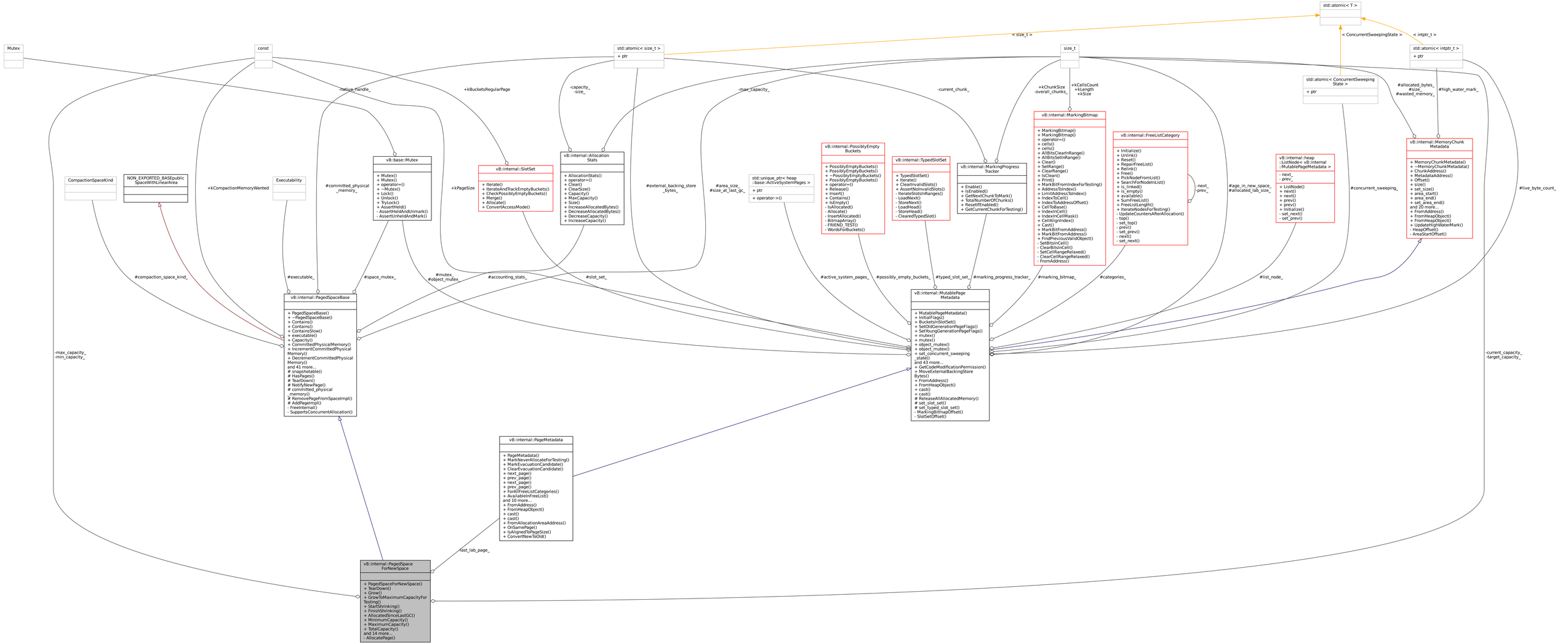
Mutex
const
std::atomic< size_t >
+ ptr
size_t
std::atomic< T >
< size_t >
< ConcurrentSweepingState >
< intptr_t >
std::atomic< intptr_t >
+ ptr
std::atomic< ConcurrentSweeping State >
+ ptr
-native_handle_
+kBucketsRegularPage
-capacity_
-size_
-max_capacity_
-current_chunk_
+kChunkSize
-overall_chunks_
+kCellsCount
+kLength
+kSize
#allocated_bytes_
#size_
#wasted_memory_
#high_water_mark_
CompactionSpaceKind
NON_EXPORTED_BASE(public SpaceWithLinearArea)
Executability
+kCompactionMemoryWanted
#committed_physical _memory_
v8::base::Mutex
+ Mutex()
+ Mutex()
+ operator=()
+ ~Mutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
- AssertHeldAndUnmark()
- AssertUnheldAndMark()
+kPageSize
v8::internal::SlotSet
+ Iterate()
+ IterateAndTrackEmptyBuckets()
+ CheckPossiblyEmptyBuckets()
+ Merge()
+ Allocate()
+ ConvertAccessMode()
v8::internal::Allocation Stats
+ AllocationStats()
+ operator=()
+ Clear()
+ ClearSize()
+ Capacity()
+ MaxCapacity()
+ Size()
+ IncreaseAllocatedBytes()
+ DecreaseAllocatedBytes()
+ DecreaseCapacity()
+ IncreaseCapacity()
#external_backing_store _bytes_
#area_size_
#size_at_last_gc_
std::unique_ptr< heap ::base::ActiveSystemPages >
+ ptr
+ operator->()
v8::internal::PossiblyEmpty Buckets
+ PossiblyEmptyBuckets()
+ PossiblyEmptyBuckets()
+ ~PossiblyEmptyBuckets()
+ PossiblyEmptyBuckets()
+ operator=()
+ Release()
+ Insert()
+ Contains()
+ IsEmpty()
- IsAllocated()
- Allocate()
- InsertAllocated()
- BitmapArray()
- FRIEND_TEST()
- WordsForBuckets()
v8::internal::TypedSlotSet
+ TypedSlotSet()
+ Iterate()
+ ClearInvalidSlots()
+ AssertNoInvalidSlots()
- IterateSlotsInRanges()
- LoadNext()
- StoreNext()
- LoadHead()
- StoreHead()
- ClearedTypedSlot()
v8::internal::MarkingProgress Tracker
+ Enable()
+ IsEnabled()
+ GetNextChunkToMark()
+ TotalNumberOfChunks()
+ ResetIfEnabled()
+ GetCurrentChunkForTesting()
v8::internal::MarkingBitmap
+ MarkingBitmap()
+ MarkingBitmap()
+ operator=()
+ cells()
+ cells()
+ AllBitsClearInRange()
+ AllBitsSetInRange()
+ Clear()
+ SetRange()
+ ClearRange()
+ IsClean()
+ Print()
+ MarkBitFromIndexForTesting()
+ AddressToIndex()
+ LimitAddressToIndex()
+ IndexToCell()
+ IndexToAddressOffset()
+ CellToBase()
+ IndexInCell()
+ IndexInCellMask()
+ CellAlignIndex()
+ Cast()
+ MarkBitFromAddress()
+ MarkBitFromAddress()
+ FindPreviousValidObject()
- SetBitsInCell()
- ClearBitsInCell()
- SetCellRangeRelaxed()
- ClearCellRangeRelaxed()
- FromAddress()
v8::internal::FreeListCategory
+ Initialize()
+ Unlink()
+ Reset()
+ RepairFreeList()
+ Relink()
+ Free()
+ PickNodeFromList()
+ SearchForNodeInList()
+ is_linked()
+ is_empty()
+ available()
+ SumFreeList()
+ FreeListLength()
+ IterateNodesForTesting()
- UpdateCountersAfterAllocation()
- top()
- set_top()
- prev()
- set_prev()
- next()
- set_next()
-next_
-prev_
#age_in_new_space_
#allocated_lab_size_
v8::internal::heap ::ListNode< v8::internal ::MutablePageMetadata >
- next_
- prev_
+ ListNode()
+ next()
+ next()
+ prev()
+ prev()
+ Initialize()
- set_next()
- set_prev()
v8::internal::MemoryChunk Metadata
+ MemoryChunkMetadata()
+ ~MemoryChunkMetadata()
+ ChunkAddress()
+ MetadataAddress()
+ Offset()
+ size()
+ set_size()
+ area_start()
+ area_end()
+ set_area_end()
and 20 more...
+ FromAddress()
+ FromHeapObject()
+ FromHeapObject()
+ UpdateHighWaterMark()
- HeapOffset()
- AreaStartOffset()
#concurrent_sweeping_
#live_byte_count_
#compaction_space_kind_
#executable_
#space_mutex_
#mutex_
#object_mutex_
#accounting_stats_
#slot_set_
#active_system_pages_
#possibly_empty_buckets_
#typed_slot_set_
#marking_progress_tracker_
#marking_bitmap_
#categories_
#list_node_
v8::internal::PagedSpaceBase
+ PagedSpaceBase()
+ ~PagedSpaceBase()
+ Contains()
+ Contains()
+ ContainsSlow()
+ executable()
+ Capacity()
+ CommittedPhysicalMemory()
+ IncrementCommittedPhysical Memory()
+ DecrementCommittedPhysical Memory()
and 41 more...
snapshotable()
HasPages()
TearDown()
NotifyNewPage()
committed_physical _memory()
RemovePageFromSpaceImpl()
AddPageImpl()
- FreeInternal()
- SupportsConcurrentAllocation()
v8::internal::MutablePage Metadata
+ MutablePageMetadata()
+ InitialFlags()
+ BucketsInSlotSet()
+ SetOldGenerationPageFlags()
+ SetYoungGenerationPageFlags()
+ mutex()
+ mutex()
+ object_mutex()
+ object_mutex()
+ set_concurrent_sweeping _state()
and 43 more...
+ GetCodeModificationPermission()
+ MoveExternalBackingStore Bytes()
+ FromAddress()
+ FromHeapObject()
+ cast()
+ cast()
# ReleaseAllAllocatedMemory()
# set_slot_set()
# set_typed_slot_set()
- MarkingBitmapOffset()
- SlotSetOffset()
-max_capacity_
-min_capacity_
-current_capacity_
-target_capacity_
v8::internal::PageMetadata
+ PageMetadata()
+ MarkNeverAllocateForTesting()
+ MarkEvacuationCandidate()
+ ClearEvacuationCandidate()
+ next_page()
+ prev_page()
+ next_page()
+ prev_page()
+ ForAllFreeListCategories()
+ AvailableInFreeList()
and 10 more...
+ FromAddress()
+ FromHeapObject()
+ cast()
+ cast()
+ FromAllocationAreaAddress()
+ OnSamePage()
+ IsAlignedToPageSize()
+ ConvertNewToOld()
-last_lab_page_
v8::internal::PagedSpace ForNewSpace
+ PagedSpaceForNewSpace()
+ TearDown()
+ Grow()
+ GrowToMaximumCapacityFor Testing()
+ StartShrinking()
+ FinishShrinking()
+ AllocatedSinceLastGC()
+ MinimumCapacity()
+ MaximumCapacity()
+ TotalCapacity()
and 14 more...
- AllocatePage()