```
v8::internal::Malloced
          + operator new()
          + operator delete()
                    Δ
        v8::internal::Deoptimizer
+ kMaxNumberOfEntries
+ kFixedExitSizeMarker
+ kEagerDeoptExitSize
```

+ kLazyDeoptExitSize + kAdaptShadowStackOffsetTo Subtract

- isolate function

 compiled\_code deopt\_exit\_index

bytecode\_offset\_in \_outermost\_frame\_ - deopt kind

- from fp\_to\_sp\_delta

deoptimizing\_throw\_

catch\_handler\_data and 15 more... + GetDeoptInfo()

+ function() + compiled\_code()

+ deopt\_kind() + output\_count() + bytecode\_offset\_i \_outermost\_frame()

+ ~Deoptimizer() + MaterializeHeapObjects() + ProcessDeoptReason()

+ isolate() + DeoptExitIsInsideOsrLoop() + GetDeoptInfo() + MessageFor() + New()

+ Grab()

+ DeleteForWasm() + DebuggerInspectableFrame() + DeoptimizeFunction() + DeoptimizeAll()

+ DeoptimizeMarkedCode() and 11 more. QueueValueForMaterialization() QueueFeedbackVectorForMaterialization()

Deoptimizer() DeleteFrameDescriptions()

DoComputeOutputFrames()

 DoComputeUnoptimizedFrame() DoComputeInlinedExtraArguments()

 DoComputeConstructCreate StubFrame()

 DoComputeConstructInvoke StubFrame() DoComputeBuiltinContinuation()

and 9 more..

TrampolineForBuiltinContinuation() ComputeIncomingArgumentSize() TraceDeoptAll()