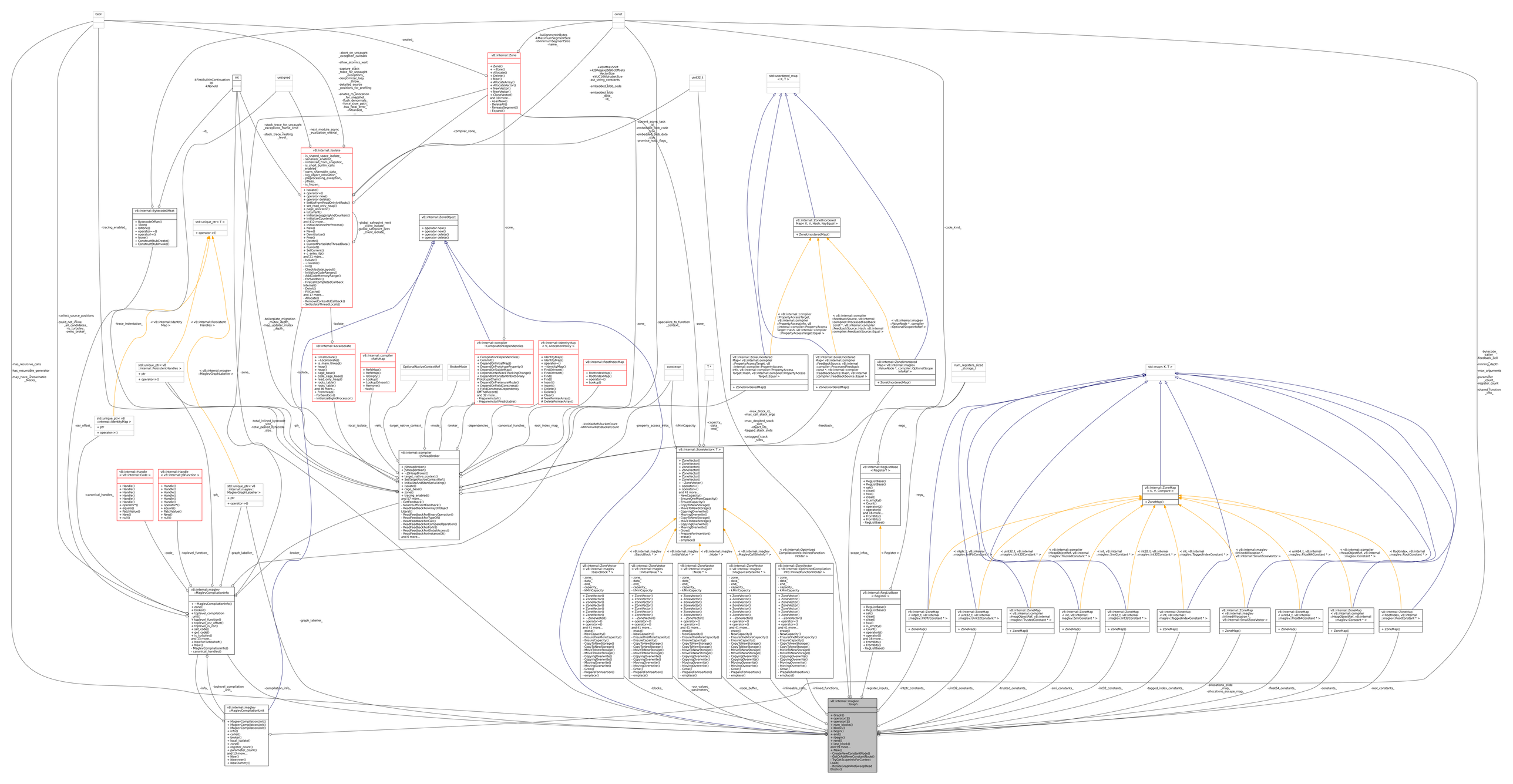
bool
const
int
unsigned
uint32_t
v8::internal::Zone
v8::internal::Isolate
v8::internal::ZoneObject
v8::internal::ZoneUnordered Map< K, V, Hash, KeyEqual >
std::unordered_map < K, T >
v8::internal::ZoneUnordered Map< v8::internal::compiler ::PropertyAccessTarget, v8 ::internal::compiler ::PropertyAccessInfo, v8 ::internal::compiler::PropertyAccess Target::Hash, v8::internal::compiler ::PropertyAccessTarget::Equal >
v8::internal::ZoneUnordered Map< v8::internal::compiler ::FeedbackSource, v8::internal ::compiler::ProcessedFeedback const *, v8::internal::compiler ::FeedbackSource::Hash, v8::internal ::compiler::FeedbackSource::Equal >
v8::internal::ZoneUnordered Map< v8::internal::maglev ::ValueNode *, compiler ::OptionalScopeInfoRef >
v8::internal::ZoneUnordered Map< K, V, Hash, KeyEqual >
+ ZoneUnorderedMap()
v8::internal::BytecodeOffset
std::unique_ptr< T >
+ operator->()
v8::internal::compiler ::CompilationDependencies
v8::internal::IdentityMap < V, AllocationPolicy >
v8::internal::RootIndexMap
v8::internal::LocalIsolate
v8::internal::compiler ::RefMap
OptionalNativeContextRef
BrokerMode
constexpr
T *
num_registers_sized _storage_t
std::map< K, T >
std::unique_ptr< v8 ::internal::PersistentHandles >
+ ptr
+ operator->()
v8::internal::maglev ::MaglevGraphLabeller
std::unique_ptr< v8 ::internal::IdentityMap >
v8::internal::Handle < v8::internal::Code >
v8::internal::Handle < v8::internal::JSFunction >
v8::internal::compiler ::JSHeapBroker
v8::internal::ZoneVector< T >
v8::internal::RegListBase < RegisterT >
v8::internal::ZoneMap < K, V, Compare >
+ ZoneMap()
v8::internal::RegListBase < Register >
v8::internal::maglev ::MaglevCompilationInfo
v8::internal::maglev ::MaglevCompilationUnit
v8::internal::maglev ::Graph
v8::internal::ZoneVector < v8::internal::maglev ::BasicBlock * >
v8::internal::ZoneVector < v8::internal::maglev ::InitialValue * >
v8::internal::ZoneVector < v8::internal::maglev ::Node * >
v8::internal::ZoneVector < v8::internal::maglev ::MaglevCallSiteInfo * >
v8::internal::ZoneVector < v8::internal::OptimizedCompilationInfo::InlinedFunctionHolder >
v8::internal::ZoneMap < int32_t, v8::internal ::maglev::IntPtrConstant * >
v8::internal::ZoneMap < uint32_t, v8::internal ::maglev::Uint32Constant * >
v8::internal::ZoneMap < v8::internal::compiler ::HeapObjectRef, v8::internal ::maglev::TrustedConstant * >
v8::internal::ZoneMap < int, v8::internal ::maglev::SmiConstant * >
v8::internal::ZoneMap < int32_t, v8::internal ::maglev::Int32Constant * >
v8::internal::ZoneMap < int, v8::internal ::maglev::TaggedIndexConstant * >
v8::internal::ZoneMap < v8::internal::maglev ::InlinedAllocation *, v8::internal::SmallZoneVector >
v8::internal::ZoneMap < uint64_t, v8::internal ::maglev::Float64Constant * >
v8::internal::ZoneMap < v8::internal::compiler ::HeapObjectRef, v8::internal ::maglev::Constant * >
v8::internal::ZoneMap < RootIndex, v8::internal ::maglev::RootConstant * >
v8::internal::maglev ::MaglevCompilationInfo
+ ~MaglevCompilationInfo()
+ zone()
+ broker()
+ isolate()
+ toplevel_compilation ()
+ toplevel_function()
+ toplevel_osr_offset()
+ toplevel_is_osr()
+ code_kind()
+ get_code()
+ is_turbolev()
and 13 more...
+ NewforTurboshaft()
- Init()
- MaglevCompilationInfo()
- canonical_handles()
v8::internal::maglev ::MaglevCompilationUnit
+ MaglevCompilationUnit()
+ MaglevCompilationUnit()
+ MaglevCompilationUnit()
+ info()
+ caller()
+ broker()
+ local_isolate()
+ zone()
+ register_count()
+ parameter_count()
and 13 more...
+ New()
+ NewInner()
+ NewDummy()
v8::internal::maglev ::Graph
+ Graph()
+ operator[]()
+ operator[]()
+ num_blocks()
+ begin()
+ begin()
+ end()
+ rbegin()
+ rend()
+ first_block()
and 59 more...
+ New()
- CreateNewConstantNode()
- GetOrAddNewConstantNode()
- ClearDeoptSuspendedFor(Context Load)
- IterateGraphAndSweepDead Blocks()