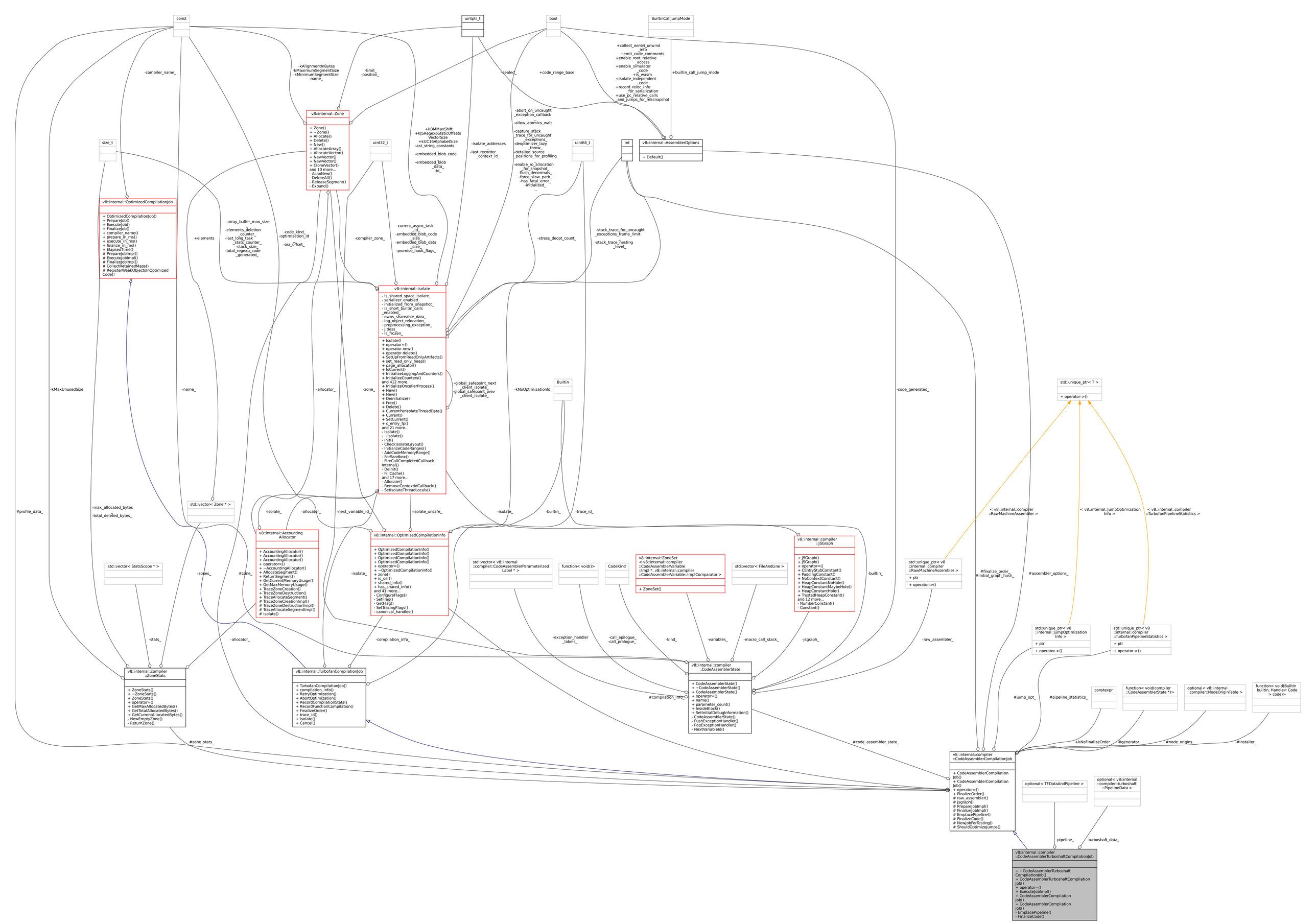
const
uintptr_t
bool
BuiltinCallJumpMode
-compiler_name_
-kAlignmentInBytes
-kMaximumSegmentSize
-kMinimumSegmentSize
-name_
-limit_
-position_
-sealed_
+code_range_base
+collect_win64_unwind_info
+emit_code_comments
+enable_root_relative_access
+enable_simulator_code
+is_wasm
+isolate_independent_code
+record_reloc_info_for_serialization
+use_pc_relative_calls_and_jumps_for_mksnapshot
+builtin_call_jump_mode
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewVector()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
size_t
uint32_t
+kBMMaxShift
+kJSRegexpStaticOffsetsVectorSize
+kUC16AlphabetSize
-ast_string_constants
-embedded_blob_code
-embedded_blob_data_
-id_
-isolate_addresses
-last_recorder_context_id_
-abort_on_uncaught_exception_callback
-allow_atomics_wait
-capture_stack_trace_for_uncaught_exceptions_
-deoptimizer_lazy_throw_
-detailed_source_positions_for_profiling
-enable_ro_allocation_for_snapshot_
-flush_denormals_
-force_slow_path_
-has_fatal_error_
-initialized_
...
uint64_t
int
v8::internal::AssemblerOptions
+ Default()
v8::internal::OptimizedCompilationJob
+ OptimizedCompilationJob()
+ PrepareJob()
+ ExecuteJob()
+ FinalizeJob()
+ compiler_name()
+ prepare_in_ms()
+ execute_in_ms()
+ finalize_in_ms()
+ ElapsedTime()
# PrepareJobImpl()
# ExecuteJobImpl()
# FinalizeJobImpl()
# CollectRetainedMaps()
# RegisterWeakObjectsInOptimizedCode()
+elements
-array_buffer_max_size
-elements_deletion_counter_
-last_long_task_stats_counter_
-stack_size_
-total_regexp_code_generated_
-code_kind_
-optimization_id
-osr_offset_
-compiler_zone_
-current_async_task_id_
-embedded_blob_code_size_
-embedded_blob_data_size_
-promise_hook_flags_
-stress_deopt_count_
-stack_trace_for_uncaught_exceptions_frame_limit
-stack_trace_nesting_level_
v8::internal::Isolate
- is_shared_space_isolate_
- serializer_enabled_
- initialized_from_snapshot_
- is_short_builtin_calls_enabled_
- owns_shareable_data_
- log_object_relocation_
- preprocessing_exception_
- jitless_
- is_frozen_
+ Isolate()
+ operator=()
+ operator new()
+ operator delete()
+ SetUpFromReadOnlyArtifacts()
+ set_read_only_heap()
+ page_allocator()
+ IsCurrent()
+ InitializeLoggingAndCounters()
+ InitializeCounters()
and 412 more...
+ InitializeOncePerProcess()
+ New()
+ New()
+ DeInitialize()
+ Free()
+ Delete()
+ CurrentPerIsolateThreadData()
+ Current()
+ SetCurrent()
+ c_entry_fp()
and 21 more...
- Isolate()
- ~Isolate()
- Init()
- CheckIsolateLayout()
- InitializeCodeRanges()
- AddCodeMemoryRange()
- ForSandbox()
- FireCallCompletedCallbackInternal()
- DeInit()
- FillCache()
and 17 more...
- Allocate()
- RemoveContextIdCallback()
- SetIsolateThreadLocals()
-global_safepoint_next_client_isolate_
-global_safepoint_prev_client_isolate_
-kMaxUnusedSize
-name_
-allocator_
-zone_
-kNoOptimizationId
Builtin
-code_generated_
std::unique_ptr< T >
+ operator->()
#profile_data_
-max_allocated_bytes
-total_deleted_bytes_
std::vector< Zone * >
-isolate_
-allocator_
-next_variable_id_
-isolate_unsafe_
-isolate_
-builtin_
-trace_id_
v8::internal::Accounting Allocator
+ AccountingAllocator()
+ AccountingAllocator()
+ AccountingAllocator()
+ operator=()
+ ~AccountingAllocator()
+ AllocateSegment()
+ ReturnSegment()
+ GetCurrentMemoryUsage()
+ GetMaxMemoryUsage()
+ TraceZoneCreation()
+ TraceZoneDestruction()
+ TraceAllocateSegment()
# TraceZoneCreationImpl()
# TraceZoneDestructionImpl()
# TraceAllocateSegmentImpl()
# isolate()
v8::internal::OptimizedCompilationInfo
+ OptimizedCompilationInfo()
+ OptimizedCompilationInfo()
+ OptimizedCompilationInfo()
+ OptimizedCompilationInfo()
+ operator=()
+ ~OptimizedCompilationInfo()
+ zone()
+ is_osr()
+ shared_info()
+ has_shared_info()
and 41 more...
- ConfigureFlags()
- SetFlag()
- GetFlag()
- SetTracingFlags()
- canonical_handles()
std::vector< v8::internal::compiler::CodeAssemblerParameterized Label * >
function< void()>
CodeKind
v8::internal::ZoneSet< v8::internal::compiler::CodeAssemblerVariable::Impl *, v8::internal::compiler::CodeAssemblerVariable::ImplComparator >
+ ZoneSet()
std::vector< FileAndLine >
v8::internal::compiler::JSGraph
+ JSGraph()
+ JSGraph()
+ operator=()
+ CEntryStubConstant()
+ PaddingConstant()
+ NoContextConstant()
+ HeapConstantNoHole()
+ HeapConstantMaybeHole()
+ HeapConstantHole()
+ TrustedHeapConstant()
and 12 more...
- NumberConstant()
- Constant()
std::unique_ptr< v8::internal::compiler::RawMachineAssembler >
+ ptr
+ operator->()
< v8::internal::compiler::RawMachineAssembler >
< v8::internal::JumpOptimizationInfo >
< v8::internal::compiler::TurbofanPipelineStatistics >
#finalize_order_
#initial_graph_hash_
#assembler_options_
std::vector< StatsScope * >
-zones_
#zone_
-isolate_
-builtin_
-stats_
-allocator_
-compilation_info_
-exception_handler_labels_
-call_epilogue_
-call_prologue_
-kind_
-variables_
-macro_call_stack_
-jsgraph_
-raw_assembler_
std::unique_ptr< v8::internal::JumpOptimizationInfo >
+ ptr
+ operator->()
std::unique_ptr< v8::internal::compiler::TurbofanPipelineStatistics >
+ ptr
+ operator->()
v8::internal::compiler::ZoneStats
+ ZoneStats()
+ ~ZoneStats()
+ ZoneStats()
+ operator=()
+ GetMaxAllocatedBytes()
+ GetTotalAllocatedBytes()
+ GetCurrentAllocatedBytes()
- NewEmptyZone()
- ReturnZone()
v8::internal::TurbofanCompilationJob
+ TurbofanCompilationJob()
+ compilation_info()
+ RetryOptimization()
+ AbortOptimization()
+ RecordCompilationStats()
+ RecordFunctionCompilation()
+ FinalizeOrder()
+ trace_id()
+ isolate()
+ Cancel()
#compilation_info_
v8::internal::compiler::CodeAssemblerState
+ CodeAssemblerState()
+ ~CodeAssemblerState()
+ CodeAssemblerState()
+ operator=()
+ name()
+ parameter_count()
+ InsideBlock()
+ SetInitialDebugInformation()
- CodeAssemblerState()
- PushExceptionHandler()
- PopExceptionHandler()
- NextVariableId()
#jump_opt_
#pipeline_statistics_
constexpr
function< void(compiler::CodeAssemblerState *)>
optional< v8::internal::compiler::NodeOriginTable >
function< void(Builtin builtin, Handle< Code > code)>
#zone_stats_
#code_assembler_state_
+kNoFinalizeOrder
#generator_
#node_origins
#installer_
v8::internal::compiler::CodeAssemblerCompilationJob
+ CodeAssemblerCompilationJob()
+ CodeAssemblerCompilationJob()
+ operator=()
+ FinalizeOrder()
# raw_assembler()
# jsgraph()
# PrepareJobImpl()
# FinalizeJobImpl()
# EmplacePipeline()
# FinalizeCode()
# NewJobForTesting()
# ShouldOptimizeJumps()
optional< TFDataAndPipeline >
optional< v8::internal::compiler::turboshaft::PipelineData >
-pipeline_
-turboshaft_data_
v8::internal::compiler::CodeAssemblerTurboshaftCompilationJob
+ ~CodeAssemblerTurboshaftCompilationJob()
+ CodeAssemblerTurboshaftCompilationJob()
+ operator=()
+ ExecuteJobImpl()
+ CodeAssemblerCompilationJob()
+ CodeAssemblerCompilationJob()
- EmplacePipeline()
- FinalizeCode()