

./Benchmarkers/prop_access.js:1 - BuildSSA
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	CheckOverRecursed	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	GlobalDeclInstantiation	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	Bail	
7	UnreachableResult	Value
8	Constant undefined	Undefined
9	Constant 0xf4240	Int32
10	Bail	
11	UnreachableResult	Value
12	Constant undefined	Undefined
13	Return ← Constant#12	

./Benchmarks/prop_access.js:1 - Prune Unused Branches

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0 Constant undefined

Undefined

1 Start

2 CheckOverRecursed

3 Constant object 31bba1541040 (LexicalEnvironment)

Object

4 GlobalDeclInstantiation

5 Constant object 31bba1541040 (LexicalEnvironment)

Object

6 Bail

14 Unreachable

./Benchmarkers/prop_access.js:1 - Fold Empty Blocks
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarkers/prop_access.js:1 - Eliminate trivially dead resume point operands
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarkers/prop_access.js:1 - Fold Tests
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarks/prop_access.js:1 - Split Critical Edges
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarkers/prop_access.js:1 - Renumber Blocks
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarkers/prop_access.js:1 - Eliminate this
movable, guard, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
14	Unreachable	

./Benchmarkers/prop_access.js:1 - Iterator Indices
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0 **Constant undefined** Undefined

1 Start

2 CheckOverRecursed

3 **Constant object 31bba1541040 (LexicalEnvironment)** Object

4 GlobalDeclInstantiation

5 **Constant object 31bba1541040 (LexicalEnvironment)** Object

6 Bail

14 Unreachable

./Benchmarkers/prop_access.js:1 - Scalar Replacement
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
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1	Start	
---	-------	--

2	<u>CheckOverRecursed</u>	
---	--------------------------	--

3	Constant object 31bba1541040 (LexicalEnvironment)	Object
---	---	--------

4	<u>GlobalDeclInstantiation</u>	
---	--------------------------------	--

5	Constant object 31bba1541040 (LexicalEnvironment)	Object
---	---	--------

6	<u>Bail</u>	
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14	Unreachable	
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./Benchmarks/prop_access.js:1 - Apply types
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0 Constant undefined Undefined

1 Start

2 CheckOverRecursed

3 Constant object 31bba1541040 (LexicalEnvironment) Object

4 GlobalDeclInstantiation

5 Constant object 31bba1541040 (LexicalEnvironment) Object

6 Bail

14 Unreachable

./Benchmarkers/prop_access.js:1 - Alias analysis
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - Eliminate dead resume point operands
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	Constant object 31bba1541040 (LexicalEnvironment)	Object
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - GVN
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - LICM
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Beta
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Range Analysis
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarkers/prop_access.js:1 - De-Beta
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarkers/prop_access.js:1 - RA check UCE
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Truncate Doubles
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - Sink
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - Remove Unnecessary Bitops
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0 Constant undefined

Undefined

1 Start

2 CheckOverRecursed

3 Constant object 31bba1541040 (LexicalEnvironment)

Object

4 GlobalDeclInstantiation

6 Bail

7 Unreachable

./Benchmarkers/prop_access.js:1 - Fold Linear Arithmetic Constants
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0 Constant undefined Undefined

1 Start

2 CheckOverRecursed

3 Constant object 31bba1541040 (LexicalEnvironment) Object

4 GlobalDeclInstantiation

6 Bail

7 Unreachable

./Benchmarks/prop_access.js:1 - Effective Address Analysis
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
6	<u>Bail</u>	
7	Unreachable	

./Benchmarkers/prop_access.js:1 - DCE
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 6 | <u>Bail</u> | |
| 7 | Unreachable | |

./Benchmarks/prop_access.js:1 - Reordering
movable, guard, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Make loops contiguous
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	<u>Bail</u>	
6	Unreachable	

./Benchmarkers/prop_access.js:1 - Edge Case Analysis (Late)
movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|--|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Bounds Check Elimination

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Shape Guard Elimination

movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - GC Barrier Elimination

movable, **guard**, **in worklist**, recovered on bailout

Block 0

resumepoint 0 0

0	Constant undefined	Undefined
1	Start	
2	<u>CheckOverRecursed</u>	
3	Constant object 31bba1541040 (LexicalEnvironment)	Object
4	<u>GlobalDeclInstantiation</u>	
5	<u>Bail</u>	
6	Unreachable	

./Benchmarkers/prop_access.js:1 - FoldLoadsWithUnbox
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Add KeepAlive Instructions
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 0 0

- | | | |
|---|---|-----------|
| 0 | Constant undefined | Undefined |
| 1 | Start | |
| 2 | <u>CheckOverRecursed</u> | |
| 3 | Constant object 31bba1541040 (LexicalEnvironment) | Object |
| 4 | <u>GlobalDeclInstantiation</u> | |
| 5 | <u>Bail</u> | |
| 6 | Unreachable | |

./Benchmarkers/prop_access.js:1 - Generate LIR
movable, **guard**, **in worklist**, recovered on bailout

Block 0

- 1 checkoverrecursed
- 2 osipoint
- 3 globaldeclinstantiation
- 4 osipoint
- 5 bail
- 6 unreachable

./Benchmarkers/prop_access.js:1 - Allocate Registers [Backtracking]

movable, **guard**, **in worklist**, recovered on bailout

Block 0

- 1 checkoverrecursed
- 2 osipoint
- 3 globaldeclinstantiation
- 4 osipoint
- 5 bail
- 6 unreachable