./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 <u>CheckOverRecursed</u>	
3 Constant object 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (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	

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

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

./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 CheckOverRecursed	
3 Constant object 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 Bail	
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 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 Bail	
14 Unreachable	

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

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

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

./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 <u>CheckOverRecursed</u>	
3 Constant object 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 <u>Bail</u>	
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
1 Start	
2 <u>CheckOverRecursed</u>	
3 Constant object 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 Bail	
14 Unreachable	

./Benchmarkers/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 <u>CheckOverRecursed</u>	
3 Constant object 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 <u>Bail</u>	
14 Unreachable	

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

./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 3fb42541040 (LexicalEnvironment)	Object
4 GlobalDeclInstantiation	
5 Constant object 3fb42541040 (LexicalEnvironment)	Object
6 Bail	
7 Unreachable	

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

Undefined

- 0 Constant undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (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

Undefined

- 0 Constant undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

Undefined

- 0 Constant undefined
 - zonstant undermed
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 6 Bail
- 7 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

Undefined

- O Constant undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

- 0 Constant undefined
 - undefined Undefined

- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

resumepoint 0 0

O Constant undefined

Undefined

- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

- 0 Constant undefined Undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 6 Unreachable

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

Block 0

Undefined

- 0 Constant undefined
- 1 Start
- 2 CheckOverRecursed
- 3 Constant object 3fb42541040 (LexicalEnvironment) Object
- 4 GlobalDeclInstantiation
- 5 Bail
- 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