./Benchmarkers/prop_access.js:2 - BuildSSA
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)
resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

Block 4 (backedge)
resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

0

Block 5
resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Prune Unused Branches

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1

resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2

resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)

resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5

resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Fold Empty Blocks
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1

resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2

resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)

resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5

resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Eliminate trivially dead resume point operands
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT Value
1 Parameter 0 Value
2 Constant undefined Undefined
3 Start
4 CheckOverRecursed
5 Constant magic uninitialized-lexical MagicUninitializedLexical
6 Constant 0x0 Int32
16 Goto → block 2

Block 1
resumepoint 14 13 12 11 10 9 8
7 OsrEntry Pointer
8 Constant undefined Undefined
9 OsrReturnValue ← OsrEntry#7 Value
10 Parameter THIS_SLOT Value
11 Parameter 0 Value
12 OsrValue ← OsrEntry#7 Value
13 OsrValue ← OsrEntry#7 Value
14 OsrValue ← OsrEntry#7 Value
15 Start
17 Goto → block 2

Block 2
resumepoint 24 23 22 21 20 19 18
18 Phi ← Constant#2, Constant#8 Undefined
19 Phi ← Constant#2, OsrReturnValue#9 Value
20 Phi ← Parameter#0, Parameter#10 Value
21 Phi ← Parameter#1, Parameter#11 Value
22 Phi ← Constant#6, OsrValue#12 Value
23 Phi ← Constant#2, OsrValue#13 Value
24 Phi ← Constant#2, OsrValue#14 Value
32 Goto → block 3

Block 3 (loop header)
resumepoint 31 30 29 28 27 26 25
25 Phi ← Phi#18, Phi#18 Value
26 Phi ← Phi#19, Phi#19 Value
27 Phi ← Phi#20, Phi#20 Value
28 Phi ← Phi#21, Phi#21 Value
29 Phi ← Phi#22, Add#60 Value
30 Phi ← Phi#23, NewPlainObject#40 Value
31 Phi ← Phi#24, LoadElement#57 Value
33 InterruptCheck
34 Unbox Phi#29 to Int32 (fallible) Int32
35 Unbox Phi#28 to Int32 (fallible) Int32
36 Compare ← Unbox#34, Unbox#35 Lt Bool
37 Test ← Compare#36 → block 4, block 5

1

0

Block 4 (backedge)
resumepoint 31 30 29 28 27 26 25
38 Constant magic uninitialized-lexical MagicUninitializedLexical
39 Constant shape at 3fb4256fc20 Shape
40 NewPlainObject ← Constant#39 Object
41 Constant 0x0 Int32
42 Constant string 3fb4252d780 String
43 GuardShape ← NewPlainObject#40 Object
44 Elements ← GuardShape#43 Elements
45 StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42
46 Constant 0x1 Int32
47 Constant string 3fb4252be60 String
48 GuardShape ← NewPlainObject#40 Object
49 Elements ← GuardShape#48 Elements
50 StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47
51 Constant 0x1 Int32
52 GuardShape ← NewPlainObject#40 Object
53 Elements ← GuardShape#52 Elements
54 InitializedLength ← Elements#53 Int32
55 BoundsCheck ← Constant#51, InitializedLength#54 Int32
56 SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54 Int32
57 LoadElement ← Elements#53, SpectreMaskIndex#56 Value
58 Unbox Phi#29 to Int32 (fallible) Int32
59 Constant 0x1 Int32
60 Add ← Unbox#58, Constant#59 [int32] Int32
61 Goto → block 3

Block 5
resumepoint 31 30 29 28 27 26 25
62 Return ← Phi#26

./Benchmarkers/prop_access.js:2 - Fold Tests
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)
resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

Block 4 (backedge)
resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

0

Block 5
resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Split Critical Edges
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)
resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

Block 4 (backedge)
resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

0

Block 5
resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Renumber Blocks
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 24 23 22 21 20 19 18

18	Phi ← Constant#2, Constant#8	Undefined
19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
23	Phi ← Constant#2, OsrValue#13	Value
24	Phi ← Constant#2, OsrValue#14	Value
32	Goto → block 3	

Block 3 (loop header)
resumepoint 31 30 29 28 27 26 25

25	Phi ← Phi#18, Phi#18	Value
26	Phi ← Phi#19, Phi#19	Value
27	Phi ← Phi#20, Phi#20	Value
28	Phi ← Phi#21, Phi#21	Value
29	Phi ← Phi#22, Add#60	Value
30	Phi ← Phi#23, NewPlainObject#40	Value
31	Phi ← Phi#24, LoadElement#57	Value
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#28 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

Block 4 (backedge)
resumepoint 31 30 29 28 27 26 25

38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

0

Block 5
resumepoint 31 30 29 28 27 26 25

62	Return ← Phi#26	

./Benchmarkers/prop_access.js:2 - Eliminate phis
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 66 66 22 21 20 19 66

19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
66	Constant magic optimized-out	MagicOptimizedOut
32	Goto → block 3	

Block 3 (loop header)
resumepoint 65 65 29 21 20 19 65

29	Phi ← Phi#22, Add#60	Value
65	Constant magic optimized-out	MagicOptimizedOut
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#21 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)
resumepoint 64 64 29 21 20 19 64

64	Constant magic optimized-out	MagicOptimizedOut
38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5
resumepoint 63 63 29 21 20 19 63

63	Constant magic optimized-out	MagicOptimizedOut
62	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Iterator Indices
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 66 66 22 21 20 19 66

19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
66	Constant magic optimized-out	MagicOptimizedOut
32	Goto → block 3	

Block 3 (loop header)
resumepoint 65 65 29 21 20 19 65

29	Phi ← Phi#22, Add#60	Value
65	Constant magic optimized-out	MagicOptimizedOut
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#21 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)
resumepoint 64 64 29 21 20 19 64

64	Constant magic optimized-out	MagicOptimizedOut
38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5
resumepoint 63 63 29 21 20 19 63

63	Constant magic optimized-out	MagicOptimizedOut
62	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Scalar Replacement
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
16	Goto → block 2	

Block 1
resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
17	Goto → block 2	

Block 2
resumepoint 66 66 22 21 20 19 66

19	Phi ← Constant#2, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, OsrValue#12	Value
66	Constant magic optimized-out	MagicOptimizedOut
32	Goto → block 3	

Block 3 (loop header)
resumepoint 65 65 29 21 20 19 65

29	Phi ← Phi#22, Add#60	Value
65	Constant magic optimized-out	MagicOptimizedOut
33	InterruptCheck	
34	Unbox Phi#29 to Int32 (fallible)	Int32
35	Unbox Phi#21 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)
resumepoint 64 64 29 21 20 19 64

64	Constant magic optimized-out	MagicOptimizedOut
38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
58	Unbox Phi#29 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5
resumepoint 63 63 29 21 20 19 63

63	Constant magic optimized-out	MagicOptimizedOut
62	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Apply types
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
67	Box ← Constant#2	Value
16	Goto → block 2	

Block 1

resumepoint 14 13 12 11 10 9 8

7	OsrEntry	Pointer
8	Constant undefined	Undefined
9	OsrReturnValue ← OsrEntry#7	Value
10	Parameter THIS_SLOT	Value
11	Parameter 0	Value
12	OsrValue ← OsrEntry#7	Value
13	OsrValue ← OsrEntry#7	Value
14	OsrValue ← OsrEntry#7	Value
15	Start	
68	Unbox OsrValue#12 to Int32 (fallible)	Int32
17	Goto → block 2	

Block 2

resumepoint 66 66 22 21 20 19 66

19	Phi ← Box#67, OsrReturnValue#9	Value
20	Phi ← Parameter#0, Parameter#10	Value
21	Phi ← Parameter#1, Parameter#11	Value
22	Phi ← Constant#6, Unbox#68	Int32
66	Constant magic optimized-out	MagicOptimizedOut
32	Goto → block 3	

Block 3 (loop header)

resumepoint 65 65 29 21 20 19 65

29	Phi ← Phi#22, Add#60	Int32
65	Constant magic optimized-out	MagicOptimizedOut
33	InterruptCheck	
69	Box ← Phi#29	Value
34	Unbox Box#69 to Int32 (fallible)	Int32
35	Unbox Phi#21 to Int32 (fallible)	Int32
36	Compare ← Unbox#34, Unbox#35 Lt	Bool
37	Test ← Compare#36 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 64 64 29 21 20 19 64

64	Constant magic optimized-out	MagicOptimizedOut
38	Constant magic uninitialized-lexical	MagicUninitializedLexical
39	Constant shape at 3fb4256fc20	Shape
40	NewPlainObject ← Constant#39	Object
41	Constant 0x0	Int32
42	Constant string 3fb4252d780	String
43	GuardShape ← NewPlainObject#40	Object
44	Elements ← GuardShape#43	Elements
45	StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42	
46	Constant 0x1	Int32
47	Constant string 3fb4252be60	String
48	GuardShape ← NewPlainObject#40	Object
49	Elements ← GuardShape#48	Elements
50	StoreElementHole ← GuardShape#48, Elements#49, Constant#46, Constant#47	
51	Constant 0x1	Int32
52	GuardShape ← NewPlainObject#40	Object
53	Elements ← GuardShape#52	Elements
54	InitializedLength ← Elements#53	Int32
55	BoundsCheck ← Constant#51, InitializedLength#54	Int32
56	SpectreMaskIndex ← BoundsCheck#55, InitializedLength#54	Int32
57	LoadElement ← Elements#53, SpectreMaskIndex#56	Value
70	Box ← Phi#29	Value
58	Unbox Box#70 to Int32 (fallible)	Int32
59	Constant 0x1	Int32
60	Add ← Unbox#58, Constant#59 [int32]	Int32
61	Goto → block 3	

Block 5

resumepoint 63 63 29 21 20 19 63

63	Constant magic optimized-out	MagicOptimizedOut
62	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Alias analysis
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1

resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2

resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
25	Goto → block 3	

Block 3 (loop header)

resumepoint 27 27 26 22 21 20 27

26	Phi ← Phi#23, Add#58	Int32
27	Constant magic optimized-out	MagicOptimizedOut
28	InterruptCheck	
29	Box ← Phi#26	Value
30	Unbox Box#29 to Int32 (fallible)	Int32
31	Unbox Phi#22 to Int32 (fallible)	Int32
32	Compare ← Unbox#30, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

Block 4 (backedge)

resumepoint 34 34 26 22 21 20 34

34	Constant magic optimized-out	MagicOptimizedOut
35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	Int32
44	Constant string 3fb4252be60	String
45	GuardShape ← NewPlainObject#37	Object
	memory 17	
46	Elements ← GuardShape#45	Elements
	memory 42	
47	StoreElementHole ← GuardShape#45, Elements#46, Constant#43, Constant#44	
48	Constant 0x1	Int32
49	GuardShape ← NewPlainObject#37	Object
	memory 17	
50	Elements ← GuardShape#49	Elements
	memory 47	
51	InitializedLength ← Elements#50	Int32
	memory 47	
52	BoundsCheck ← Constant#48, InitializedLength#51	Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
55	Box ← Phi#26	Value
56	Unbox Box#55 to Int32 (fallible)	Int32
57	Constant 0x1	Int32
58	Add ← Unbox#56, Constant#57 [int32]	Int32
59	Goto → block 3	

0

Block 5

resumepoint 60 60 26 22 21 20 60

60	Constant magic optimized-out	MagicOptimizedOut
61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - Eliminate dead resume point operands
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant magic uninitialized-lexical — MagicUninitializedLexical
6 Constant 0x0 — Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
25 Goto → block 3

Block 3 (loop header)
resumepoint 27 27 26 22 21 20 27
26 Phi ← Phi#23, Add#58 — Int32
27 Constant magic optimized-out — MagicOptimizedOut
28 InterruptCheck
29 Box ← Phi#26 — Value
30 Unbox Box#29 to Int32 (fallible) — Int32
31 Unbox Phi#22 to Int32 (fallible) — Int32
32 Compare ← Unbox#30, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 34 34 26 22 21 20 34
34 Constant magic optimized-out — MagicOptimizedOut
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — Int32
44 Constant string 3fb4252be60 — String
45 GuardShape ← NewPlainObject#37 — Object
memory 17
46 Elements ← GuardShape#45 — Elements
memory 42
47 StoreElementHole ← GuardShape#45, Elements#46, Constant#43, Constant#44
48 Constant 0x1 — Int32
49 GuardShape ← NewPlainObject#37 — Object
memory 17
50 Elements ← GuardShape#49 — Elements
memory 47
51 InitializedLength ← Elements#50 — Int32
memory 47
52 BoundsCheck ← Constant#48, InitializedLength#51 — Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
55 Box ← Phi#26 — Value
56 Unbox Box#55 to Int32 (fallible) — Int32
57 Constant 0x1 — Int32
58 Add ← Unbox#56, Constant#57 [int32] — Int32
59 Goto → block 3

0

Block 5
resumepoint 60 60 26 22 21 20 60
60 Constant magic optimized-out — MagicOptimizedOut
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - GVN
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1
resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2
resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
25	Goto → block 3	

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24

26	Phi ← Phi#23, Add#58	Int32
28	InterruptCheck	
31	Unbox Phi#22 to Int32 (fallible)	Int32
32	Compare ← Phi#26, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

0

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24

35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	Int32
44	Constant string 3fb4252be60	String
46	Elements ← GuardShape#40	Elements
	memory 42	
47	StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44	
50	Elements ← GuardShape#40	Elements
	memory 47	
51	InitializedLength ← Elements#50	Int32
	memory 47	
52	BoundsCheck ← Constant#43, InitializedLength#51	Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
58	Add ← Phi#26, Constant#43 [int32]	Int32
59	Goto → block 3	

Block 5
resumepoint 24 24 26 22 21 20 24

61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - LICM
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1
resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2
resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
31	Unbox Phi#22 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24

26	Phi ← Phi#23, Add#58	Int32
28	InterruptCheck	
32	Compare ← Phi#26, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

0

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24

35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	Int32
44	Constant string 3fb4252be60	String
46	Elements ← GuardShape#40	Elements
	memory 42	
47	StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44	
50	Elements ← GuardShape#40	Elements
	memory 47	
51	InitializedLength ← Elements#50	Int32
	memory 47	
52	BoundsCheck ← Constant#43, InitializedLength#51	Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
58	Add ← Phi#26, Constant#43 [int32]	Int32
59	Goto → block 3	

Block 5
resumepoint 24 24 26 22 21 20 24

61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - Beta
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT Value
1 Parameter 0 Value
2 Constant undefined Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 Int32
7 Box ← Constant#2 Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry Pointer
10 Constant undefined Undefined
11 OsrReturnValue ← OsrEntry#9 Value
12 Parameter THIS_SLOT Value
13 Parameter 0 Value
14 OsrValue ← OsrEntry#9 Value
15 OsrValue ← OsrEntry#9 Value
16 OsrValue ← OsrEntry#9 Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 Value
21 Phi ← Parameter#0, Parameter#12 Value
22 Phi ← Parameter#1, Parameter#13 Value
23 Phi ← Constant#6, Unbox#18 Int32
24 Constant magic optimized-out MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt Bool
33 Test ← Compare#32 → block 4, block 5

1

0

Block 4 (backedge)
resumepoint 24 24 71 22 21 20 24
72 Beta ← Unbox#31 I[-2147483647, 2147483647] Int32
71 Beta ← Phi#26 I[-2147483648, 2147483646] Int32
35 Constant magic uninitialized-lexical MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 Shape
37 NewPlainObject ← Constant#36 Object
38 Constant 0x0 Int32
39 Constant string 3fb4252d780 String
40 GuardShape ← NewPlainObject#37 Object
memory 17
41 Elements ← GuardShape#40 Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 Int32
44 Constant string 3fb4252be60 String
46 Elements ← GuardShape#40 Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 Elements
memory 47
51 InitializedLength ← Elements#50 Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 Value
memory 47
58 Add ← Beta#71, Constant#43 [int32] Int32
59 Goto → block 3

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - Range Analysis
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 71 22 21 20 24
72 Beta ← Unbox#31 I[-2147483647, 2147483647] — I[-2147483647, 2147483647]: Int32
71 Beta ← Phi#26 I[-2147483648, 2147483646] — I[-2147483648, 2147483646]: Int32
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Beta#71, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - De-Beta
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Phi#26, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - RA check UCE
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Phi#26, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - Truncate Doubles
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Phi#26, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - Sink

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	I[0, 0]: Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1

resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2

resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
31	Unbox Phi#22 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 24 24 26 22 21 20 24

26	Phi ← Phi#23, Add#58	I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28	InterruptCheck	
32	Compare ← Phi#26, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	I[0, 0]: Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	I[1, 1]: Int32
44	Constant string 3fb4252be60	String
46	Elements ← GuardShape#40	Elements
	memory 42	
47	StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44	
50	Elements ← GuardShape#40	Elements
	memory 47	
51	InitializedLength ← Elements#50	I[0, 268435444]: Int32
	memory 47	
52	BoundsCheck ← Constant#43, InitializedLength#51	I[1, 1]: Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	I[1, 1]: Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
58	Add ← Phi#26, Constant#43 [int32]	I[-2147483647, 2147483647]: Int32
59	Goto → block 3	

Block 5

resumepoint 24 24 26 22 21 20 24

61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - Remove Unnecessary Bitops
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Phi#26, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - Fold Linear Arithmetic Constants

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	I[0, 0]: Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1

resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2

resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
31	Unbox Phi#22 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 24 24 26 22 21 20 24

26	Phi ← Phi#23, Add#58	I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28	InterruptCheck	
32	Compare ← Phi#26, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	I[0, 0]: Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	I[1, 1]: Int32
44	Constant string 3fb4252be60	String
46	Elements ← GuardShape#40	Elements
	memory 42	
47	StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44	
50	Elements ← GuardShape#40	Elements
	memory 47	
51	InitializedLength ← Elements#50	I[0, 268435444]: Int32
	memory 47	
52	BoundsCheck ← Constant#43, InitializedLength#51	I[1, 1]: Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	I[1, 1]: Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
58	Add ← Phi#26, Constant#43 [int32]	I[-2147483647, 2147483647]: Int32
59	Goto → block 3	

Block 5

resumepoint 24 24 26 22 21 20 24

61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - Effective Address Analysis

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	I[0, 0]: Int32
7	Box ← Constant#2	Value
8	Goto → block 2	

Block 1

resumepoint 16 15 14 13 12 11 10

9	OsrEntry	Pointer
10	Constant undefined	Undefined
11	OsrReturnValue ← OsrEntry#9	Value
12	Parameter THIS_SLOT	Value
13	Parameter 0	Value
14	OsrValue ← OsrEntry#9	Value
15	OsrValue ← OsrEntry#9	Value
16	OsrValue ← OsrEntry#9	Value
17	Start	
18	Unbox OsrValue#14 to Int32 (fallible)	Int32
19	Goto → block 2	

Block 2

resumepoint 24 24 23 22 21 20 24

20	Phi ← Box#7, OsrReturnValue#11	Value
21	Phi ← Parameter#0, Parameter#12	Value
22	Phi ← Parameter#1, Parameter#13	Value
23	Phi ← Constant#6, Unbox#18	Int32
24	Constant magic optimized-out	MagicOptimizedOut
31	Unbox Phi#22 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 24 24 26 22 21 20 24

26	Phi ← Phi#23, Add#58	I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28	InterruptCheck	
32	Compare ← Phi#26, Unbox#31 Lt	Bool
33	Test ← Compare#32 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35	Constant magic uninitialized-lexical	MagicUninitializedLexical
36	Constant shape at 3fb4256fc20	Shape
37	NewPlainObject ← Constant#36	Object
38	Constant 0x0	I[0, 0]: Int32
39	Constant string 3fb4252d780	String
40	GuardShape ← NewPlainObject#37	Object
	memory 17	
41	Elements ← GuardShape#40	Elements
	memory 33	
42	StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39	
43	Constant 0x1	I[1, 1]: Int32
44	Constant string 3fb4252be60	String
46	Elements ← GuardShape#40	Elements
	memory 42	
47	StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44	
50	Elements ← GuardShape#40	Elements
	memory 47	
51	InitializedLength ← Elements#50	I[0, 268435444]: Int32
	memory 47	
52	BoundsCheck ← Constant#43, InitializedLength#51	I[1, 1]: Int32
53	SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51	I[1, 1]: Int32
54	LoadElement ← Elements#50, SpectreMaskIndex#53	Value
	memory 47	
58	Add ← Phi#26, Constant#43 [int32]	I[-2147483647, 2147483647]: Int32
59	Goto → block 3	

Block 5

resumepoint 24 24 26 22 21 20 24

61	Return ← Phi#20	

./Benchmarkers/prop_access.js:2 - DCE
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
6 Constant 0x0 — I[0, 0]: Int32
7 Box ← Constant#2 — Value
8 Goto → block 2

Block 1
resumepoint 16 15 14 13 12 11 10
9 OsrEntry — Pointer
10 Constant undefined — Undefined
11 OsrReturnValue ← OsrEntry#9 — Value
12 Parameter THIS_SLOT — Value
13 Parameter 0 — Value
14 OsrValue ← OsrEntry#9 — Value
15 OsrValue ← OsrEntry#9 — Value
16 OsrValue ← OsrEntry#9 — Value
17 Start
18 Unbox OsrValue#14 to Int32 (fallible) — Int32
19 Goto → block 2

Block 2
resumepoint 24 24 23 22 21 20 24
20 Phi ← Box#7, OsrReturnValue#11 — Value
21 Phi ← Parameter#0, Parameter#12 — Value
22 Phi ← Parameter#1, Parameter#13 — Value
23 Phi ← Constant#6, Unbox#18 — Int32
24 Constant magic optimized-out — MagicOptimizedOut
31 Unbox Phi#22 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 24 24 26 22 21 20 24
26 Phi ← Phi#23, Add#58 — I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32
28 InterruptCheck
32 Compare ← Phi#26, Unbox#31 Lt — Bool
33 Test ← Compare#32 → block 4, block 5

1

Block 4 (backedge)
resumepoint 24 24 26 22 21 20 24
35 Constant magic uninitialized-lexical — MagicUninitializedLexical
36 Constant shape at 3fb4256fc20 — Shape
37 NewPlainObject ← Constant#36 — Object
38 Constant 0x0 — I[0, 0]: Int32
39 Constant string 3fb4252d780 — String
40 GuardShape ← NewPlainObject#37 — Object
memory 17
41 Elements ← GuardShape#40 — Elements
memory 33
42 StoreElementHole ← GuardShape#40, Elements#41, Constant#38, Constant#39
43 Constant 0x1 — I[1, 1]: Int32
44 Constant string 3fb4252be60 — String
46 Elements ← GuardShape#40 — Elements
memory 42
47 StoreElementHole ← GuardShape#40, Elements#46, Constant#43, Constant#44
50 Elements ← GuardShape#40 — Elements
memory 47
51 InitializedLength ← Elements#50 — I[0, 268435444]: Int32
memory 47
52 BoundsCheck ← Constant#43, InitializedLength#51 — I[1, 1]: Int32
53 SpectreMaskIndex ← BoundsCheck#52, InitializedLength#51 — I[1, 1]: Int32
54 LoadElement ← Elements#50, SpectreMaskIndex#53 — Value
memory 47
58 Add ← Phi#26, Constant#43 [int32] — I[-2147483647, 2147483647]: Int32
59 Goto → block 3

0

Block 5
resumepoint 24 24 26 22 21 20 24
61 Return ← Phi#20

./Benchmarkers/prop_access.js:2 - Reordering
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant 0x0 — I[0, 0]: Int32
6 Box ← Constant#2 — Value
7 Goto → block 2

Block 1
resumepoint 15 14 13 12 11 10 9
8 OsrEntry — Pointer
9 Constant undefined — Undefined
10 OsrReturnValue ← OsrEntry#8 — Value
11 Parameter THIS_SLOT — Value
12 Parameter 0 — Value
13 OsrValue ← OsrEntry#8 — Value
14 OsrValue ← OsrEntry#8 — Value
15 OsrValue ← OsrEntry#8 — Value
16 Start
17 Unbox OsrValue#13 to Int32 (fallible) — Int32
18 Goto → block 2

Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 — Value
20 Phi ← Parameter#0, Parameter#11 — Value
21 Phi ← Parameter#1, Parameter#12 — Value
22 Phi ← Constant#5, Unbox#17 — Int32
23 Constant magic optimized-out — MagicOptimizedOut
24 Unbox Phi#21 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#47 — I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27 InterruptCheck
28 Compare ← Phi#26, Unbox#24 Lt — Bool
29 Test ← Compare#28 → block 4, block 5

1

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 Constant magic uninitialized-lexical — MagicUninitializedLexical
31 Constant shape at 3fb4256fc20 — Shape
32 Constant 0x0 — I[0, 0]: Int32
33 Constant string 3fb4252d780 — String
34 Constant string 3fb4252be60 — String
35 NewPlainObject ← Constant#31 — Object
36 GuardShape ← NewPlainObject#35 — Object
memory 16
37 Elements ← GuardShape#36 — Elements
memory 29
38 StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33
39 Constant 0x1 — I[1, 1]: Int32
40 Elements ← GuardShape#36 — Elements
memory 38
41 StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34
42 Elements ← GuardShape#36 — Elements
memory 41
43 InitializedLength ← Elements#42 — I[0, 268435444]: Int32
memory 41
44 BoundsCheck ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
45 SpectreMaskIndex ← BoundsCheck#44, InitializedLength#43 — I[1, 1]: Int32
46 LoadElement ← Elements#42, SpectreMaskIndex#45 — Value
memory 41
47 Add ← Phi#26, Constant#39 [int32] — I[-2147483647, 2147483647]: Int32
48 Goto → block 3

0

Block 5
resumepoint 23 23 26 21 20 19 23
49 Return ← Phi#19

./Benchmarkers/prop_access.js:2 - Make loops contiguous
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant 0x0 — I[0, 0]: Int32
6 Box ← Constant#2 — Value
7 Goto → block 2

Block 1
resumepoint 15 14 13 12 11 10 9
8 OsrEntry — Pointer
9 Constant undefined — Undefined
10 OsrReturnValue ← OsrEntry#8 — Value
11 Parameter THIS_SLOT — Value
12 Parameter 0 — Value
13 OsrValue ← OsrEntry#8 — Value
14 OsrValue ← OsrEntry#8 — Value
15 OsrValue ← OsrEntry#8 — Value
16 Start
17 Unbox OsrValue#13 to Int32 (fallible) — Int32
18 Goto → block 2

Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 — Value
20 Phi ← Parameter#0, Parameter#11 — Value
21 Phi ← Parameter#1, Parameter#12 — Value
22 Phi ← Constant#5, Unbox#17 — Int32
23 Constant magic optimized-out — MagicOptimizedOut
24 Unbox Phi#21 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#47 — I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27 InterruptCheck
28 Compare ← Phi#26, Unbox#24 Lt — Bool
29 Test ← Compare#28 → block 4, block 5

1

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 Constant magic uninitialized-lexical — MagicUninitializedLexical
31 Constant shape at 3fb4256fc20 — Shape
32 Constant 0x0 — I[0, 0]: Int32
33 Constant string 3fb4252d780 — String
34 Constant string 3fb4252be60 — String
35 NewPlainObject ← Constant#31 — Object
36 GuardShape ← NewPlainObject#35 — Object
memory 16
37 Elements ← GuardShape#36 — Elements
memory 29
38 StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33
39 Constant 0x1 — I[1, 1]: Int32
40 Elements ← GuardShape#36 — Elements
memory 38
41 StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34
42 Elements ← GuardShape#36 — Elements
memory 41
43 InitializedLength ← Elements#42 — I[0, 268435444]: Int32
memory 41
44 BoundsCheck ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
45 SpectreMaskIndex ← BoundsCheck#44, InitializedLength#43 — I[1, 1]: Int32
46 LoadElement ← Elements#42, SpectreMaskIndex#45 — Value
memory 41
47 Add ← Phi#26, Constant#39 [int32] — I[-2147483647, 2147483647]: Int32
48 Goto → block 3

0

Block 5
resumepoint 23 23 26 21 20 19 23
49 Return ← Phi#19

./Benchmarkers/prop_access.js:2 - Remove fake loop predecessors

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Box ← Constant#2	Value
7	Goto → block 2	

Block 1

resumepoint 15 14 13 12 11 10 9

8	OsrEntry	Pointer
9	Constant undefined	Undefined
10	OsrReturnValue ← OsrEntry#8	Value
11	Parameter THIS_SLOT	Value
12	Parameter 0	Value
13	OsrValue ← OsrEntry#8	Value
14	OsrValue ← OsrEntry#8	Value
15	OsrValue ← OsrEntry#8	Value
16	Start	
17	Unbox OsrValue#13 to Int32 (fallible)	Int32
18	Goto → block 2	

Block 2

resumepoint 23 23 22 21 20 19 23

19	Phi ← Box#6, OsrReturnValue#10	Value
20	Phi ← Parameter#0, Parameter#11	Value
21	Phi ← Parameter#1, Parameter#12	Value
22	Phi ← Constant#5, Unbox#17	Int32
23	Constant magic optimized-out	MagicOptimizedOut
24	Unbox Phi#21 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 23 23 26 21 20 19 23

26	Phi ← Phi#22, Add#47	I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27	InterruptCheck	
28	Compare ← Phi#26, Unbox#24 Lt	Bool
29	Test ← Compare#28 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 23 23 26 21 20 19 23

30	Constant magic uninitialized-lexical	MagicUninitializedLexical
31	Constant shape at 3fb4256fc20	Shape
32	Constant 0x0	I[0, 0]: Int32
33	Constant string 3fb4252d780	String
34	Constant string 3fb4252be60	String
35	NewPlainObject ← Constant#31	Object
36	GuardShape ← NewPlainObject#35	Object
	memory 16	
37	Elements ← GuardShape#36	Elements
	memory 29	
38	StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33	
39	Constant 0x1	I[1, 1]: Int32
40	Elements ← GuardShape#36	Elements
	memory 38	
41	StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34	
42	Elements ← GuardShape#36	Elements
	memory 41	
43	InitializedLength ← Elements#42	I[0, 268435444]: Int32
	memory 41	
44	BoundsCheck ← Constant#39, InitializedLength#43	I[1, 1]: Int32
45	SpectreMaskIndex ← BoundsCheck#44, InitializedLength#43	I[1, 1]: Int32
46	LoadElement ← Elements#42, SpectreMaskIndex#45	Value
	memory 41	
47	Add ← Phi#26, Constant#39 [int32]	I[-2147483647, 2147483647]: Int32
48	Goto → block 3	

Block 5

resumepoint 23 23 26 21 20 19 23

49	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Edge Case Analysis (Late)
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant 0x0 — I[0, 0]: Int32
6 Box ← Constant#2 — Value
7 Goto → block 2

Block 1
resumepoint 15 14 13 12 11 10 9
8 OsrEntry — Pointer
9 Constant undefined — Undefined
10 OsrReturnValue ← OsrEntry#8 — Value
11 Parameter THIS_SLOT — Value
12 Parameter 0 — Value
13 OsrValue ← OsrEntry#8 — Value
14 OsrValue ← OsrEntry#8 — Value
15 OsrValue ← OsrEntry#8 — Value
16 Start
17 Unbox OsrValue#13 to Int32 (fallible) — Int32
18 Goto → block 2

Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 — Value
20 Phi ← Parameter#0, Parameter#11 — Value
21 Phi ← Parameter#1, Parameter#12 — Value
22 Phi ← Constant#5, Unbox#17 — Int32
23 Constant magic optimized-out — MagicOptimizedOut
24 Unbox Phi#21 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#47 — I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27 InterruptCheck
28 Compare ← Phi#26, Unbox#24 Lt — Bool
29 Test ← Compare#28 → block 4, block 5

1

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 Constant magic uninitialized-lexical — MagicUninitializedLexical
31 Constant shape at 3fb4256fc20 — Shape
32 Constant 0x0 — I[0, 0]: Int32
33 Constant string 3fb4252d780 — String
34 Constant string 3fb4252be60 — String
35 NewPlainObject ← Constant#31 — Object
36 GuardShape ← NewPlainObject#35 — Object
memory 16
37 Elements ← GuardShape#36 — Elements
memory 29
38 StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33
39 Constant 0x1 — I[1, 1]: Int32
40 Elements ← GuardShape#36 — Elements
memory 38
41 StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34
42 Elements ← GuardShape#36 — Elements
memory 41
43 InitializedLength ← Elements#42 — I[0, 268435444]: Int32
memory 41
44 BoundsCheck ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
45 SpectreMaskIndex ← BoundsCheck#44, InitializedLength#43 — I[1, 1]: Int32
46 LoadElement ← Elements#42, SpectreMaskIndex#45 — Value
memory 41
47 Add ← Phi#26, Constant#39 [int32] — I[-2147483647, 2147483647]: Int32
48 Goto → block 3

0

Block 5
resumepoint 23 23 26 21 20 19 23
49 Return ← Phi#19

./Benchmarkers/prop_access.js:2 - Bounds Check Elimination

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Box ← Constant#2	Value
7	Goto → block 2	

Block 1

resumepoint 15 14 13 12 11 10 9

8	OsrEntry	Pointer
9	Constant undefined	Undefined
10	OsrReturnValue ← OsrEntry#8	Value
11	Parameter THIS_SLOT	Value
12	Parameter 0	Value
13	OsrValue ← OsrEntry#8	Value
14	OsrValue ← OsrEntry#8	Value
15	OsrValue ← OsrEntry#8	Value
16	Start	
17	Unbox OsrValue#13 to Int32 (fallible)	Int32
18	Goto → block 2	

Block 2

resumepoint 23 23 22 21 20 19 23

19	Phi ← Box#6, OsrReturnValue#10	Value
20	Phi ← Parameter#0, Parameter#11	Value
21	Phi ← Parameter#1, Parameter#12	Value
22	Phi ← Constant#5, Unbox#17	Int32
23	Constant magic optimized-out	MagicOptimizedOut
24	Unbox Phi#21 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 23 23 26 21 20 19 23

26	Phi ← Phi#22, Add#47	I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27	InterruptCheck	
28	Compare ← Phi#26, Unbox#24 Lt	Bool
29	Test ← Compare#28 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 23 23 26 21 20 19 23

30	Constant magic uninitialized-lexical	MagicUninitializedLexical
31	Constant shape at 3fb4256fc20	Shape
32	Constant 0x0	I[0, 0]: Int32
33	Constant string 3fb4252d780	String
34	Constant string 3fb4252be60	String
35	NewPlainObject ← Constant#31	Object
36	GuardShape ← NewPlainObject#35	Object
	memory 16	
37	Elements ← GuardShape#36	Elements
	memory 29	
38	StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33	
39	Constant 0x1	I[1, 1]: Int32
40	Elements ← GuardShape#36	Elements
	memory 38	
41	StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34	
42	Elements ← GuardShape#36	Elements
	memory 41	
43	InitializedLength ← Elements#42	I[0, 268435444]: Int32
	memory 41	
44	BoundsCheck ← Constant#39, InitializedLength#43	I[1, 1]: Int32
45	SpectreMaskIndex ← Constant#39, InitializedLength#43	I[1, 1]: Int32
46	LoadElement ← Elements#42, SpectreMaskIndex#45	Value
	memory 41	
47	Add ← Phi#26, Constant#39 [int32]	I[-2147483647, 2147483647]: Int32
48	Goto → block 3	

Block 5

resumepoint 23 23 26 21 20 19 23

49	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - Shape Guard Elimination

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Box ← Constant#2	Value
7	Goto → block 2	

Block 1

resumepoint 15 14 13 12 11 10 9

8	OsrEntry	Pointer
9	Constant undefined	Undefined
10	OsrReturnValue ← OsrEntry#8	Value
11	Parameter THIS_SLOT	Value
12	Parameter 0	Value
13	OsrValue ← OsrEntry#8	Value
14	OsrValue ← OsrEntry#8	Value
15	OsrValue ← OsrEntry#8	Value
16	Start	
17	Unbox OsrValue#13 to Int32 (fallible)	Int32
18	Goto → block 2	

Block 2

resumepoint 23 23 22 21 20 19 23

19	Phi ← Box#6, OsrReturnValue#10	Value
20	Phi ← Parameter#0, Parameter#11	Value
21	Phi ← Parameter#1, Parameter#12	Value
22	Phi ← Constant#5, Unbox#17	Int32
23	Constant magic optimized-out	MagicOptimizedOut
24	Unbox Phi#21 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)

resumepoint 23 23 26 21 20 19 23

26	Phi ← Phi#22, Add#47	I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27	InterruptCheck	
28	Compare ← Phi#26, Unbox#24 Lt	Bool
29	Test ← Compare#28 → block 4, block 5	

1

0

Block 4 (backedge)

resumepoint 23 23 26 21 20 19 23

30	Constant magic uninitialized-lexical	MagicUninitializedLexical
31	Constant shape at 3fb4256fc20	Shape
32	Constant 0x0	I[0, 0]: Int32
33	Constant string 3fb4252d780	String
34	Constant string 3fb4252be60	String
35	NewPlainObject ← Constant#31	Object
36	GuardShape ← NewPlainObject#35	Object
	memory 16	
37	Elements ← GuardShape#36	Elements
	memory 29	
38	StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33	
39	Constant 0x1	I[1, 1]: Int32
40	Elements ← GuardShape#36	Elements
	memory 38	
41	StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34	
42	Elements ← GuardShape#36	Elements
	memory 41	
43	InitializedLength ← Elements#42	I[0, 268435444]: Int32
	memory 41	
44	BoundsCheck ← Constant#39, InitializedLength#43	I[1, 1]: Int32
45	SpectreMaskIndex ← Constant#39, InitializedLength#43	I[1, 1]: Int32
46	LoadElement ← Elements#42, SpectreMaskIndex#45	Value
	memory 41	
47	Add ← Phi#26, Constant#39 [int32]	I[-2147483647, 2147483647]: Int32
48	Goto → block 3	

Block 5

resumepoint 23 23 26 21 20 19 23

49	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - GC Barrier Elimination
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Box ← Constant#2	Value
7	Goto → block 2	

Block 1
resumepoint 15 14 13 12 11 10 9

8	OsrEntry	Pointer
9	Constant undefined	Undefined
10	OsrReturnValue ← OsrEntry#8	Value
11	Parameter THIS_SLOT	Value
12	Parameter 0	Value
13	OsrValue ← OsrEntry#8	Value
14	OsrValue ← OsrEntry#8	Value
15	OsrValue ← OsrEntry#8	Value
16	Start	
17	Unbox OsrValue#13 to Int32 (fallible)	Int32
18	Goto → block 2	

Block 2
resumepoint 23 23 22 21 20 19 23

19	Phi ← Box#6, OsrReturnValue#10	Value
20	Phi ← Parameter#0, Parameter#11	Value
21	Phi ← Parameter#1, Parameter#12	Value
22	Phi ← Constant#5, Unbox#17	Int32
23	Constant magic optimized-out	MagicOptimizedOut
24	Unbox Phi#21 to Int32 (fallible)	Int32
25	Goto → block 3	

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23

26	Phi ← Phi#22, Add#47	I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27	InterruptCheck	
28	Compare ← Phi#26, Unbox#24 Lt	Bool
29	Test ← Compare#28 → block 4, block 5	

1

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23

30	Constant magic uninitialized-lexical	MagicUninitializedLexical
31	Constant shape at 3fb4256fc20	Shape
32	Constant 0x0	I[0, 0]: Int32
33	Constant string 3fb4252d780	String
34	Constant string 3fb4252be60	String
35	NewPlainObject ← Constant#31	Object
36	GuardShape ← NewPlainObject#35	Object
	memory 16	
37	Elements ← GuardShape#36	Elements
	memory 29	
38	StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33	
39	Constant 0x1	I[1, 1]: Int32
40	Elements ← GuardShape#36	Elements
	memory 38	
41	StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34	
42	Elements ← GuardShape#36	Elements
	memory 41	
43	InitializedLength ← Elements#42	I[0, 268435444]: Int32
	memory 41	
44	BoundsCheck ← Constant#39, InitializedLength#43	I[1, 1]: Int32
45	SpectreMaskIndex ← Constant#39, InitializedLength#43	I[1, 1]: Int32
46	LoadElement ← Elements#42, SpectreMaskIndex#45	Value
	memory 41	
47	Add ← Phi#26, Constant#39 [int32]	I[-2147483647, 2147483647]: Int32
48	Goto → block 3	

0

Block 5
resumepoint 23 23 26 21 20 19 23

49	Return ← Phi#19	

./Benchmarkers/prop_access.js:2 - FoldLoadsWithUnbox
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant 0x0 — I[0, 0]: Int32
6 Box ← Constant#2 — Value
7 Goto → block 2

Block 1
resumepoint 15 14 13 12 11 10 9
8 OsrEntry — Pointer
9 Constant undefined — Undefined
10 OsrReturnValue ← OsrEntry#8 — Value
11 Parameter THIS_SLOT — Value
12 Parameter 0 — Value
13 OsrValue ← OsrEntry#8 — Value
14 OsrValue ← OsrEntry#8 — Value
15 OsrValue ← OsrEntry#8 — Value
16 Start
17 Unbox OsrValue#13 to Int32 (fallible) — Int32
18 Goto → block 2

Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 — Value
20 Phi ← Parameter#0, Parameter#11 — Value
21 Phi ← Parameter#1, Parameter#12 — Value
22 Phi ← Constant#5, Unbox#17 — Int32
23 Constant magic optimized-out — MagicOptimizedOut
24 Unbox Phi#21 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#47 — I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27 InterruptCheck
28 Compare ← Phi#26, Unbox#24 Lt — Bool
29 Test ← Compare#28 → block 4, block 5

1

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 Constant magic uninitialized-lexical — MagicUninitializedLexical
31 Constant shape at 3fb4256fc20 — Shape
32 Constant 0x0 — I[0, 0]: Int32
33 Constant string 3fb4252d780 — String
34 Constant string 3fb4252be60 — String
35 NewPlainObject ← Constant#31 — Object
36 GuardShape ← NewPlainObject#35 — Object
memory 16
37 Elements ← GuardShape#36 — Elements
memory 29
38 StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33
39 Constant 0x1 — I[1, 1]: Int32
40 Elements ← GuardShape#36 — Elements
memory 38
41 StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34
42 Elements ← GuardShape#36 — Elements
memory 41
43 InitializedLength ← Elements#42 — I[0, 268435444]: Int32
memory 41
44 BoundsCheck ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
45 SpectreMaskIndex ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
46 LoadElement ← Elements#42, SpectreMaskIndex#45 — Value
memory 41
47 Add ← Phi#26, Constant#39 [int32] — I[-2147483647, 2147483647]: Int32
48 Goto → block 3

0

Block 5
resumepoint 23 23 26 21 20 19 23
49 Return ← Phi#19

./Benchmarkers/prop_access.js:2 - Add KeepAlive Instructions
movable, guard, in worklist, recovered on bailout

Block 0
resumepoint 2 2 2 1 0 2 2
0 Parameter THIS_SLOT — Value
1 Parameter 0 — Value
2 Constant undefined — Undefined
3 Start
4 CheckOverRecursed
5 Constant 0x0 — I[0, 0]: Int32
6 Box ← Constant#2 — Value
7 Goto → block 2

Block 1
resumepoint 15 14 13 12 11 10 9
8 OsrEntry — Pointer
9 Constant undefined — Undefined
10 OsrReturnValue ← OsrEntry#8 — Value
11 Parameter THIS_SLOT — Value
12 Parameter 0 — Value
13 OsrValue ← OsrEntry#8 — Value
14 OsrValue ← OsrEntry#8 — Value
15 OsrValue ← OsrEntry#8 — Value
16 Start
17 Unbox OsrValue#13 to Int32 (fallible) — Int32
18 Goto → block 2

Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 — Value
20 Phi ← Parameter#0, Parameter#11 — Value
21 Phi ← Parameter#1, Parameter#12 — Value
22 Phi ← Constant#5, Unbox#17 — Int32
23 Constant magic optimized-out — MagicOptimizedOut
24 Unbox Phi#21 to Int32 (fallible) — Int32
25 Goto → block 3

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#47 — I[-2147483648 {#22}, 2147483647 {[loop] #24-1}]: Int32
27 InterruptCheck
28 Compare ← Phi#26, Unbox#24 Lt — Bool
29 Test ← Compare#28 → block 4, block 5

1

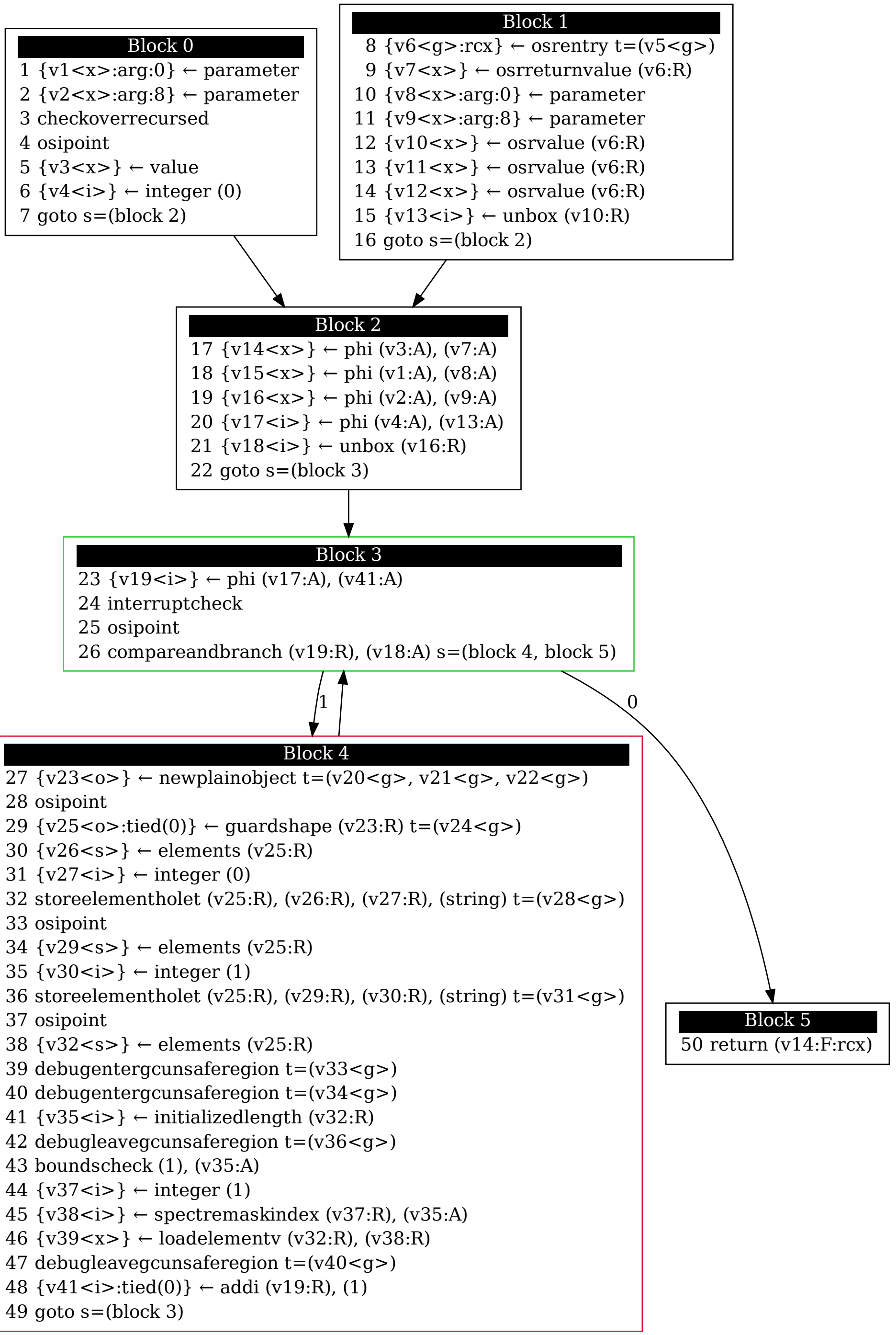
Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 Constant magic uninitialized-lexical — MagicUninitializedLexical
31 Constant shape at 3fb4256fc20 — Shape
32 Constant 0x0 — I[0, 0]: Int32
33 Constant string 3fb4252d780 — String
34 Constant string 3fb4252be60 — String
35 NewPlainObject ← Constant#31 — Object
36 GuardShape ← NewPlainObject#35 — Object
memory 16
37 Elements ← GuardShape#36 — Elements
memory 29
38 StoreElementHole ← GuardShape#36, Elements#37, Constant#32, Constant#33
39 Constant 0x1 — I[1, 1]: Int32
40 Elements ← GuardShape#36 — Elements
memory 38
41 StoreElementHole ← GuardShape#36, Elements#40, Constant#39, Constant#34
42 Elements ← GuardShape#36 — Elements
memory 41
75 DebugEnterGCUnsafeRegion
73 DebugEnterGCUnsafeRegion
43 InitializedLength ← Elements#42 — I[0, 268435444]: Int32
memory 41
76 DebugLeaveGCUnsafeRegion
44 BoundsCheck ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
45 SpectreMaskIndex ← Constant#39, InitializedLength#43 — I[1, 1]: Int32
46 LoadElement ← Elements#42, SpectreMaskIndex#45 — Value
memory 41
74 DebugLeaveGCUnsafeRegion
47 Add ← Phi#26, Constant#39 [int32] — I[-2147483647, 2147483647]: Int32
48 Goto → block 3

0

Block 5
resumepoint 23 23 26 21 20 19 23
49 Return ← Phi#19

./Benchmarkers/prop_access.js:2 - Generate LIR

movable, guard, in worklist, recovered on bailout



./Benchmarkers/prop_access.js:2 - Allocate Registers [Backtracking]

movable, guard, in worklist, recovered on bailout