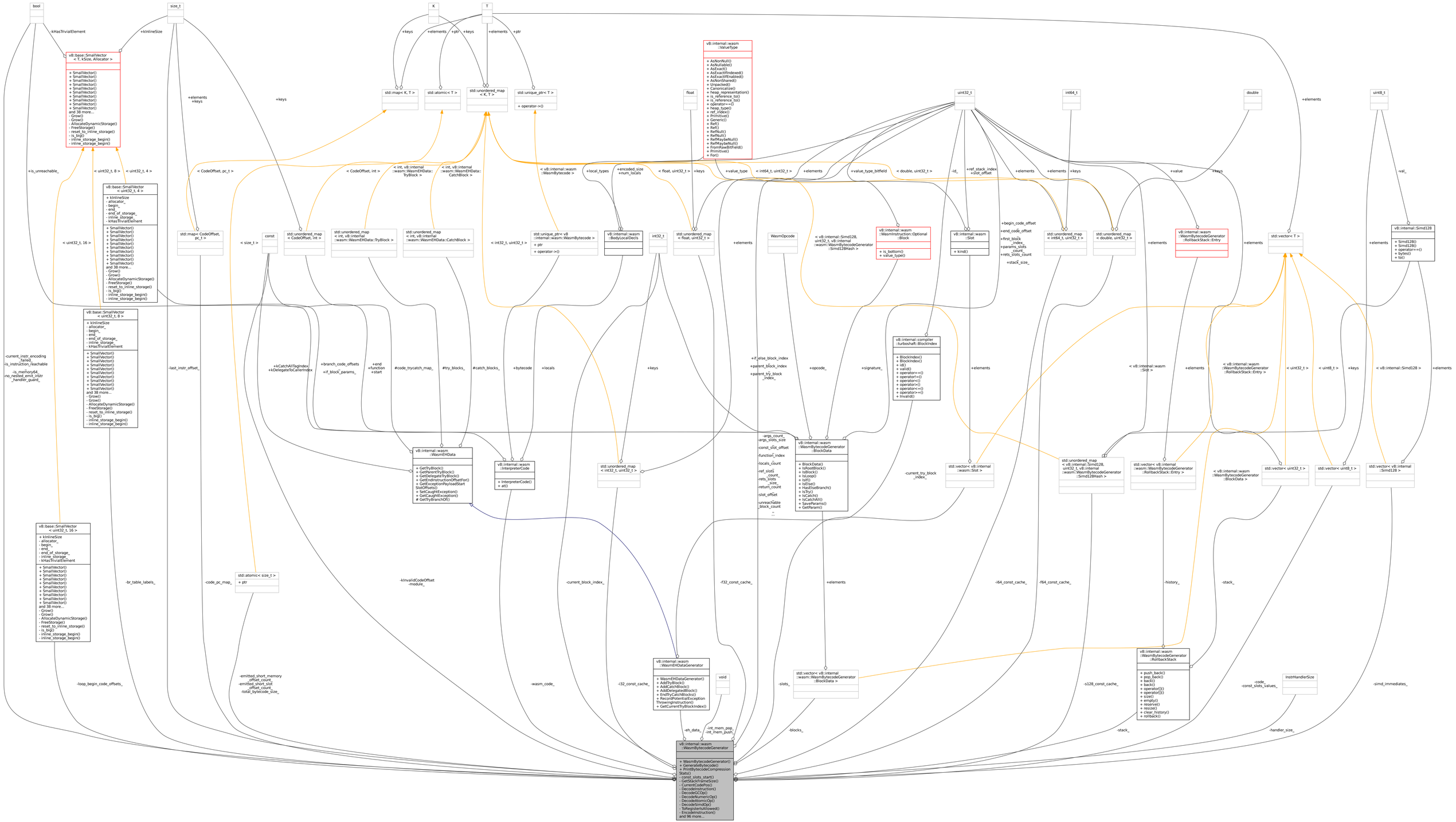
bool
size_t
K
T
v8::base::SmallVector
< T, kSize, Allocator >
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
and 38 more...
- Grow()
- Grow()
- AllocateDynamicStorage()
- FreeStorage()
- reset_to_inline_storage()
- is_big()
- inline_storage_begin()
- inline_storage_begin()
v8::internal::wasm
::ValueType
+ AsNonNull()
+ AsNullable()
+ AsExact()
+ AsExactIfIndexed()
+ AsExactIfEnabled()
+ AsNonShared()
+ Unpacked()
+ Canonicalize()
+ heap_representation()
+ is_reference_to()
+ is_reference_to()
+ operator==()
+ heap_type()
+ ref_index()
+ Primitive()
+ Generic()
+ Ref()
+ Ref()
+ RefNull()
+ RefNull()
+ RefMaybeNull()
+ RefMaybeNull()
+ FromRawBitField()
+ Primitive()
+ For()
std::map< K, T >
std::atomic< T >
std::unordered_map
< K, T >
std::unique_ptr< T >
+ operator->()
float
uint32_t
int64_t
double
uint8_t
v8::base::SmallVector
< uint32_t, 4 >
+ kInlineSize
- allocator_
- begin_
- end_
- end_of_storage_
- inline_storage_
- kHasTrivialElement
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
and 38 more...
- Grow()
- Grow()
- AllocateDynamicStorage()
- FreeStorage()
- reset_to_inline_storage()
- is_big()
- inline_storage_begin()
- inline_storage_begin()
v8::base::SmallVector
< uint32_t, 8 >
+ kInlineSize
- allocator_
- begin_
- end
- end_of_storage_
- inline_storage_
- kHasTrivialElement
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
and 38 more...
- Grow()
- Grow()
- AllocateDynamicStorage()
- FreeStorage()
- reset_to_inline_storage()
- is_big()
- inline_storage_begin()
- inline_storage_begin()
v8::base::SmallVector
< uint32_t, 16 >
+ kInlineSize
- allocator_
- begin_
- end_
- end_of_storage_
- inline_storage_
- kHasTrivialElement
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
+ SmallVector()
and 38 more...
- Grow()
- Grow()
- AllocateDynamicStorage()
- FreeStorage()
- reset_to_inline_storage()
- is_big()
- inline_storage_begin()
- inline_storage_begin()
std::map< CodeOffset,
pc_t >
const
std::unordered_map
< CodeOffset, int >
std::unordered_map
< int, v8::internal
::wasm::WasmEHData::TryBlock >
std::unordered_map
< int, v8::internal
::wasm::WasmEHData::CatchBlock >
std::unique_ptr< v8
::internal::wasm::WasmBytecode >
+ ptr
+ operator->()
v8::internal::wasm
::BodyLocalDecls
int32_t
std::unordered_map
< float, uint32_t >
WasmOpcode
< v8::internal::Simd128,
uint32_t, v8::internal
::wasm::WasmBytecodeGenerator
::Simd128Hash >
v8::internal::wasm
::WasmInstruction::Optional
::Block
+ is_bottom()
+ value_type()
v8::internal::wasm
::Slot
+ kind()
std::unordered_map
< int64_t, uint32_t >
std::unordered_map
< double, uint32_t >
v8::internal::wasm
::WasmBytecodeGenerator
::RollbackStack::Entry
std::vector< T >
v8::internal::Simd128
+ Simd128()
+ Simd128()
+ operator==()
+ bytes()
+ to()
v8::internal::compiler
::turboshaft::BlockIndex
+ BlockIndex()
+ BlockIndex()
+ id()
+ valid()
+ operator==()
+ operator!=()
+ operator<()
+ operator>()
+ operator<=()
+ operator>=()
+ Invalid()
v8::internal::wasm
::WasmEHData
+ GetTryBlock()
+ GetInnerTryBlock()
+ GetDelegateTryBlock()
+ GetEndInstructionOffsetFor()
+ GetExceptionPayloadStart
SlotOffset()
+ GetCaughtException()
+ GetCaughtException()
# GetTryBranchOf()
v8::internal::wasm
::InterpreterCode
+ InterpreterCode()
+ at()
std::unordered_map
< int32_t, uint32_t >
-args_count_
-args_slots_size
-const_slot_offset
-function_index
-locals_count
-ref_slots
count
-rets_slots
size
-return_count
-slot_offset
-unreachable
_block_count
-
...
v8::internal::wasm
::WasmBytecodeGenerator
::BlockData
+ BlockData()
+ IsRootBlock()
+ IsBlock()
+ IsLoop()
+ IsIfs
+ IsElse()
+ HasElseBranch()
+ IsTry()
+ IsCatch()
+ IsCatchAll()
+ SaveParams()
+ GetParam()
std::vector< v8::internal
::wasm::Slot >
std::unordered_map
< v8::internal::Simd128,
uint32_t, v8::internal
::wasm::WasmBytecodeGenerator
::Simd128Hash >
std::vector< v8::internal
::wasm::WasmBytecodeGenerator
::RollbackStack::Entry >
< v8::internal::wasm
::WasmBytecodeGenerator
::BlockData >
std::vector< uint32_t >
std::vector< uint8_t >
std::vector< v8::internal
::Simd128 >
std::atomic< size_t >
+ ptr
v8::internal::wasm
::WasmEHDataGenerator
+ WasmEHDataGenerator()
+ AddTryBlock()
+ AddCatchBlock()
+ AddDelegatedBlock()
+ EndTryCatchBlock()
+ RecordPotentialException
ThrowingInstruction()
+ GetCurrentTryBlockIndex()
void
v8::internal::wasm
::WasmBytecodeGenerator
::RollbackStack
+ push_back()
+ pop_back()
+ back()
+ back()
+ operator[](i)
+ operator[](i)
+ size()
+ empty()
+ reserve()
+ clear()
+ clear_history()
+ rollback()
InstrHandlerSize
v8::internal::wasm
::WasmBytecodeGenerator
+ WasmBytecodeGenerator()
+ GenerateBytecode()
+ PrintBytecodeCompression
Stats()
- const_slots_start()
- GetStackFrameSize()
- CurrentCodePos()
- DecodeInstruction()
- DecodeGCOp()
- DecodeNumericOp()
- DecodeAtomicOp()
- DecodeSimdOp()
- IsRegisterIsAllowed()
- EncodeInstruction()
and 96 more...
+is_unreachable_
+kHasTrivialElement
+kInlineSize
+elements
+keys
+CodeOffset, pc_t >
+CodeOffset, int >
+ int, v8::internal
::wasm::WasmEHData::
TryBlock >
+ int, v8::internal
::wasm::WasmEHData::
CatchBlock >
< v8::internal::wasm
::WasmBytecode >
+local_types
+encoded_size
+num_locals
< float, uint32_t >
+value_type
< int64_t, uint32_t >
+value_type_bitfield
< double, uint32_t >
-id_
+ref_stack_index
+slot_offset
+value
+begin_code_offset
+end_code_offset
+first_block
index
+params_slots
count
+rets_slots_count
+stack_size_
-val_
< uint32_t, 16 >
< size_t >
< int32_t, uint32_t >
+bytecode
+locals
+opcode_
+signature_
+if_else_block_index
+parent_block_index
+parent_try_block
index
-current_instr_encoding
-failed_
-is_instruction_reachable
-is_memory64_
-no_nested_emit_instr
-handler_guard_
-last_instr_offset_
+kCatchAllTagIndex
+kDelegateToCallerIndex
+branch_code_offsets
+if_block_params_
+end
+function
+start
#code_trycatch_map_
#try_blocks_
#catch_blocks_
-current_try_block
index
-br_table_labels_
-code_pc_map_
-kInvalidCodeOffset
-module_
-current_block_index_
-f32_const_cache_
-i64_const_cache_
-f64_const_cache_
-history_
-stack_
-loop_begin_code_offsets_
-emitted_short_memory
_offset_count_
-emitted_short_slot
_offset_count_
-total_bytecode_size_
-wasm_code_
-i32_const_cache_
-slots_
-s128_const_cache_
-code_
-const_slots_values_
-simd_immediates_
-eh_data_
-int_mem_pop_
-int_mem_push_
-blocks_
-handler_size_