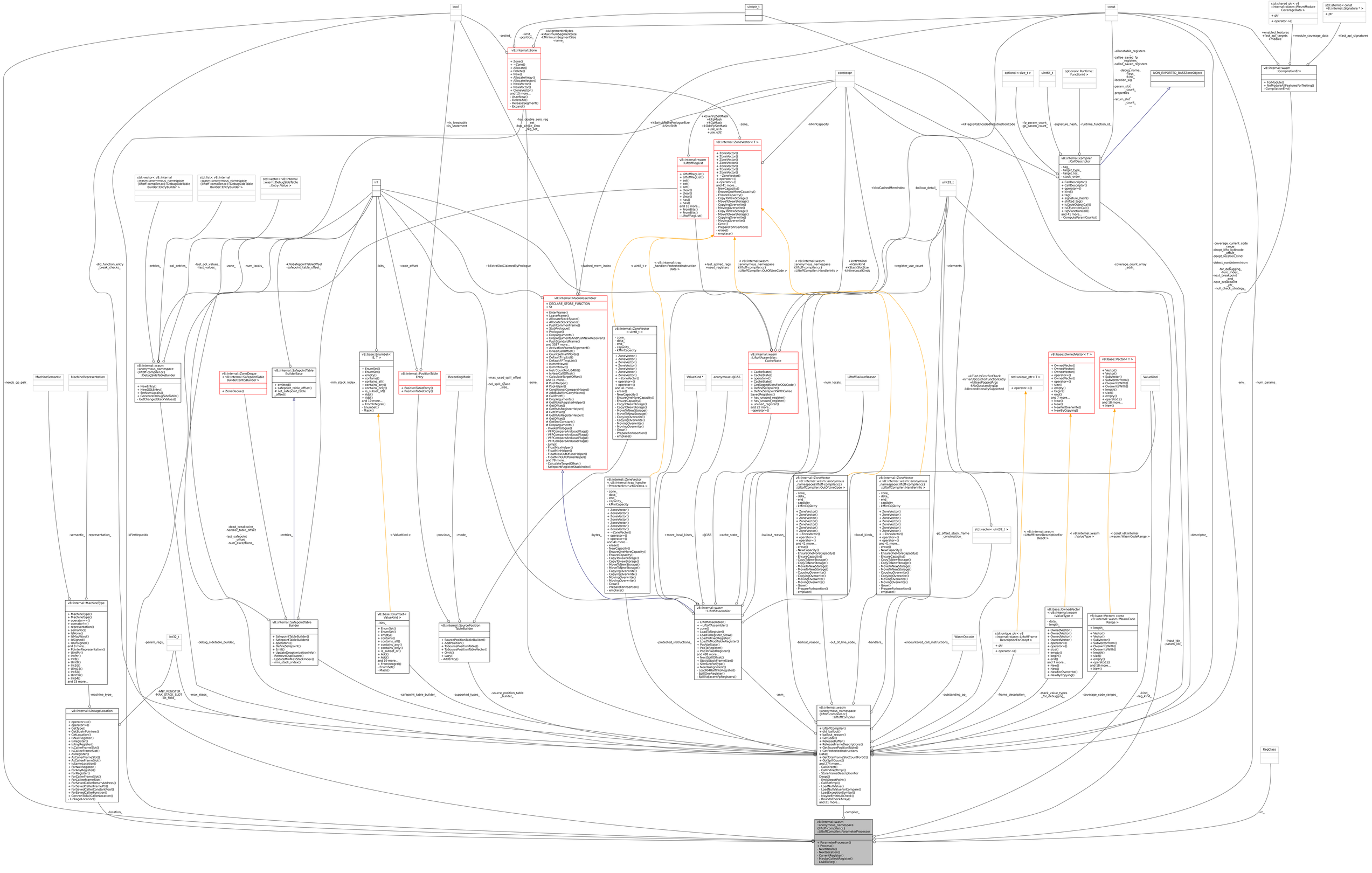
bool
uintptr_t
const
v8::internal::Zone
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ AllocateArray()
+ AllocateVector()
+ NewArray()
+ NewVector()
+ CloneVector()
and 10 more...
- AsanNew()
- DeleteAll()
- ReleaseSegment()
- Expand()
constexpr
v8::internal::ZoneVector< T >
+ ZoneVector()
+ Zone ZoneVector()
+ Zone ZoneVector()
+ Zone ZoneVector()
+ Zone ZoneVector()
+ Zone ZoneVector()
+ Zone ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator[]()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::wasm::LiftoffRegList
+ LiftoffRegList()
+ LiftoffRegList()
+ set()
+ set()
+ set()
+ clear()
+ clear()
+ has()
+ has()
and 18 more...
+ FromBits()
+ FromBits()
- LiftoffRegList()
v8::internal::compiler::CallDescriptor
- tag_
- target_type_
- target_loc_
- stack_order_
+ CallDescriptor()
+ CallDescriptor()
+ operator=()
+ kind()
+ tag()
+ signature_hash()
+ shifted_tag()
+ IsJavaScriptCall()
+ IsCFunctionCall()
+ IsJSFunctionCall()
and 41 more...
- ComputeParamCounts()
std::shared_ptr< v8::internal::wasm::WasmModuleCoverageData >
+ ptr
+ operator->()
std::atomic< const v8::internal::Signature* >
+ ptr
v8::internal::wasm::CompilationEnv
+ ForModule()
+ NoModuleAllFeaturesForTesting()
- CompilationEnv()
NON_EXPORTED_BASE(ZoneObject)
optional< size_t >
uint64_t
optional< Runtime::FunctionId >
int
uint32_t
std::vector< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc}::DebugSideTableBuilder::EntryBuilder >
std::list< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc}::DebugSideTableBuilder::EntryBuilder >
std::vector< v8::internal::wasm::DebugSideTable::Entry::Value >
v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc}::DebugSideTableBuilder
+ NewEntry()
+ NewOOLEntry()
+ SetNumLocals()
+ GenerateDebugSideTable()
- GetChangedStackValues()
v8::internal::ZoneDeque< v8::internal::SafepointTableBuilder::EntryBuilder >
+ ZoneDeque()
v8::internal::SafepointTableBuilderBase
+ emitted()
+ safepoint_table_offset()
# set_safepoint_table_offset()
_offset()
v8::internal::SafepointTable
Entry
+ PositionTableEntry()
+ PositionTableEntry()
v8::internal::MacroAssembler
+ DECLARE_STORE_FUNCTION
+ Str
+ EnterFrame()
+ LeaveFrame()
+ AllocateStackSpace()
+ AllocateStackSpace()
+ EnterExitFrame()
+ PushPairs()
+ Prologue()
+ DropArguments()
+ DropArgumentsAndPushNewReceiver()
+ PushStandardFrame()
and 3387 more...
- AssertNoAllocationAlignment()
- IsNearCallOffset()
- CountSetHalfWords()
- DefaultTmpList()
- DefaultFPTmpList()
- IsImmMovz()
- IsImmMovn()
- IsImmLogical(64Bit)
- IsNearCallOffset()
- CalculateTargetOffset()
and 11 more...
PushHelper()
PopHelper()
ConditionalCompareMacro()
AddSubWithCarryMacro()
CallPrint()
DropArguments()
GetRtAsRegisterHelper()
GetOffset()
GetRtAsRegisterHelper()
GetOffset()
GetRnAsRegisterHelper()
GetOffset()
GetSmiConstant()
DropArguments()
- InvokePrologue()
- VFPCompareAndLoadFlags()
- VFPCompareAndLoadFlags()
- VFPCompareAndLoadFlags()
- VFPCompareAndLoadFlags()
- jump()
- FloatMaxHelper()
- FloatMinHelper()
- FloatMaxOutOfLineHelper()
- FloatMinOutOfLineHelper()
and 78 more...
- CalculateTargetOffset()
- SafepointRegisterStackIndex()
v8::base::EnumSet< E, T >
+ EnumSet()
+ EnumSet()
+ empty()
+ contains()
+ contains_all()
+ contains_any()
+ contains_only()
+ is_subset_of()
+ Add()
+ Add()
and 19 more...
+ FromIntegral()
- EnumSet()
- Mask()
v8::internal::PositionTable
Entry
+ PositionTableEntry()
+ PositionTableEntry()
RecordingMode
v8::internal::ZoneVector
< uint8_t >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator[]()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::wasm::LiftoffAssembler::CacheState
+ CacheState()
+ CacheState()
+ operator=()
+ CacheStateIs()
+ GetTaggedSlotsForOOLCode()
+ DefineSafepoint()
+ DefineSafepointWithCalleeSavedRegisters()
+ has_unused_register()
+ has_unused_register()
+ GetUnusedRegister()
and 22 more...
- operator=()
ValueKind *
anonymous::@155
LiftoffBailoutReason
v8::base::OwnedVector< T >
+ OwnedVector()
+ OwnedVector()
+ OwnedVector()
+ operator=()
+ OwnedVector()
+ operator=()
+ size()
+ empty()
+ begin()
+ end()
and 7 more...
+ New()
+ New()
+ NewForOverwrite()
+ NewByCopying()
std::unique_ptr< T >
+ operator->()
v8::base::Vector< T >
+ Vector()
+ Vector()
+ SubVector()
+ SubVectorFrom()
+ OverwriteWith()
+ OverwriteWith()
+ length()
+ size()
+ empty()
+ operator[]()
and 18 more...
+ New()
ValueKind
MachineSemantic
MachineRepresentation
v8::internal::MachineType
+ MachineType()
+ MachineType()
+ operator==()
+ operator!=()
+ representation()
+ semantic()
+ IsNone()
+ IsAgnostic()
+ IsSignedInt()
+ IsUnsignedInt()
and 8 more...
+ PointerRepresentation()
+ UintPtr()
+ IntPtr()
+ Int8()
+ Uint8()
+ Int16()
+ Uint16()
+ Int32()
+ Uint32()
+ Int64()
and 23 more...
v8::internal::LinkageLocation
+ operator==()
+ operator!=()
+ GetType()
+ GetSlotsPointers()
+ GetLocation()
+ GetRepresentation()
+ IsRegister()
+ IsAnyRegister()
+ IsCallerFrameSlot()
+ IsCalleeFrameSlot()
+ AsRegister()
+ AsCallerFrameSlot()
+ IsSameLocation()
+ IsSameLocation()
+ ForNullRegister()
+ ForAnyRegister()
+ ForRegister()
+ ForCallerFrameSlot()
+ ForCalleeFrameSlot()
+ ForSavedCallerReturnAddress()
+ ForSavedCallerFramePtr()
+ ForSavedCallerConstantPool()
+ ForSavedCallerFunction()
+ ConvertToTailCallerLocation()
- LinkageLocation()
int32_t
v8::internal::SafepointTable
Builder
+ SafepointTableBuilder()
+ SafepointTableBuilder()
+ operator=()
+ DefineSafepoint()
+ Emit()
+ UpdateDeoptimizationInfo()
- RemoveDuplicates()
- UpdateMinMaxStackIndex()
- min_slack_index()
v8::base::EnumSet< ValueKind >
- bits_
+ EnumSet()
+ EnumSet()
+ empty()
+ contains()
+ contains_all()
+ contains_any()
+ contains_only()
+ is_subset_of()
+ Add()
+ Add()
and 19 more...
+ FromIntegral()
- EnumSet()
- Mask()
v8::internal::SourcePosition
TableBuilder
+ SourcePositionTableBuilder()
+ AddPosition()
+ ToSourcePositionTable()
+ ToSourcePositionTableVector()
+ Omit()
+ Lazy()
- AddEntry()
v8::internal::ZoneVector
< v8::internal::trap_handler::ProtectedInstructionData >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator[]()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::wasm::LiftoffAssembler
+ LiftoffAssembler()
+ LiftoffAssembler()
+ reset()
+ LoadToRegister()
+ LoadToRegister_Slow()
+ LoadToFreeRegister()
+ LoadToModifiableRegister()
+ PopVarState()
+ PopToRegister()
+ PopToFixedRegister()
and 488 more...
+ NextSpillOffset()
+ StaticStackFrameSize()
+ SlotSizeForType()
+ NeedsAlignment()
+ InUseButNotPinned()
- SpillOneRegister()
- SpillAdjacentFpRegisters()
v8::internal::ZoneVector
< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler::OutOfLineCode >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator[]()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
v8::internal::ZoneVector
< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler::HandlerInfo >
- zone_
- data_
- end_
- capacity_
- kMinCapacity
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ~ZoneVector()
+ operator=()
+ operator[]()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
std::vector< uint32_t >
v8::internal::wasm::LiftoffFrameDescriptionForDeopt
+ ptr
+ operator->()
v8::base::OwnedVector< v8::internal::wasm::ValueType >
- data_
- length_
+ OwnedVector()
+ OwnedVector()
+ OwnedVector()
+ operator=()
+ OwnedVector()
+ operator=()
+ size()
+ empty()
+ begin()
+ end()
and 7 more...
+ New()
+ New()
+ NewForOverwrite()
+ NewByCopying()
v8::base::Vector< const v8::internal::wasm::WasmCodeRange >
+ length_
+ Vector()
+ Vector()
+ SubVector()
+ SubVectorFrom()
+ OverwriteWith()
+ OverwriteWith()
+ length()
+ size()
+ empty()
+ operator[]()
and 18 more...
+ New()
WasmOpcode
v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler
+ LiftoffCompiler()
+ dbl_bailout()
+ bailout_reason()
+ Setup()
+ ReleaseBuffer()
+ ReleaseFrameDescriptions()
+ GetSourcePositionTable()
+ GetProtectedInstructionsData()
+ GetTotalFrameSlotCountForGC()
+ StartFunction()
and 274 more...
- CallDirect()
- CallIndirectImpl()
- StoreFrameDescriptionForDeopt()
- RecordExpectedMapsHint()
- CallRefImpl()
- LoadNullValue()
- LoadNullValueForCompare()
- LoadException(Symbol)()
- MaybeEmitNullCheck()
- BoundsCheckArray()
and 21 more...
v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler::ParameterProcessor
+ ParameterProcessor()
+ Process()
- NextParam()
- NextLocation()
- CurrentRegister()
- MaybeGetNextRegister()
- LoadSlotRegl()
RegClass
-did_function_entry_break_checks_
-needs_gp_pair_
-entries_
-ool_entries_
-last_ool_values_
-last_values_
-zone_
-num_locals_
-kNoSafepointTableOffset
-safepoint_table_offset_
-bits_
+code_offset
+kExtraSlotClaimedByPrologue
+cached_mem_index
< uint8_t >
< v8::internal::trap_handler::ProtectedInstructionData >
+last_spilled_regs
+used_registers
< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler::OutOfLineCode >
< v8::internal::wasm::anonymous_namespace {liftoff-compiler.cc} ::LiftoffCompiler::HandlerInfo >
+kIntPtrKind
+kSmiKind
+kStackSlotSize
+kInlineLocalKinds
+register_use_count
+elements
-coverage_current_code_range_
-deopt_info_bytecode_offset_
-deopt_location_kind
-detect_nondeterminism
-for_debugging_
-func_index_
-next_breakpoint_end_
-next_breakpoint_ptr_
-null_check_strategy_
-coverage_count_array_size_
-num_locals_
LiftoffBailoutReason
-max_used_spill_offset
-ool_spill_space_size_
-zone_
-min_stack_index_
ValueKind *
anonymous::@155
-bytes_
-previous_
-mode_
-protected_instructions_
-bailout_reason_
-out_of_line_code_
-handlers_
-encountered_call_instructions_
-asm_
-outstanding_op_
-frame_description_
-stack_value_types_for_debugging_
-coverage_code_ranges_
-kind_
-reg_kind_
-input_idx_
-param_idx_
-descriptor_
-compiler_
-location_
-param_regs_
-machine_type_
-ANY_REGISTER
-MAX_STACK_SLOT
-bit_field_
-max_steps_
-debug_sidetable_builder_
-safepoint_table_builder_
-supported_types_
-source_position_table_builder_
-dead_breakpoint
-handler_table_offset
-last_safepoint_offset
-num_exceptions_
-entries_
-semantic_
-representation_
+kFirstInputIdx
+is_breakable
+is_statement
+kSwitchBetweenPrologueSize
-kSmiShift
+kEvenFpSetMask
+kFpMask
+kGpMask
+kOddFpSetMask
+use_u16
+use_u32
-zone_
+kMinCapacity
+kNoCachedMemIndex
-bailout_detail_
+kFlagsBitsEncodedInInstructionCode
-fp_param_count_
-gp_param_count_
-signature_hash_
-runtime_function_id_
-allocatable_registers
-callee_saved_fp
-callee_saved_gp
-callee_saved_registers
-debug_name_
-flags_
-sig_
-location_sig
-param_slot_count_
-properties
-return_slot_count_
+enabled_features
+fast_api_targets
+module
+module_coverage_data
+fast_api_signatures
-pc_offset_stack_frame_construction_
+more_local_kinds_
@155
-cache_state_
-bailout_reason_
+local_kinds_
< v8::internal::wasm::LiftoffFrameDescriptionForDeopt >
< v8::internal::wasm::ValueType >
< const v8::internal::wasm::WasmCodeRange >
-descriptor_
-kind_
-reg_kind_
-env_
-num_params_
-rc_