v8::internal::Malloced + operator new() + operator delete() v8::internal::AssemblerBase + kMinimalBufferSize + kDefaultBufferSize # buffer # buffer_start # heap_number_requests_ # pc # code_comments_writer_
- code_targets_ embedded objects - embedded objects map - options - enabled_cpu_features_ predictable_code_size constant_pool_available_ jump_optimization_info_ + AssemblerBase() + ~AssemblerBase() + options() + predictable_code_size() + set_predictable_code size() + enabled_cpu_features() + set enabled cpu_features() + IsEnabled() + EnableCpuFeature() + is_constant_pool_available() and 13 more... + QuietNaN() # AddCodeTarget() # GetCodeTarget() # AddEmbeddedObject() # GetEmbeddedObject() # set_constant_pool_available()
RequestHeapNumber() # ShouldRecordRelocInfo() **44444444** v8::internal::Assembler + rt + ra + rb + rc + VU + XMMRegister + YMMRegister + E6+ XMMRegister + YMMRegister + kNoHandlerTable + kNoSafepointTable + kSpecialTargetSize + kMaxDistToPcRelativeConstant + kMaxDistToIntPool + kTypicalNumPending32Constants + kMaxNumPending32Constants + kVeneerCodeSize + kNoSafepointTable + kTestAlByte and 33 more... # reloc info writer # pending 32 bit constants # scratch_register_list_ # scratch_vfp_register list # zone # unresolved branches # branch link chain back # next_veneer_pool_check_ # jump_table_info_writer_ # kGap # kMaxRelocSize # kVeneerDistanceMargin # kVeneerNoProtectionFactor # kVeneerDistanceCheckMargin constant pool deadline const_pool_blocked nesting no_const_pool_before first_const_pool_32_use_ last_bound_pos_ veneer_pool_blocked _nesting - internal reference _positions constpool next_buffer_check_ trampoline_pool_blocked _nesting_ and 22 more... kMaximalBufferSize kCheckPoolDeadline - kStartOfLabelLinkChain kBufferCheckInterval - kCheckConstIntervalInst - kCheckConstInterval kInvalidSlotPos kMaxCondBranchReach kMaxBlockTrampolineSectionSize + Assembler() + Assembler() + ~Assembler() + AbortedCodeGeneration() + GetCode() + GetCode() + GetCode() + bind() + branch_offset() + GetScratchRegisterList() and 3929 more... + DefaultTmpList() + DefaultFPTmpList() + is_constant_pool_load() + constant_pool_entry _address() + target address at() + set_target_address_at() + deserialization_special _target_size() + deserialization_set _target_internal_reference_at() + uint32 constant at() + set_uint32_constant_at() and 333 more... # buffer_space()
target_at()
target_at_put() # StartBlockConstPool() # EndBlockConstPool() # is const pool blocked() # has_pending_constants() # VfpRegisterIsAvailable() # VfpRegisterIsAvailable() # emit() and 101 more.. # IsImmLSPair() # IsImmFP32() # IsImmFP64() # LoadOpFor() # LoadPairOpFor() # StoreOpFor() # StorePairOpFor() # LoadLiteralOpFor() # set_target_internal reference_encoded_at() # set target internal reference_encoded_at() # set_target_internal _reference_encoded_at()
- CheckBuffer() GrowBuffer() - AddrMode1() AddrMode1TryEncodeOperand() AddrMode2() AddrMode3() AddrMode4() - AddrMode5() - print() bind_to() and 394 more... FPToImm8() disassembleInstr() emit() ДДД v8::internal::PatchingAssembler + kAdrFarPatchableNNops + kAdrFarPatchableNInstrs block constant pool emission scope + PatchingAssembler() + ~PatchingAssembler() + Emit() + PadWithNops() + PatchingAssembler() + ~PatchingAssembler() + PatchAdrFar() + PatchSubSp() + PatchingAssembler() + ~PatchingAssembler() # DISALLOW IMPLICIT CONSTRUCTORS() + DropArgumentsAndPushNewReceiver() v8::internal::SharedMacro AssemblerBase + Move() + Move() + Add() + And() + Movhps() + Movlps() + Blendvps() + Blendvpd() + Pblendvb() + Pinsrb() and 60 more... # PinsrHelper() - I8x16SplatPreAvx2() - I16x8SplatPreAvx2()

v8::internal::MacroAssemblerBase

isolate

has frame

+ isolate()

+ CodeObject()

and 17 more...

Index()

Reference()

Register()

tmp_list_ fptmp_list

kSmiShift

+ EnterFrame() + LeaveFrame()

code_object_ # root_array_available_ # hard_abort_

sandboxing mode # maybe_builtin

+ MacroAssemblerBase()

+ MacroAssemblerBase()

+ MacroAssemblerBase()

+ MacroAssemblerBase() + MacroAssemblerBase()

+ root_array_available()

+ CanBelmmediate()

+ ReadOnlyRootPtr()

ReferenceTableEntry()

+ set_root_array_available() + should_abort_hard()

+ RootRegisterOffsetForRoot

+ RootRegisterOffsetForBuiltin() + RootRegisterOffsetForExternal

+ RootRegisterOffsetForExternal

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v8::internal::MacroAssembler

+ IsAddressableThroughRoot

+ DECLARE_STORE_FUNCTION

+ kExtraSlotClaimedByPrologue + kSwitchTablePrologueSize

has_double_zero_reg_set_has_single_zero_reg_set_

+ AllocateStackSpace() + AllocateStackSpace() + PushCommonFrame() + StubPrologue() + Prologue()

+ DropArguments()

+ IsNearCallOffset() + CountSetHalfWords() + DefaultTmpList()

+ DefaultFPTmpList()

+ InstrCountForLi64Bit() + IsNearCallOffset()

+ CalculateTargetOffset()

ConditionalCompareMacro()

AddSubWithCarryMacro()

GetRkAsRegisterHelper()

GetRtAsRegisterHelper()

GetRtAsRegisterHelper()

- VFPCompareAndLoadFlags() VFPCompareAndLoadFlags() VFPCompareAndLoadFlags() VFPCompareAndLoadFlags()

FloatMaxOutOfLineHelper() FloatMinOutOfLineHelper()

SafepointRegisterStackIndex()

CalculateTargetOffset()

and 3387 more...

+ IsImmMovn() + IsImmMovz()

and 11 more..

PushHelper()

PopHelper()

CallPrintf()

GetOffset()

GetOffset()

GetOffset() # GetSmiConstant() # DropArguments() InvokePrologue()

- Jump()

- FloatMaxHelper() - FloatMinHelper()

and 78 more...

DropArguments()

+ PushStandardFrame()

+ ActivationFrameAlignment()

comment depth