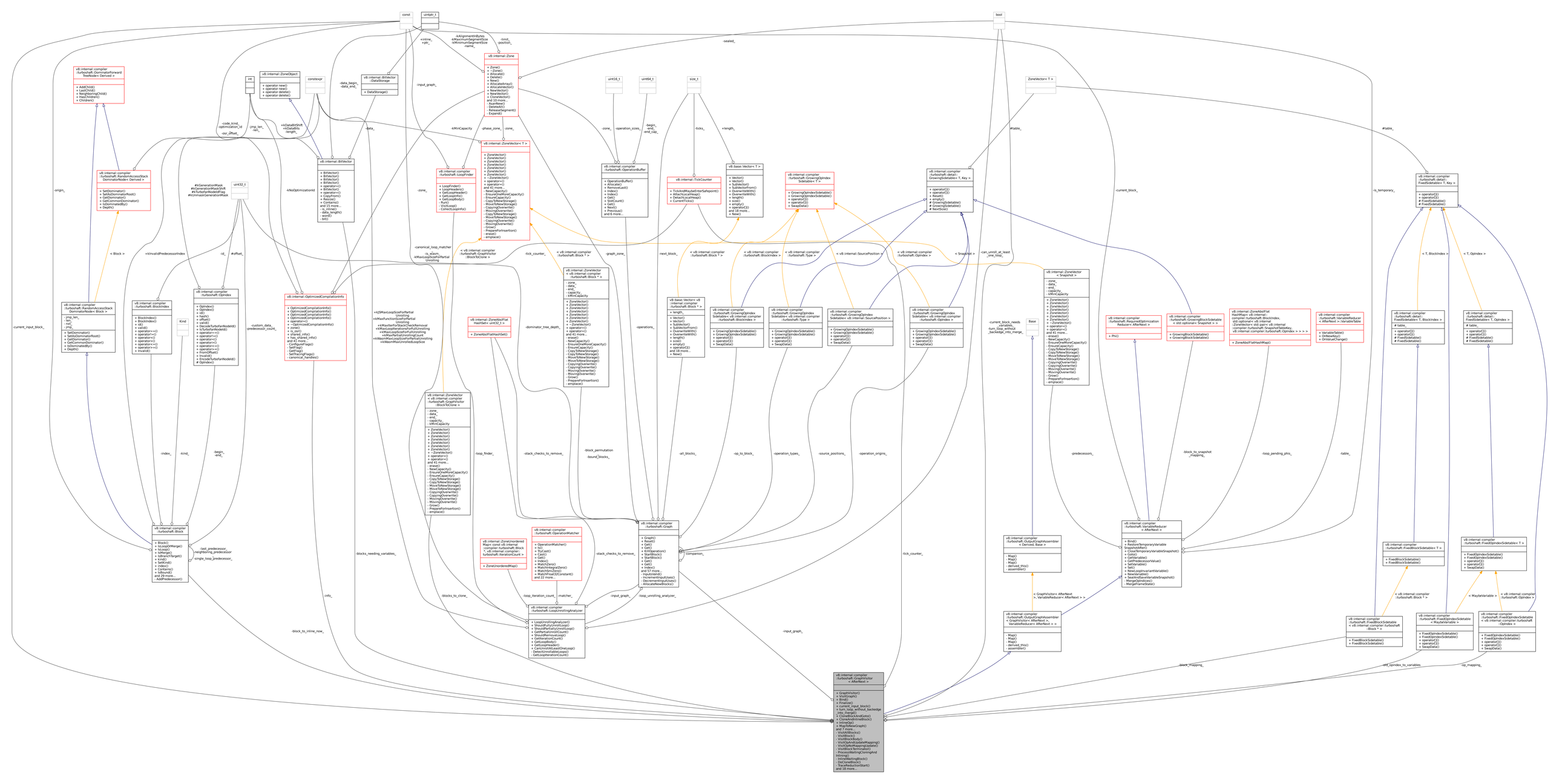
const
uintptr_t
bool
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ Expand(size_t)
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
v8::internal::ZoneObject
+ operator new()
+ operator delete()
+ operator delete()
int
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v8::internal::BitVector::DataStorage
+ DataStorage()
v8::internal::compiler::TickCounter
+ TickAndMaybeEnterSafepoint()
+ AttachLocalHeap()
+ DetachLocalHeap()
+ CurrentTicks()
v8::base::Vector< T >
+ Vector()
+ Vector()
+ SubVector()
+ SubVector(from)
+ OverwriteWith()
+ OverwriteWith()
+ length()
+ size()
+ empty()
+ operator[](3)
and 18 more...
+ New()
v8::internal::compiler::OperationBuffer
+ OperationBuffer()
+ Allocate()
+ RemoveLast()
+ Begin()
+ Index()
+ Get()
+ SlotCount()
+ Get()
+ Next()
+ Previous()
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v8::internal::compiler::GrowingOpIndexSidetable< T >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[](1)
+ operator[](1)
+ SwapData()
v8::internal::compiler::GrowingOpIndexSidetable< T, Key >
+ operator[](1)
+ operator[](1)
+ Reset()
+ Reset()
# GrowingSidetable()
# GrowingSidetable()
# NextSize()
v8::internal::compiler::detail::FixedSidetable< T, Key >
+ operator[](1)
+ operator[](1)
# FixedSidetable()
# FixedSidetable()
v8::internal::compiler::RandomAccessStackDominatorNode< Derived >
+ SetDominator()
+ SetIsDominatorRoot()
+ GetDominator()
+ GetCommonDominator()
+ IsDominatedBy()
+ Depth()
v8::internal::compiler::DominatorForwardTreeNode< Derived >
+ AddChild()
+ LastChild()
+ NeighboringChild()
+ ForEachChildren()
+ Children()
v8::internal::BitVector
+ BitVector()
+ BitVector()
+ BitVector()
+ operator=()
+ operator=()
+ BitVector()
+ operator=()
+ CopyFrom()
+ Contains()
+ Contains()
and 15 more...
- is_inline()
- data_length()
- set()
- Get()
v8::internal::ZoneVector< T >
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- ZoneVector()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- Copy.ToNewStorage()
- Move.ToNewStorage()
- Copy.ToNewStorage()
- MovingOverwrite()
- Copy.ToNewStorage()
- Move.ToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PreparesForInsertion()
- erase()
- emplace()
v8::internal::compiler::LoopFinder
+ LoopFinder()
+ LoopHeaders()
+ GetLoopHeader()
+ GetLoopInfo()
+ PrintLoopInfo()
- Run()
- Visit(Loop)
- CollectLoopInfo()
v8::internal::compiler::OperationIdx
v8::internal::compiler::Block
v8::internal::compiler::BlockIndex
v8::internal::compiler::OpIndex
v8::internal::OptimizedCompilationInfo
+ OptimizedCompilationInfo()
+ OptimizedCompilationInfo()
+ OptimizedCompilationInfo()
+ operator=()
+ ~OptimizedCompilationInfo()
+ zone()
+ is_osr()
+ osr_offset()
+ has_shared_info()
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- ConfigureFlags()
- SetFlag()
- SetFlag()
- SetTracingFlags()
- canonical_handles()
v8::internal::ZoneAbslFlatHashSet< uint32_t >
+ ZoneAbslFlatHashSet()
v8::internal::ZoneVector< v8::internal::compiler::turboshaft::Block * >
v8::internal::ZoneVector< v8::internal::compiler::turboshaft::BlockToClone >
v8::internal::ZoneUnordered Map< const v8::internal::compiler::turboshaft::Block *, v8::internal::compiler::turboshaft::IterationCount >
+ ZoneUnorderedMap()
v8::internal::compiler::OperationMatcher
+ OperationMatcher()
+ Is()
+ TryCast()
+ Cast()
+ Get()
+ Index()
+ MatchZero()
+ MatchIntegralZero()
+ MatchSingleZero()
+ MatchFloat32Constant()
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+ Graph()
+ Reset()
+ Get()
+ Get()
+ KillOperation()
+ NewBlock()
+ StartBlock()
+ Get()
+ Get()
+ Get(Idx)
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- IsValid()
- IncrementInputUses()
- DecrementInputUses()
- AllocateNewBlock()
v8::internal::compiler::LoopUnrollingAnalyzer
+ LoopUnrollingAnalyzer()
+ ShouldFullyUnrollLoop()
+ ShouldPartiallyUnrollLoop()
+ GetNaturalUnrollCount()
+ SmallEnoughToUnroll()
+ GetIterationCount()
+ GetLoopBody()
+ GetLoopHeader()
+ IsLoop(OperationIdx)
+ DetectUnreliableLoops()
+ GetLoopIterationCount()
v8::internal::compiler::GraphVisitor< AfterNext >
+ GraphVisitor()
+ Visit(Graph)
+ Reset()
+ Finalize()
+ current_input_block()
+ turn_loop_without_backedge_into_merge()
+ CloneAndMapAndGotos()
+ CloneAndInlineBlock()
+ InlineOp()
+ MapToNewGraph()
and 7 more...
- ProcessBlock()
- VisitBlock()
- VisitBlockBody()
- VisitOpAndUpdateMapping()
- VisitOpNoMappingUpdate()
- ProcessPhiInputs()
- ProcessWaitingForInputsAndInlining()
- VisitGotoOrLoopBlock()
- DoCloneBlock()
- DoReduceAndStart()
and 18 more...
v8::internal::compiler::OutputGraphAssembler< Derived, Base >
+ Map()
+ Map()
+ Map()
- derived_this()
- assemblerDet()
v8::internal::compiler::OutputGraphAssembler< GraphVisitor< AfterNext >, VariableReducer< AfterNext > >
+ Map()
+ Map()
+ Map()
- derived_this()
- assemblerDet()
v8::internal::compiler::VariableReducer< AfterNext >
+ Bind()
+ RestoreTemporaryVariableSnapshotAfter()
+ CloseTemporaryVariableSnapshot()
+ Get()
+ GetVariable()
+ GetPredecessorValue()
+ SetVariable()
+ Set()
+ NewLoopInvariantVariable()
+ NewVariable()
+ SealAndSaveVariableSnapshot()
- MergeOpIndices()
- MergeFrameState()
v8::internal::compiler::FixedBlockSidetable< T >
+ FixedBlockSidetable()
+ FixedBlockSidetable()
v8::internal::compiler::FixedOpIndexSidetable< T >
+ FixedOpIndexSidetable()
+ FixedOpIndexSidetable()
+ operator[]()
+ operator[]()
+ SwapData()
v8::internal::compiler::FixedBlockSidetable< v8::internal::compiler::turboshaft::Block * >
+ FixedBlockSidetable()
+ FixedBlockSidetable()
v8::internal::compiler::FixedOpIndexSidetable< MaybeVariable >
+ FixedOpIndexSidetable()
+ FixedOpIndexSidetable()
+ operator[]()
+ operator[]()
+ SwapData()
v8::internal::compiler::FixedOpIndexSidetable< v8::internal::compiler::turboshaft::OpIndex >
+ FixedOpIndexSidetable()
+ FixedOpIndexSidetable()
+ operator[]()
+ operator[]()
+ SwapData()
v8::internal::compiler::detail::FixedSidetable< T, BlockIndex >
table_
+ operator[]()
+ operator[]()
# FixedSidetable()
# FixedSidetable()
v8::internal::compiler::detail::FixedSidetable< T, OpIndex >
table_
+ operator[]()
+ operator[]()
# FixedSidetable()
# FixedSidetable()
v8::internal::compiler::RequiredOptimization Reducer< AfterNext >
+ Phi()
v8::internal::compiler::GrowingBlockSidetable < std::optional< Snapshot > >
+ GrowingBlockSidetable()
+ GrowingBlockSidetable()
v8::internal::ZoneAbslFlat HashMap< v8::internal::compiler::turboshaft::BlockIndex, std::optional< v8::internal ::ZoneVector< std::pair< v8::internal ::compiler::turboshaft::SnapshotTableKey, v8::internal::compiler::turboshaft::OpIndex > > > >
+ ZoneAbslFlatHashMap()
v8::internal::compiler::VariableReducer < AfterNext >::VariableTable
+ VariableTable()
+ OnNewKey()
+ OnValueChange()
v8::internal::compiler::GrowingOpIndexSidetable< v8::internal::compiler::turboshaft::Block * >
+ length()
+ Get()
+ SubVector()
+ SubVector(from)
+ OverwriteWith()
+ OverwriteWith()
+ length()
+ size()
+ empty()
+ operator[](3)
and 18 more...
+ New()
v8::internal::compiler::GrowingOpIndexSidetable< v8::internal::compiler::turboshaft::BlockIndex >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[](1)
+ operator[](1)
+ SwapData()
v8::internal::compiler::GrowingOpIndexSidetable< v8::internal::compiler::turboshaft::Type >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[](1)
+ operator[](1)
+ SwapData()
v8::internal::compiler::GrowingOpIndexSidetable< v8::internal::SourcePosition >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[](1)
+ operator[](1)
+ SwapData()
v8::internal::compiler::GrowingOpIndexSidetable< v8::internal::compiler::turboshaft::OpIndex >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[](1)
+ operator[](1)
+ SwapData()
v8::internal::ZoneVector < Snapshot >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- Copy.ToNewStorage()
- Copy.ToNewStorage()
- Move.ToNewStorage()
- Copy.ToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PreparesForInsertion()
- emplace()
Base
ZoneVector< T >
bool
uint16_t
uint64_t
size_t
uint32_t
Kind
v8::internal::compiler::turboshaft::DominatorForwardTreeNode< Block >
v8::internal::compiler::turboshaft::RandomAccessStackDominatorNode< Block >
v8::internal::compiler::turboshaft::Block
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v8::internal::compiler::turboshaft::FixedBlockSidetable< T >
v8::internal::compiler::turboshaft::FixedOpIndexSidetable< T >
v8::internal::compiler::turboshaft::FixedBlockSidetable < v8::internal::compiler::turboshaft::Block * >
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v8::internal::compiler::turboshaft::FixedOpIndexSidetable < v8::internal::compiler::turboshaft::OpIndex >
-origin_
-current_input_block_
-code_kind_
-optimization_id_
-osr_offset_
-jmp_len_
-len_
+kDataBitShift
+kDataBits
-length_
-data_begin_
-data_end_
-data_
-input_graph_
+inline_
+ptr_
-is_alias_
+kAlignmentInBytes
+kMaximumSegmentSize
+kMinimumSegmentSize
-name_
-limit_
-position_
-sealed_
-kMinCapacity
-phase_zone_
-zone_
-operation_sizes_
-begin_
-end_
-end_cap_
-ticks_
+length_
#table_
-current_block_
-is_temporary_
-kNoOptimizationId
-zone_
-canonical_loop_matcher
-is_alias_
+kMaxLoopSizeForPartial Unrolling
< v8::internal::compiler :turboshaft::GraphVisitor :BlockToClone >
-tick_counter_
< v8::internal::compiler :turboshaft::Block * >
-graph_zone_
-next_block_
< v8::internal::compiler :turboshaft::Block * >
< v8::internal::compiler :turboshaft::BlockIndex >
< v8::internal::compiler :turboshaft::Type >
< v8::internal::SourcePosition >
< v8::internal::compiler :turboshaft::OpIndex >
< Snapshot >
-can_unroll_at_least _one_loop_
< Block >
+kInvalidPredecessorIndex
#kGenerationMask
#kGenerationMaskShift
#kTurbofanNodeIdFlag
#kUnmaskGenerationMask
-id_
#offset_
-kind_
-index_
-begin_
-end_
-last_predecessor_
-neighboring_predecessor
-single_loop_predecessor_
-custom_data_
-predecessor_count_
+kJSMaxLoopSizeForPartial Unrolling
+kMaxFunctionSizeForPartial Unrolling
+kMaxInterfaceCheckRemoval
+kMaxLoopIterationsForFullUnrolling
+kMaxLoopSizeForFullUnrolling
+kMaxPartialUnrollingCount
+kWasmMaxLoopSizeForPartialUnrolling
+kWasmMaxUnrolledLoopSize
-dominator_tree_depth_
-operations_
-block_permutation
-bound_blocks_
-loop_finder_
-stack_checks_to_remove_
-all_blocks_
-op_to_block_
-operation_types_
-source_positions_
-operation_origins_
-predecessors_
-block_to_snapshot _mapping_
-loop_pending_phis_
-table_
-blocks_needing_variables_
-stack_checks_to_remove_
-companion_
-tick_counter_
-info_
-block_to_inline_now_
-blocks_to_clone_
-loop_iteration_count_
-matcher_
-input_graph_
-loop_unrolling_analyzer_
-input_graph_
-block_mapping_
-std_opindex_to_variables
-op_mapping_
< v8::internal::compiler :turboshaft::Block * >
< T, BlockIndex >
< T, OpIndex >