T
std::shared_ptr< T >
std::atomic< T >
std::unique_ptr< T >
+ptr
+ operator->()
std::shared_ptr< v8::internal::wasm::WasmModuleCoverageData >
< v8::internal::wasm::WasmModuleCoverageData >
std::atomic< const v8::internal::Signature * >
< const v8::internal::Signature * >
< size_t >
< v8::internal::compiler::WasmGraphAssembler >
const
friend
uint64_t
uintptr_t
std::atomic< size_t >
bool
std::unique_ptr< v8::internal::compiler::WasmGraphAssembler >
v8::internal::wasm::CompilationEnv
+module_coverage_data
+fast_api_signatures
+enabled_features
+fast_api_targets
+module
v8::internal::compiler::Type
Ptr< Use >
Inputs final
int
constexpr
uint32_t
void
v8::internal::SourcePosition
v8::internal::Zone
v8::internal::compiler::MachineOperatorBuilder::AlignmentRequirements
v8::internal::compiler::NodeOrigin
v8::internal::Isolate
v8::internal::compiler::Node
v8::base::EnumSet< E, T >
v8::base::Flags< EnumT, BitfieldT, BitfieldStorageT >
v8::internal::compiler::NodeAuxDataMap< T, kNonExistent >
v8::internal::compiler::MachineOperatorGlobalCache
v8::base::EmbeddedVector< char, kMaxErrorMsg >
va_list
v8::internal::wasm::WasmError
NON_EXPORTED_BASE(ZoneObject)
v8::internal::ZoneVector< v8::internal::compiler::GraphDecorator * >
v8::internal::ZoneVector< v8::internal::compiler::Node * >
v8::internal::Segment
v8::internal::compiler::NodeAuxData< T, def >
v8::internal::ZoneVector< v8::internal::SourcePosition >
NodeCache< int32_t >
NodeCache< int64_t >
NodeCache< RelocInt64Key >
NodeCache< RelocInt32Key >
v8::internal::compiler::CommonNodeCache
T *
v8::internal::SetOncePointer< T >
v8::base::EnumSet< WasmEnabledFeature >
< WasmEnabledFeature >
v8::internal::compiler::MachineOperatorBuilder
v8::internal::compiler::NodeAuxDataMap< int, -1 >
< int, -1 >
v8::internal::wasm::Decoder
v8::internal::compiler::CommonOperatorBuilder
v8::internal::compiler::TFGraph
v8::internal::AccountingAllocator
v8::internal::compiler::NodeAuxData< v8::internal::compiler::NodeOrigin, UnknownNodeOrigin >
v8::internal::compiler::NodeAuxData< v8::internal::SourcePosition, UnknownSourcePosition >
v8::internal::compiler::MachineGraph
v8::internal::compiler::NodeOriginTable
v8::internal::compiler::SourcePositionTable
v8::internal::compiler::GraphDecorator
v8::internal::wasm::WasmEnabledFeatures
v8::internal::SetOncePointer< v8::internal::compiler::Node >
v8::internal::SetOncePointer< const v8::internal::compiler::Operator >
< v8::internal::compiler::Node >
< const v8::internal::compiler::Operator >
v8::internal::compiler::WasmDecorator
NullCheckStrategy
v8::internal::compiler::NodeOriginTable::Decorator
v8::internal::compiler::SourcePositionTable::Decorator
v8::internal::compiler::WasmGraphBuilder
#env_
#function_sig_
#parameter_mode_
#wrapper_sig_
#parameters_
#inlining_id_
#cached_memory_index_
#kNoCachedMemoryIndex
#Dead_
#cache_
#machine_
#call_counts_
#common_
#graph_
#mcgraph_
#enabled_features_
#decorator_
#null_check_strategy_
#instance_data_node_
#stack_check_code_node_
#stack_check_call_operator_
#source_position_table_
#isolate_
#zone_
#has_simd_
#needs_stack_check_
#gasm_
-decoder_
-origins_
-decorator_
-source_positions_
-table_
-aux_data_
-allocator_
-zone_
-isolate_
-pointer_
-segment_head_
-next_
-limit_
-position_
-allocation_size_
-segment_bytes_allocated_
-sealed_
-value_
-payload_
-bits_
-mask_
-count_
-first_use_
-word_
-type_
-len
-buffer_
-args
#error_
#buffer_offset_
-format
-kMaxErrorMsg
-offset_
-alignment_requirements_
-flags_
-current_position_
-current_origin_
-current_phase_name_
-end
-start_
-mark_max_
-next_node_id_
-phase_name_
-reducer_name_
-BitsetType
-UnionType
-kNoErrorOffset
+kFullValidation
+kNoValidation
-float32_constants_
-int32_constants_
-tagged_index_constants_
-external_constants_
-float64_constants_
-heap_constants_
-int64_constants_
-number_constants_
-pointer_constants_
-relocatable_int64_constants_
-relocatable_int32_constants_
-global_safepoint_next_client_isolate_
-global_safepoint_prev_client_isolate_
-compiler_zone_
-current_memory_usage_
-max_memory_usage_
-simd_stores_
-decorators_