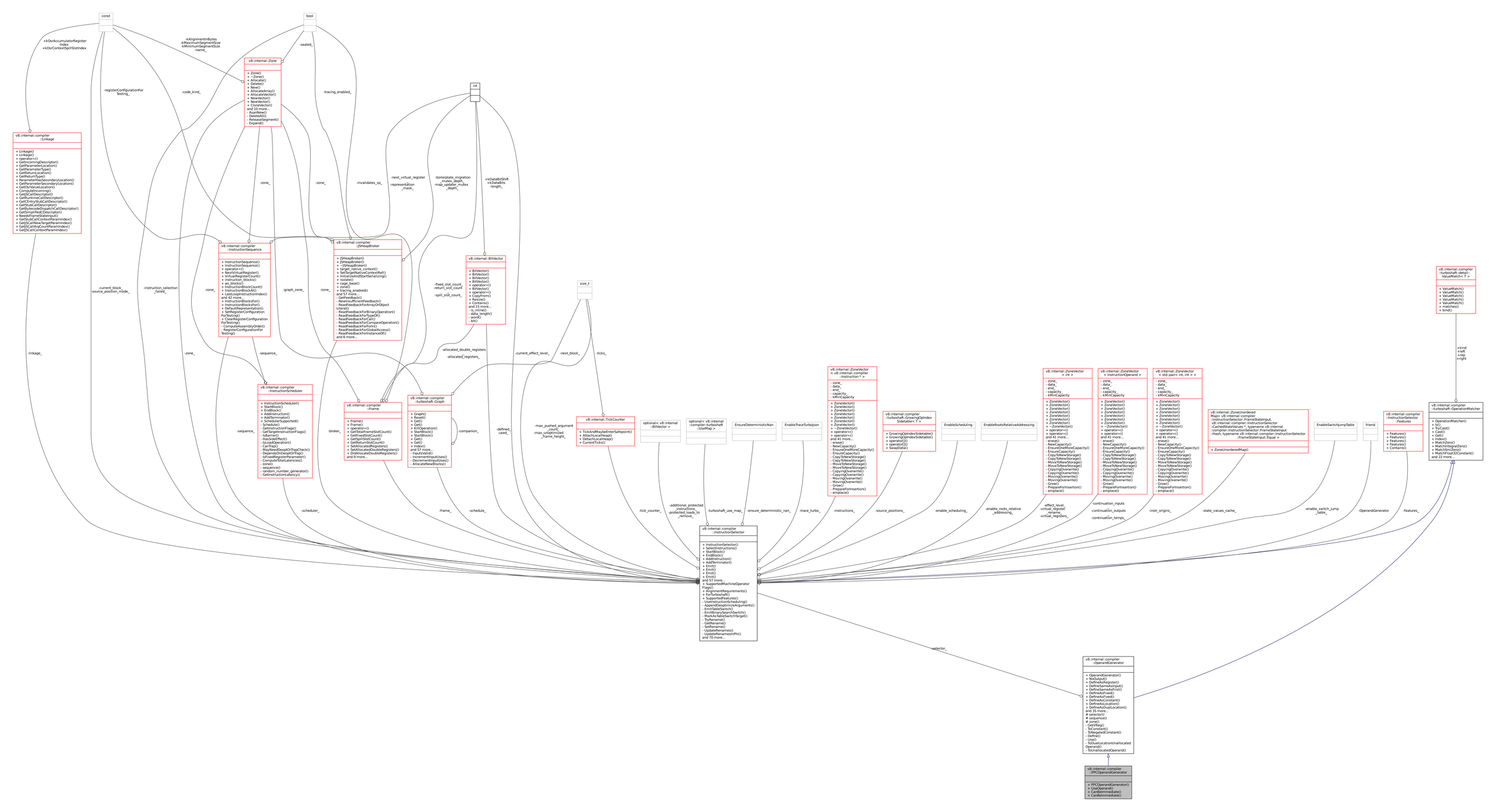
const
bool
int
size_t
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ CloneArray()
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+ Linkage()
+ GetIncoming()
+ GetIncomingDescriptor()
+ GetParameterLocation()
+ GetParameterType()
+ GetReturnLocation()
+ GetReturnType()
+ ParameterHasSecondaryLocation()
+ GetParameterSecondaryLocation()
+ GetOrsValueLocation()
+ GetJSCallDescriptor()
+ GetJSCallDescriptor()
+ GetRuntimeCallDescriptor()
+ GetCEntryStubCallDescriptor()
+ GetStubCallDescriptor()
+ GetBytecodeDispatchCallDescriptor()
+ GetSimplifiedCDescriptor()
+ NeedsFrameStateInputs()
+ GetOsrValueLocation(int)
+ GetJSCallNewTargetParamIndex()
+ GetJSCallArgCountParamIndex()
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+ InstructionSequence()
+ InstructionSequence()
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+ VirtualRegisterCount()
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+ LastLoopInstructionIndex()
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+ InstructionBlocksFor()
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- ComputeAssemblyOrder()
- RegisterConfigurationFor
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+ JSHeapBroker()
+ JSHeapBroker()
+ ~JSHeapBroker()
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+ SetTargetNativeContextRef()
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+ isolate()
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- ProcessFeedbackForArrayOrObject
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- ReadFeedbackForTypeOf()
- ReadFeedbackForCall()
- ReadFeedbackForCompareOperation()
- ReadFeedbackForForIn()
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- ReadFeedbackForInstanceOf()
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v8::internal::BitVector
+ BitVector()
+ BitVector()
+ BitVector()
+ BitVector()
+ operator=()
+ BitVector()
+ operator=()
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+ Resize()
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v8::internal::compiler
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+ AddTerminator()
+ SchedulerSupported()
- Schedule()
- GetInstructionFlags()
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- HasSideEffect()
- IsSchedulingBarrier()
- CanTrap()
- MayNeedDeoptOrTrapCheck()
- DependsOnDeoptOrTrap()
- IsFixedRegisterParameter()
- ComputeTotalLatencies()
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v8::internal::compiler
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+ Frame()
+ Frame()
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+ GetFixedSlotCount()
+ GetSpillSlotCount()
+ AllocateSpillSlot()
+ SetAllocatedRegisters()
+ SetAllocatedDoubleRegisters()
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+ Graph()
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optional< v8::internal
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::UseMap >
EnsureDeterministicNan
EnableTraceTurbojson
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::Instruction * >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
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- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::compiler
::turboshaft::GrowingOpIndex
Sidetable< T >
+ GrowingOpIndexSidetable()
+ GrowingOpIndexSidetable()
+ operator[]()
+ operator[]()
+ SwapData()
EnableScheduling
EnableRootsRelativeAddressing
v8::internal::ZoneVector
< int >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::ZoneVector
< InstructionOperand >
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- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
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- erase()
- NewCapacity()
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- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
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v8::internal::ZoneVector
< std::pair< int, int, int > >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
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Map< v8::internal::compiler
::InstructionSelector::FrameStateInput,
v8::internal::compiler::InstructionSelector
::FrameStateInputHash, v8::internal::Zone*,
v8::internal::compiler::InstructionSelector::FrameStateInputEqual,
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::FrameStateInput::Equal >
+ ZoneUnorderedMap()
EnableSwitchJumpTable
friend
v8::internal::compiler
::InstructionSelector
::Features
+ Features()
+ Features()
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ValueMatch< T >
+ ValueMatch()
+ ValueMatch()
+ ValueMatch()
+ ValueMatch()
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+ TryCast()
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+ Index()
+ MatchZero()
+ MatchIntegralZero()
+ MatchSmiZero()
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+ InstructionSelector()
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+ StartBlock()
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+ Emit()
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- TryRename()
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+ DefineAsConstant()
+ DefineAsLocation()
+ DefineAsDualLocation()
+ Use()
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# sequence()
# zone()
- GetVReg()
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- Use()
- UseLocation(Unallocated
Operand)
- ToUnallocatedOperand()
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+ PPCOperandGenerator()
+ UseOperand()
+ CanBeImmediate()
+ CanBeImmediate()
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-current_block_
-source_position_mode_
-instruction_selection
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-zone_
-sequence_
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-code_kind_
-registerConfigurationFor
Testing_
-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_
-sealed_
-tracing_enabled_
-invalidates_sp_
-next_virtual_register
-representation
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-boilerplate_migration
_mutex_depth_
-map_updater_mutex
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+kDataBitShift
+kDataBits
-length_
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-return_slot_count
-spill_slot_count_
-allocated_double_registers
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-broker_
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-companion_
-defined
-used_
-current_effect_level_
-next_block_
-ticks_
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-tick_counter_
-additional_protected
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-protected_loads_to
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-continuation_inputs
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