
+ Commit()
+ Clear()
+ module()
- compilation_state()