+ operator new() + operator new() + operator delete() + operator delete() v8::internal::RegExpNode + kNodelsTooComplexForFixed LengthLoops + kRecursionBudget + kMaxCopiesCodeGenerated # replacement_ - label on_work_list_ - info eats_at_least_ trace_count_ bm_info_ - zone kFirstCharBudget + RegExpNode() + ~RegExpNode() + Accept() + Emit() + EatsAtLeast() + EatsAtLeastFromLoopEntry() + EmitQuickCheck() + GetOuickCheckDetails() + GetQuickCheckDetailsFrom LoopEntry() + FixedLengthLoopLength() and 17 more... # LimitVersions() # set bm info() Д v8::internal::ChoiceNode # alternatives not_at_start being_calculated_ + ChoiceNode() + AsChoiceNode() + Accept() + AddAlternative() + alternatives() + Emit() + GetQuickCheckDetails() + FillInBMInfo() + being_calculated() + not_at_start() + set_not_at_start() + set_being_calculated() + try_to_emit_quick_check _for_alternative() + FilterOneByte() + read_backward() # FixedLengthLoopLengthFor Alternative() - GenerateGuard() - CalculatePreloadCharacters() - EmitOutOfLineContinuation() SetUpPreLoad() AssertGuardsMentionRegisters() EmitOptimizedUnanchoredSearch() EmitFixedLengthLoop() EmitChoices() v8::internal::LoopChoiceNode v8::internal::NegativeLookaround continue_node body_can_be_zero_length_read_backward_ ChoiceNode + kLookaroundIndex - traversed loop initialization + kContinueIndex min_loop_iterations_ + NegativeLookaroundChoice + LoopChoiceNode() + GetQuickCheckDetails() + AddLoopAlternative() + FillInBMInfo() + AddContinueAlternative() + lookaround node() + continue_node() + GetQuickCheckDetails() + try_to_emit_quick_check + GetQuickCheckDetailsFrom for alternative() + AsNegativeLookaroundChoice + FillInBMInfo() Node() + EatsAtLeastFromLoopEntry() + Accept() + FilterOneByte() + continue_node() - AddAlternative()

loop_node_

node

+ Emit()

LoopEntry()

+ loop_node()

and 6 more...

v8::internal::ZoneObject