

v8::internal::compiler
::turbohaft::Assembler
< reducer_list< Reducers...,
TSReducerBase > >

- current_block_
- current_catch_block_
- conceptually_in_a_block_
- current_operation_origin_

+ Assembler()
+ data()
+ phase_zone()
+ input_graph()
+ output_graph()
+ graph_zone()
+ modifiable_input_graph()
+ NewLoopHeader()
+ NewBlock()
+ Bind()
and 11 more...
- FinalizeBlock()
- CreateSinglePredecessorFor
Loop()
- AddLoopPredecessor()
- SplitEdge()

v8::internal::compiler
::turbohaft::TSAssembler
< Reducers >

v8::internal::Zone

+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()

v8::internal::wasm
::WasmGraphBuilderBase

+ BuildModifyThreadInWasmFlag
Helper()
+ BuildModifyThreadInWasmFlag()
WasmGraphBuilderBase()
CallRuntime()
GetBuiltinPointerTarget()
GetTargetForBuiltinCall()
BuildChangeInt64ToBigInt()
BuildImportedFunctionTarget
AndImplicitArg()
BuildFunctionTargetAndImplicit
Arg()
RepresentationFor()
CallIC()
CallIC()
and 6 more...

v8::internal::wasm
::WasmWrapperTSGraphBuilder

+ WasmWrapperTSGraphBuilder()
+ AbortIfNot()
+ LoadExportedFunctionIndex
AsSmi()
+ BuildChangeInt32ToSmi()
+ GetTargetForBuiltinCall()
+ CallBuiltin()
+ CallBuiltin()
+ BuildChangeInt32ToNumber()
+ BuildChangeFloat32ToNumber()
+ BuildChangeFloat64ToNumber()
and 31 more...

const

-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_

#asm_

#zone_

-sig_