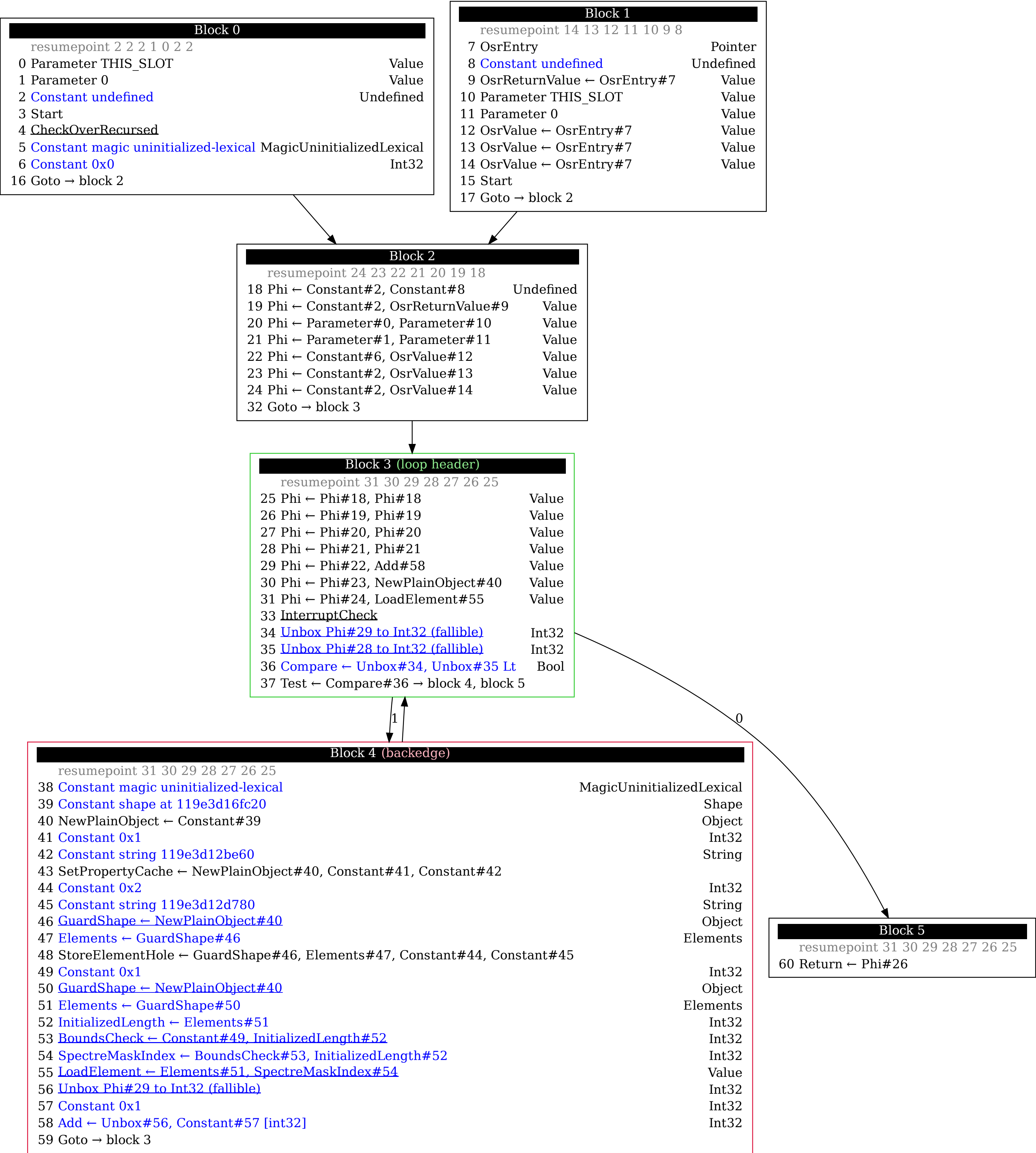
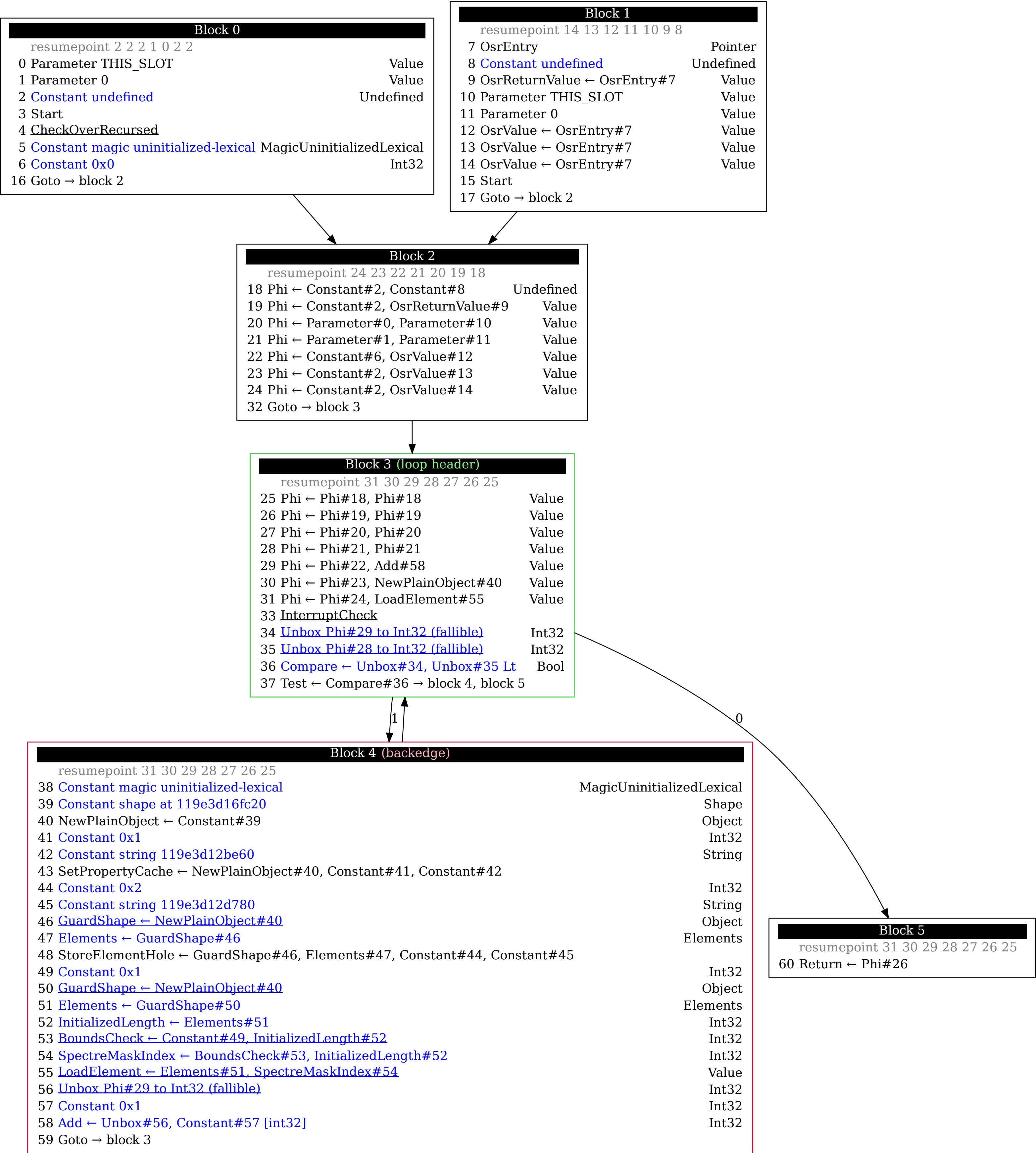
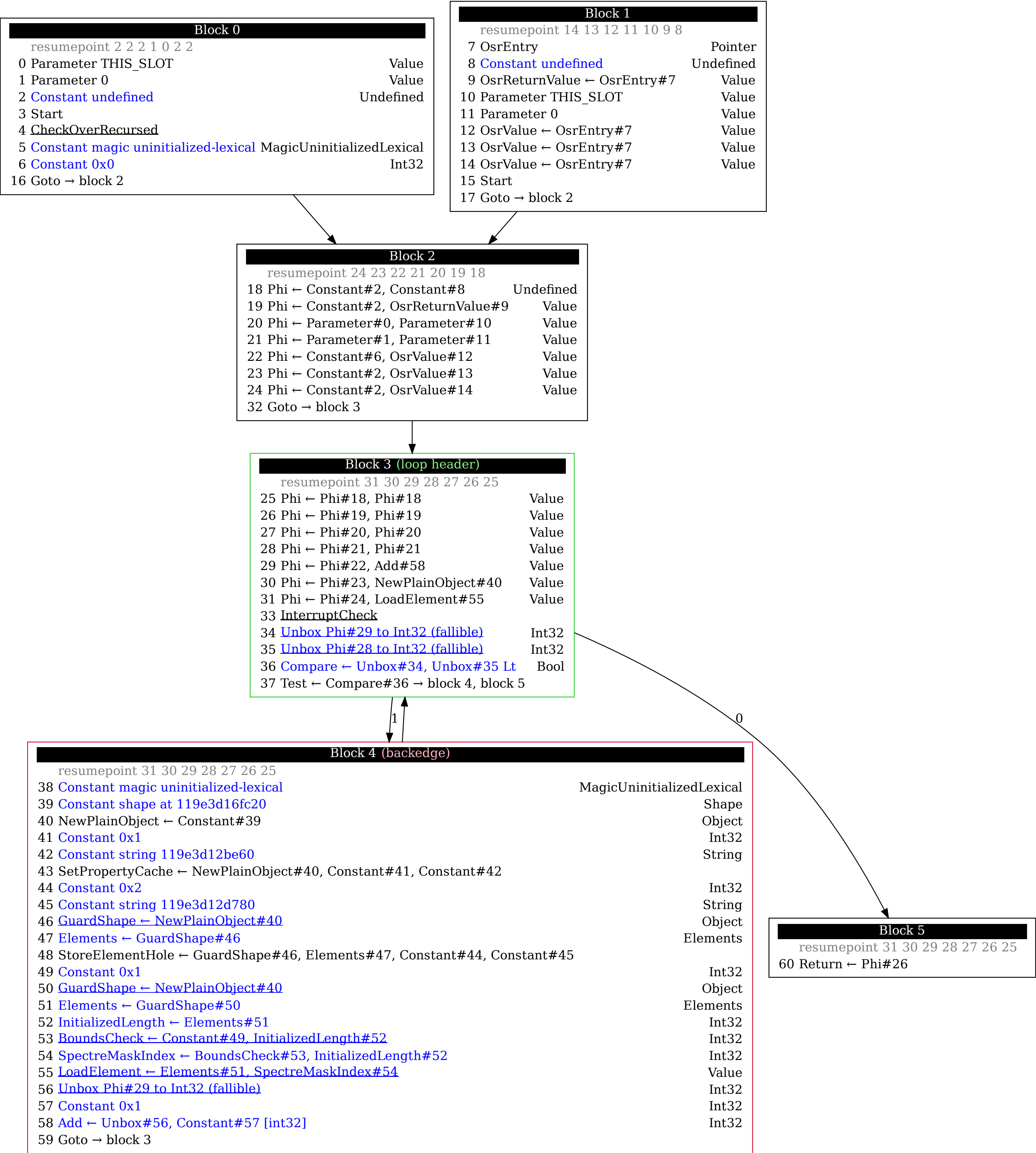


./Benchmarkers/prop_access.js:1 - Fold Empty Blocks
movable, guard, in worklist, recovered on bailout

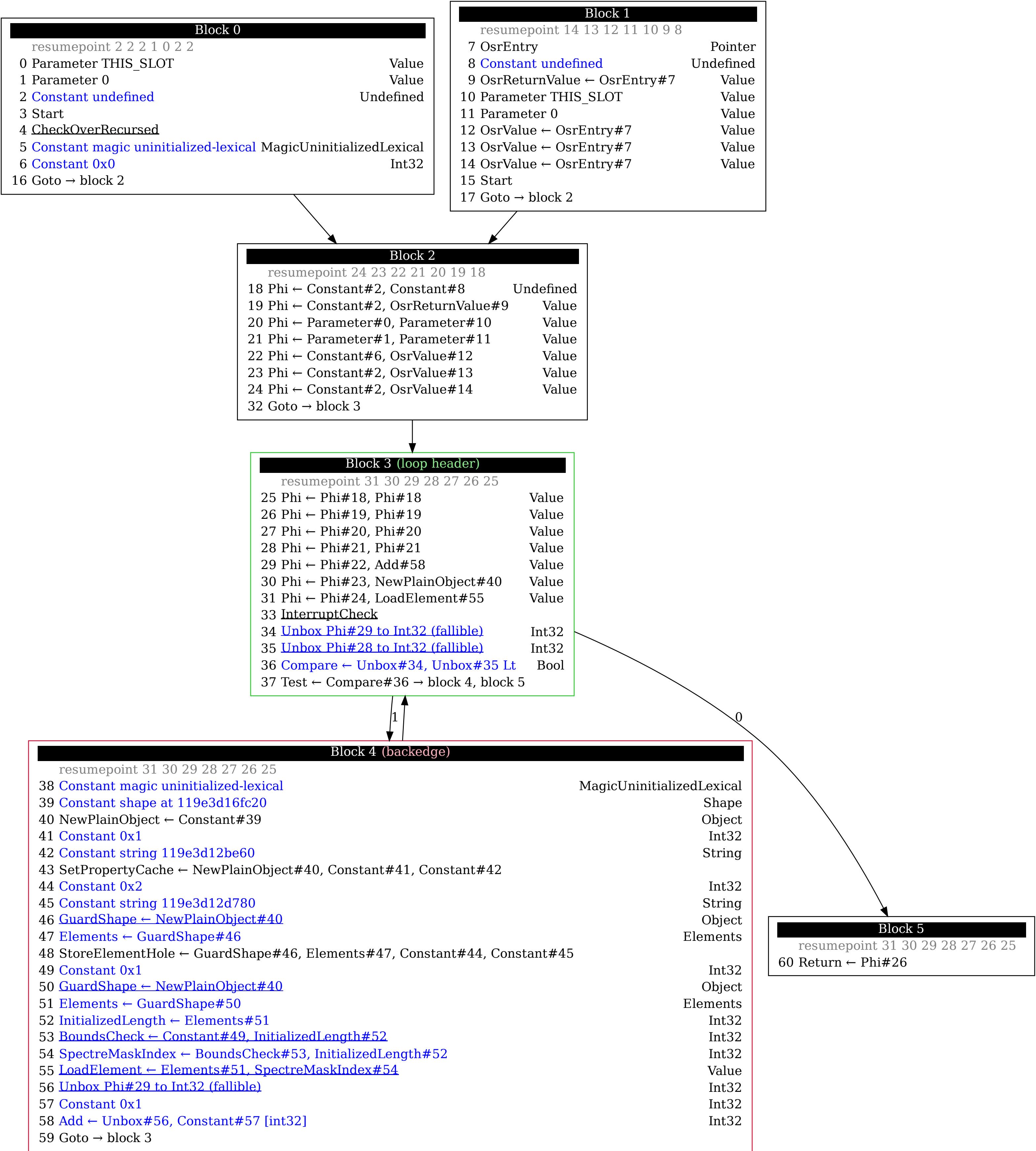




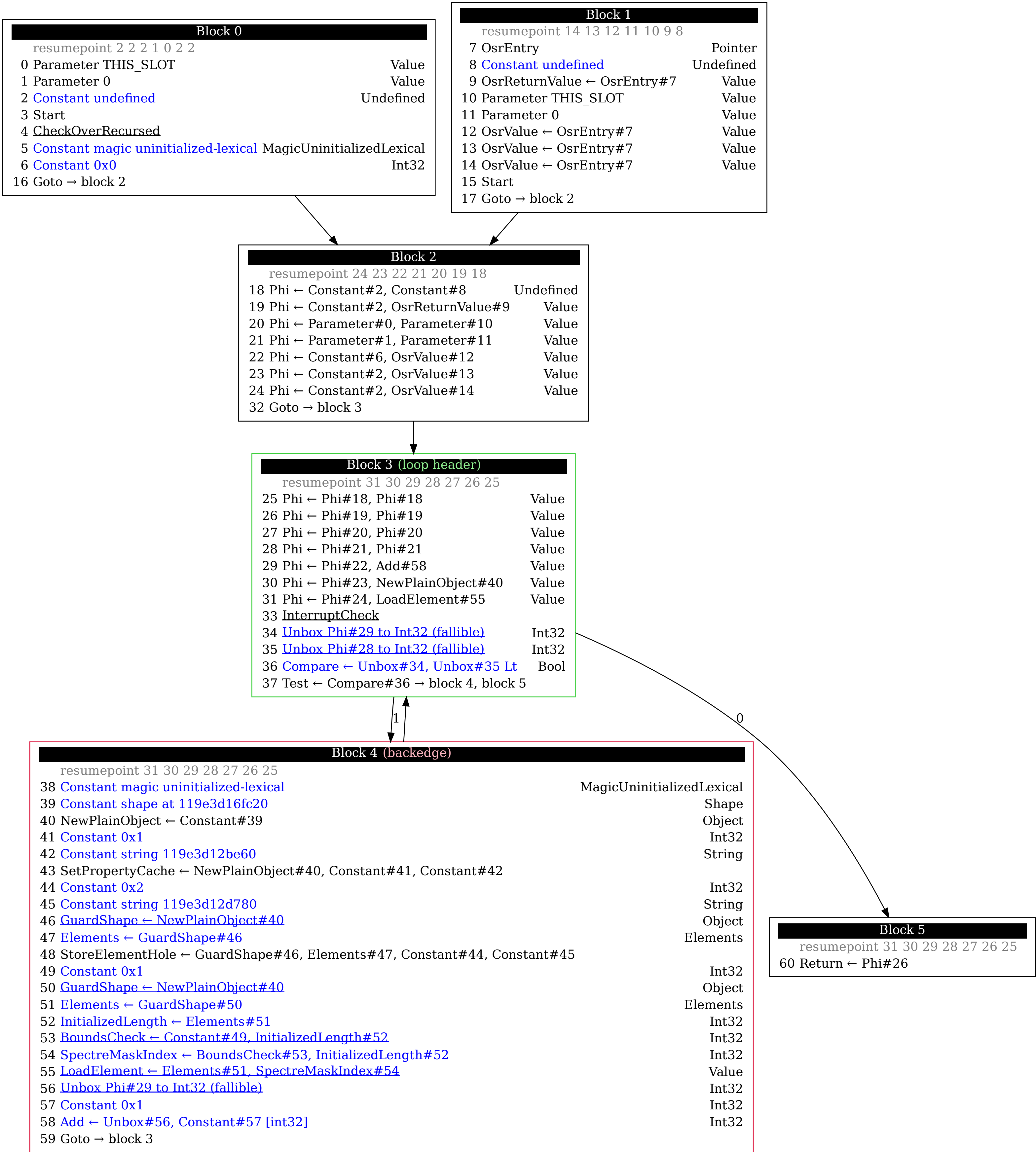
./Benchmarkers/prop access.js:1 - Fold Tests
movable, guard, in worklist, recovered on bailout



./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



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



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



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



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



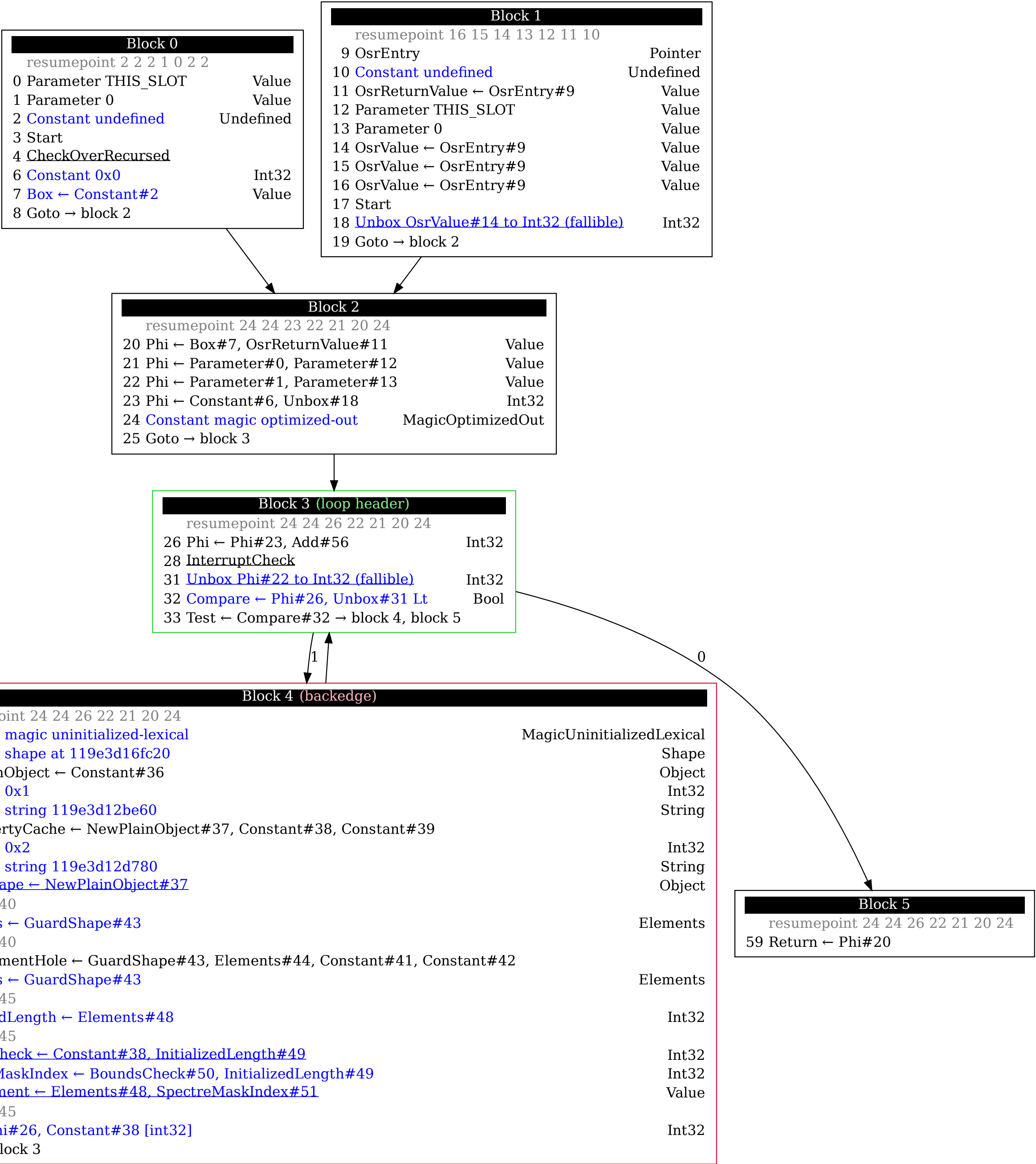
./Benchmarkers/prop_access.js:1 - Alias analysis
movable, guard, in worklist, recovered on bailout



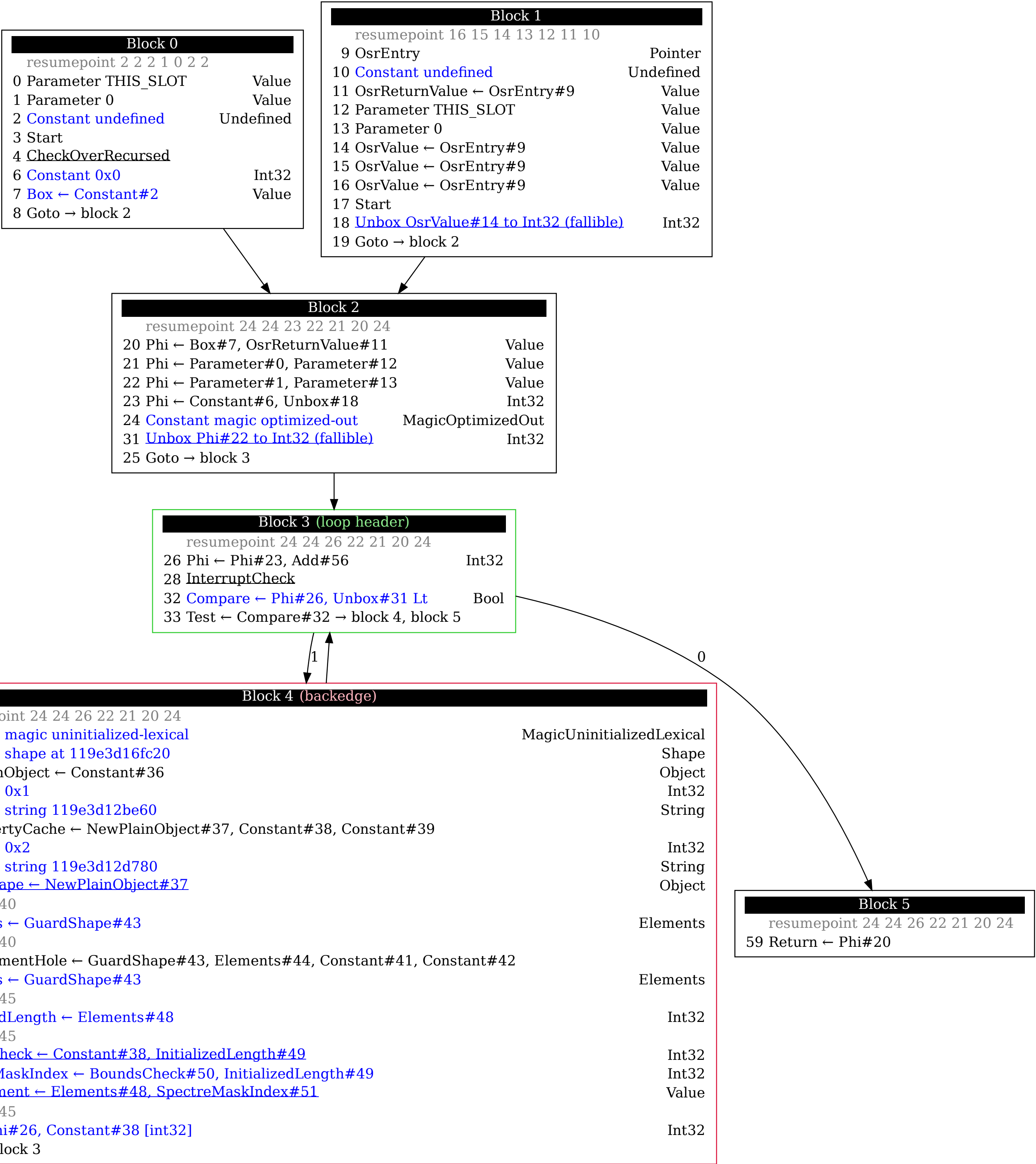
./Benchmarks/prop_access.js:1 - Eliminate dead resume point operands
movable, guard, in worklist, recovered on bailout

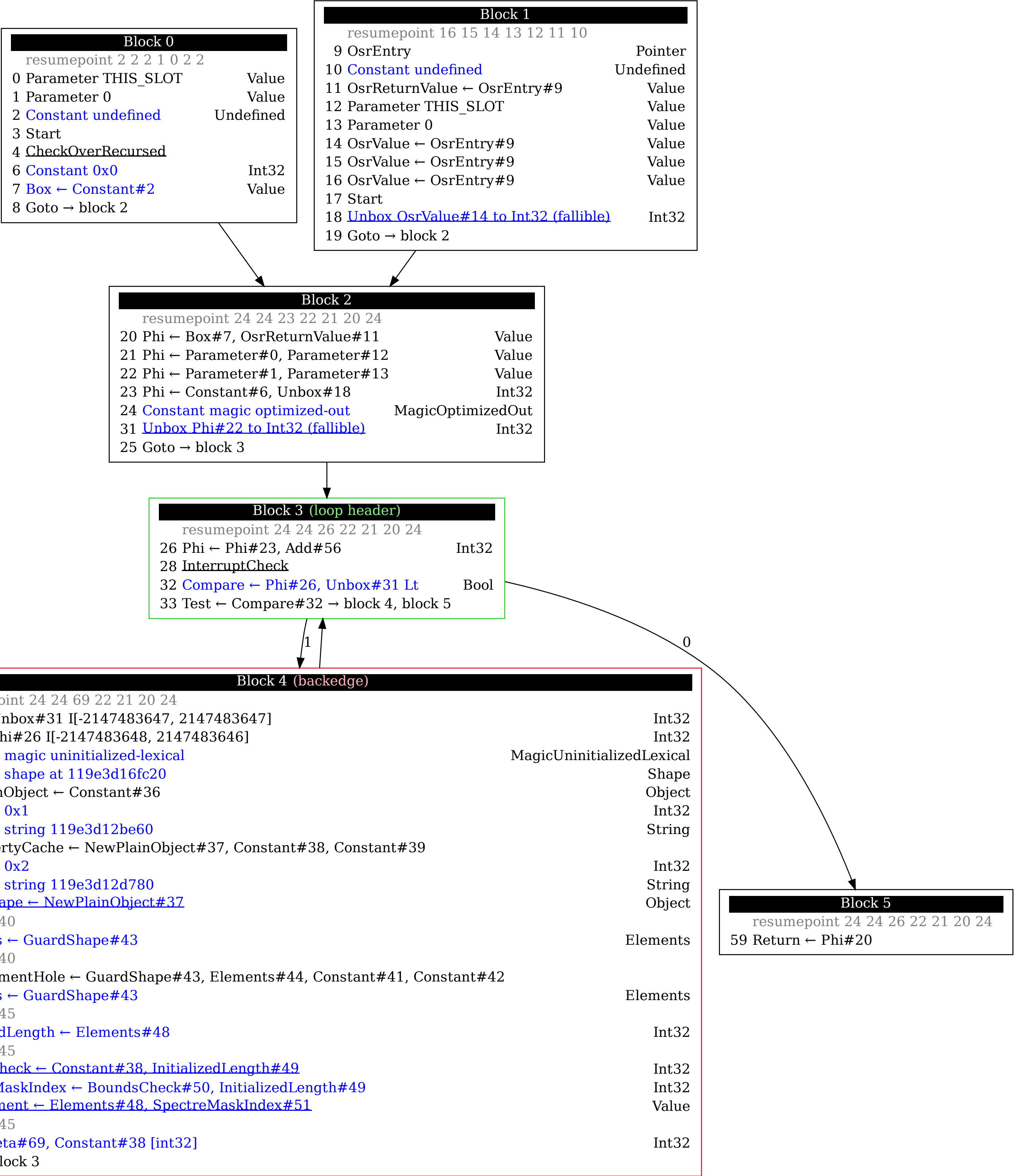


./Benchmarks/prop_access.js:1 - GVN
movable, guard, in worklist, recovered on bailout

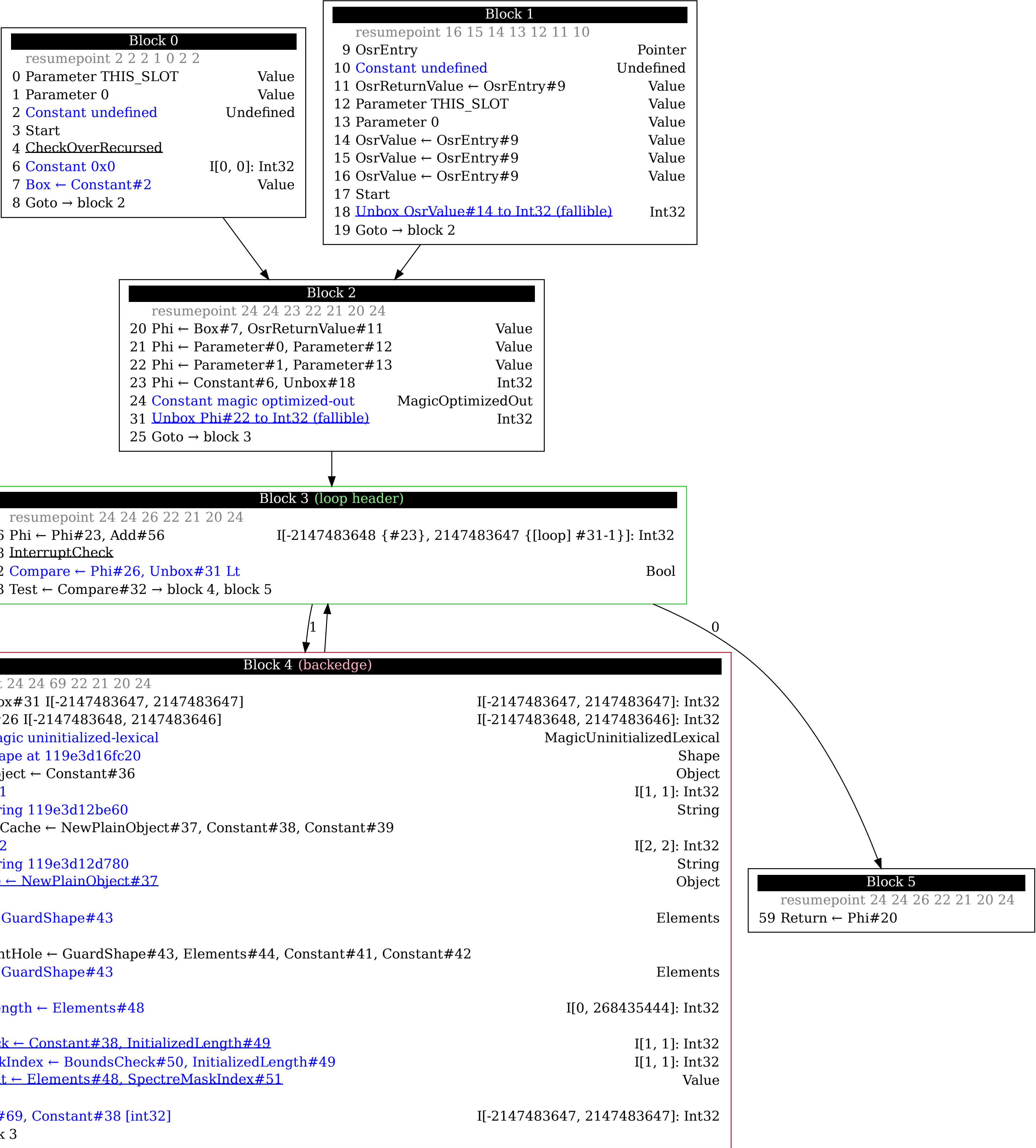


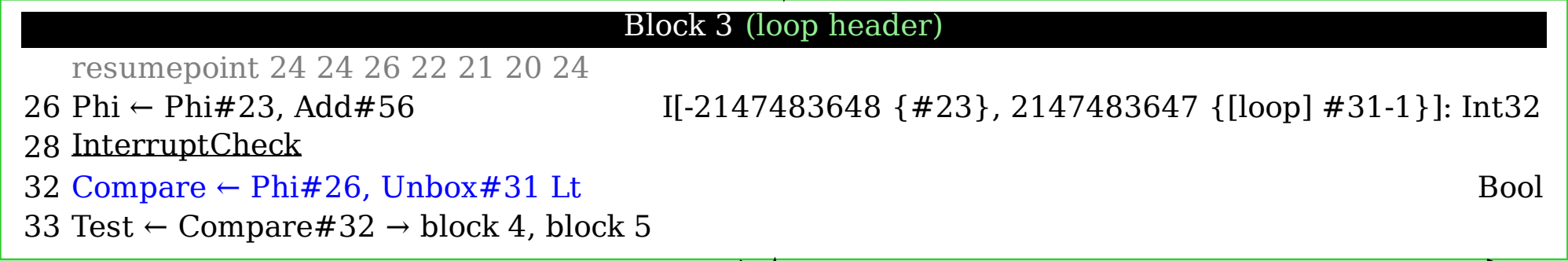
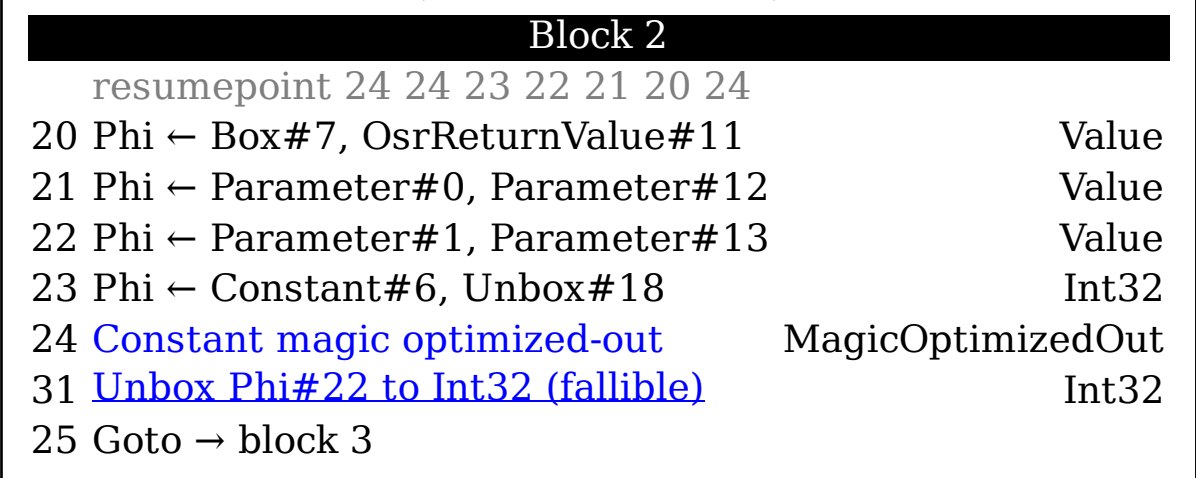
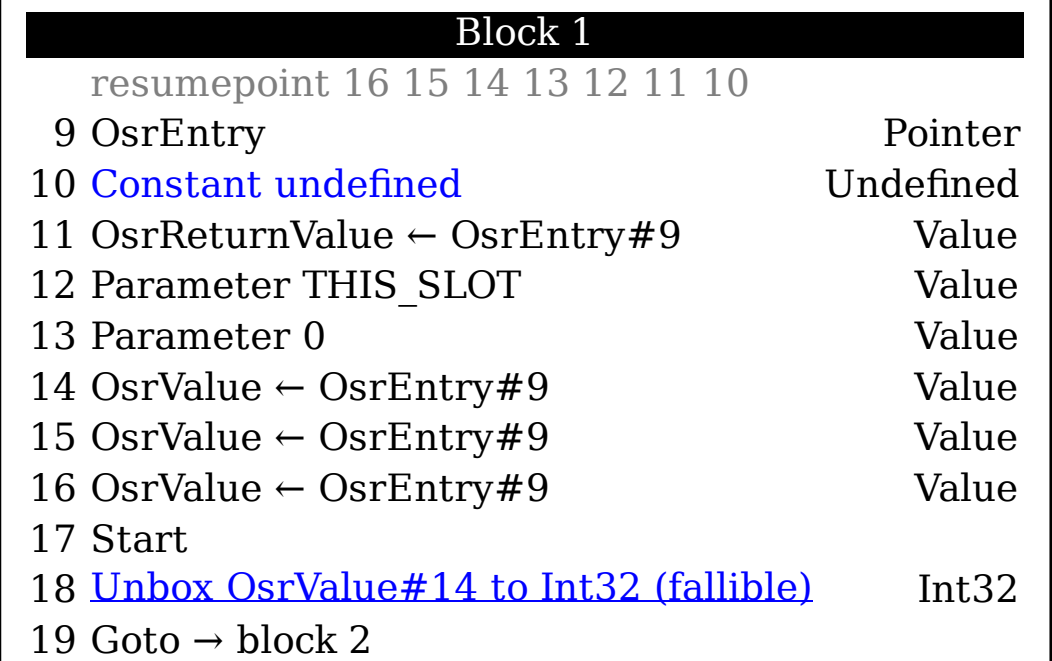
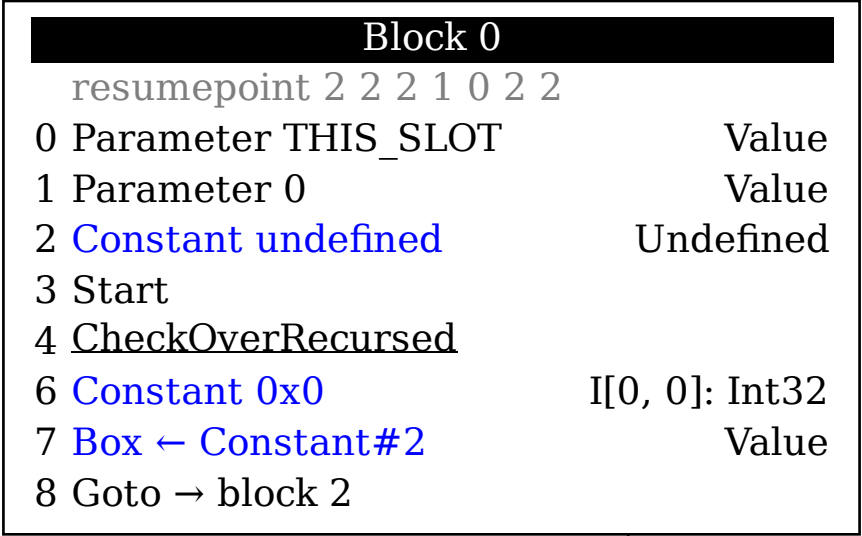
./Benchmarks/prop_access.js:1 - LICM
movable, guard, in worklist, recovered on bailout





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





./Benchmarks/prop_access.js:1 - 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#56

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

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35 Constant magic uninitialized-lexical

MagicUninitializedLexical

36 Constant shape at 119e3d16fc20

Shape

37 NewPlainObject ← Constant#36

Object

38 Constant 0x1

I[1, 1]: Int32

39 Constant string 119e3d12be60

String

40 SetPropertyCache ← NewPlainObject#37, Constant#38, Constant#39

41 Constant 0x2

I[2, 2]: Int32

42 Constant string 119e3d12d780

String

43 GuardShape ← NewPlainObject#37

Object

memory 40

44 Elements ← GuardShape#43

Elements

memory 40

45 StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42

48 Elements ← GuardShape#43

Elements

memory 45

49 InitializedLength ← Elements#48

I[0, 268435444]: Int32

memory 45

50 BoundsCheck ← Constant#38, InitializedLength#49

I[1, 1]: Int32

51 SpectreMaskIndex ← BoundsCheck#50, InitializedLength#49

I[1, 1]: Int32

52 LoadElement ← Elements#48, SpectreMaskIndex#51

Value

memory 45

56 Add ← Phi#26, Constant#38 [int32]

I[-2147483647, 2147483647]: Int32

57 Goto → block 3

Block 5

resumepoint 24 24 26 22 21 20 24

59 Return ← Phi#20

./Benchmarks/prop_access.js:1 - 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#56 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

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35 Constant magic uninitialized-lexical MagicUninitializedLexical

36 Constant shape at 119e3d16fc20 Shape

37 NewPlainObject ← Constant#36 Object

38 Constant 0x1 I[1, 1]: Int32

39 Constant string 119e3d12be60 String

40 SetPropertyCache ← NewPlainObject#37, Constant#38, Constant#39

41 Constant 0x2 I[2, 2]: Int32

42 Constant string 119e3d12d780 String

43 GuardShape ← NewPlainObject#37 Object

memory 40

44 Elements ← GuardShape#43 Elements

memory 40

45 StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42

48 Elements ← GuardShape#43 Elements

memory 45

49 InitializedLength ← Elements#48 I[0, 268435444]: Int32

memory 45

50 BoundsCheck ← Constant#38, InitializedLength#49 I[1, 1]: Int32

51 SpectreMaskIndex ← BoundsCheck#50, InitializedLength#49 I[1, 1]: Int32

52 LoadElement ← Elements#48, SpectreMaskIndex#51 Value

memory 45

56 Add ← Phi#26, Constant#38 [int32] I[-2147483647, 2147483647]: Int32

57 Goto → block 3

Block 5

resumepoint 24 24 26 22 21 20 24

59 Return ← Phi#20

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

Block 0

resumepoint 2 2 2 1 0 2 2

0 Parameter THIS_SLOTValue

1 Parameter 0Value

2 Constant undefinedUndefined

3 Start

4 CheckOverRecursed

6 Constant 0x0I[0, 0]: Int32

7 Box ← Constant#2Value

8 Goto → block 2

Block 1

resumepoint 16 15 14 13 12 11 10

9 OsrEntryPointer

10 Constant undefinedUndefined

11 OsrReturnValue ← OsrEntry#9Value

12 Parameter THIS_SLOTValue

13 Parameter 0Value

14 OsrValue ← OsrEntry#9Value

15 OsrValue ← OsrEntry#9Value

16 OsrValue ← OsrEntry#9Value

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#11Value

21 Phi ← Parameter#0, Parameter#12Value

22 Phi ← Parameter#1, Parameter#13Value

23 Phi ← Constant#6, Unbox#18Int32

24 Constant magic optimized-outMagicOptimizedOut

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#56I[-2147483648 {#23}, 2147483647 {[loop] #31-1}]: Int32

28 InterruptCheck

32 Compare ← Phi#26, Unbox#31 LtBool

33 Test ← Compare#32 → block 4, block 5

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35 Constant magic uninitialized-lexicalMagicUninitializedLexical

36 Constant shape at 119e3d16fc20Shape

37 NewPlainObject ← Constant#36Object

38 Constant 0x1I[1, 1]: Int32

39 Constant string 119e3d12be60String

40 SetPropertyCache ← NewPlainObject#37, Constant#38, Constant#39

41 Constant 0x2I[2, 2]: Int32

42 Constant string 119e3d12d780String

43 GuardShape ← NewPlainObject#37Object

memory 40

44 Elements ← GuardShape#43Elements

memory 40

45 StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42

48 Elements ← GuardShape#43Elements

memory 45

49 InitializedLength ← Elements#48I[0, 268435444]: Int32

memory 45

50 BoundsCheck ← Constant#38, InitializedLength#49I[1, 1]: Int32

51 SpectreMaskIndex ← BoundsCheck#50, InitializedLength#49I[1, 1]: Int32

52 LoadElement ← Elements#48, SpectreMaskIndex#51Value

memory 45

56 Add ← Phi#26, Constant#38 [int32]I[-2147483647, 2147483647]: Int32

57 Goto → block 3

Block 5

resumepoint 24 24 26 22 21 20 24

59 Return ← Phi#20

./Benchmarks/prop_access.js:1 - 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#56 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

Block 4 (backedge)

resumepoint 24 24 26 22 21 20 24

35 Constant magic uninitialized-lexical MagicUninitializedLexical

36 Constant shape at 119e3d16fc20 Shape

37 NewPlainObject ← Constant#36 Object

38 Constant 0x1 I[1, 1]: Int32

39 Constant string 119e3d12be60 String

40 SetPropertyCache ← NewPlainObject#37, Constant#38, Constant#39

41 Constant 0x2 I[2, 2]: Int32

42 Constant string 119e3d12d780 String

43 GuardShape ← NewPlainObject#37 Object

memory 40

44 Elements ← GuardShape#43 Elements

memory 40

45 StoreElementHole ← GuardShape#43, Elements#44, Constant#41, Constant#42

48 Elements ← GuardShape#43 Elements

memory 45

49 InitializedLength ← Elements#48 I[0, 268435444]: Int32

memory 45

50 BoundsCheck ← Constant#38, InitializedLength#49 I[1, 1]: Int32

51 SpectreMaskIndex ← BoundsCheck#50, InitializedLength#49 I[1, 1]: Int32

52 LoadElement ← Elements#48, SpectreMaskIndex#51 Value

memory 45

56 Add ← Phi#26, Constant#38 [int32] I[-2147483647, 2147483647]: Int32

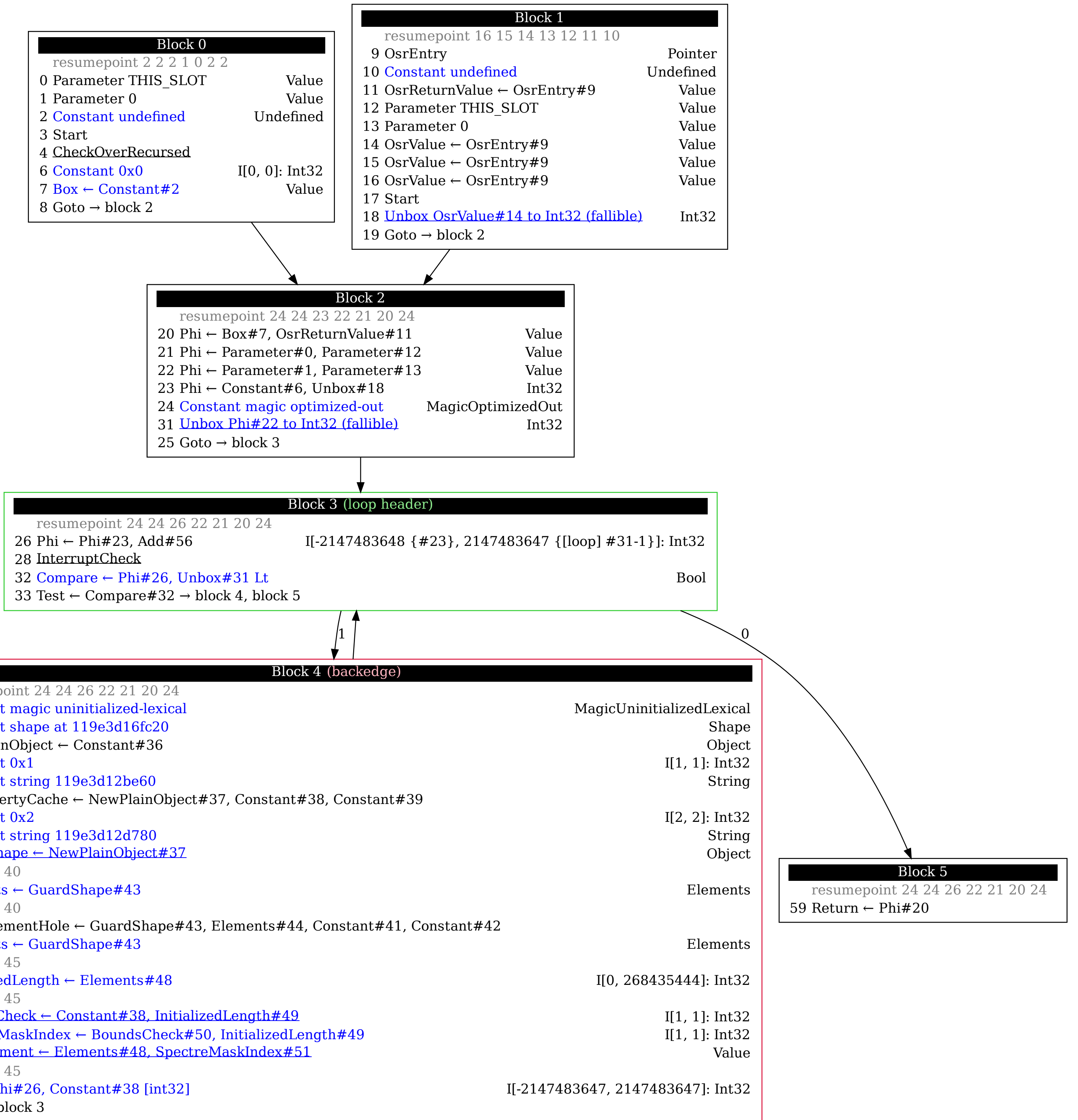
57 Goto → block 3

Block 5

resumepoint 24 24 26 22 21 20 24

59 Return ← Phi#20

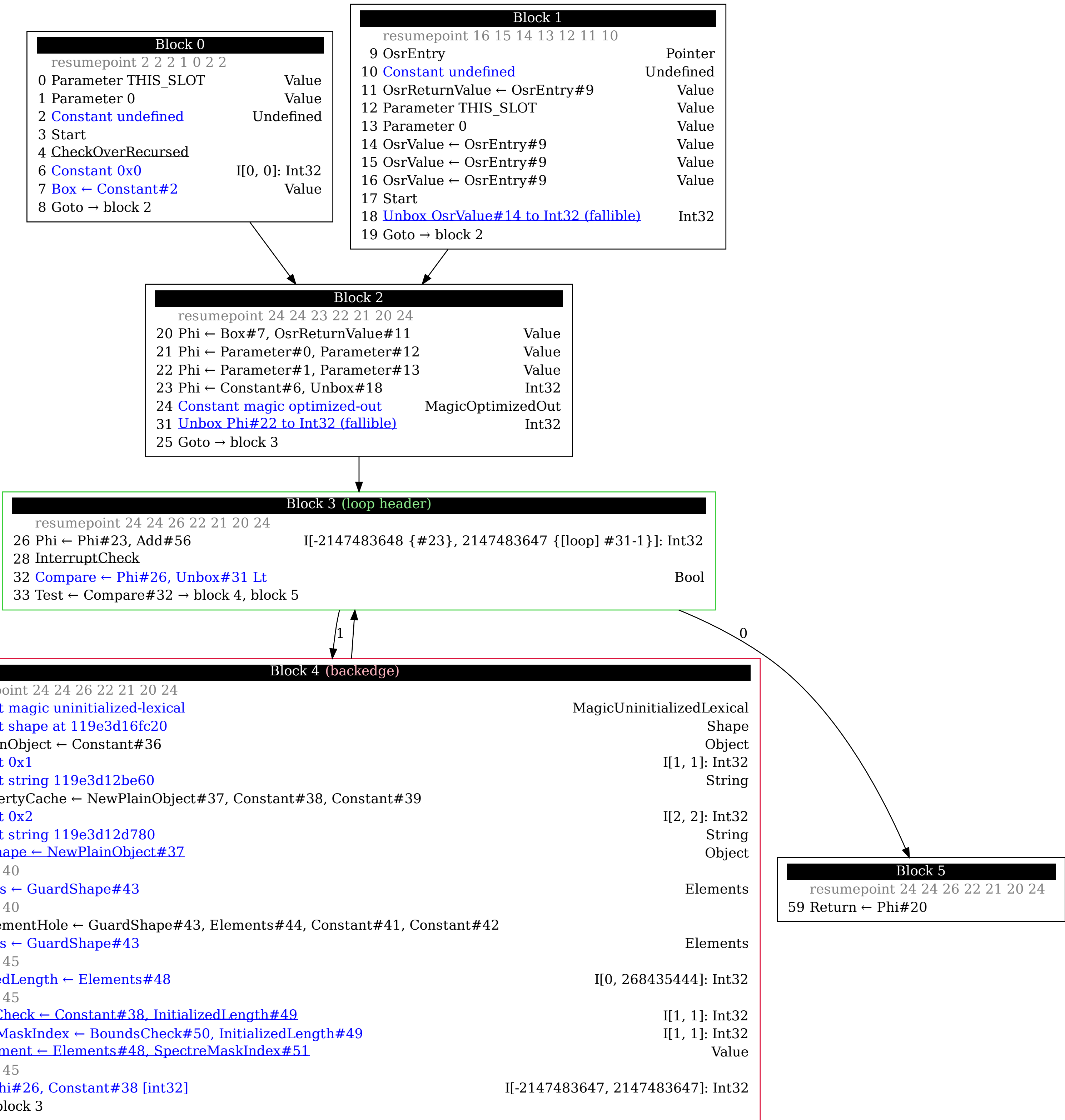
./Benchmarks/prop_access.js:1 - Fold Linear Arithmetic Constants
movable, guard, in worklist, recovered on bailout



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



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



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



./Benchmarks/prop_access.js:1 - 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 [CheckOverRecurse](#)
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#46 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

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 [Constant magic uninitialized-lexical](#) MagicUninitializedLexical
31 [Constant shape at 119e3d16fc20](#) Shape
32 [Constant string 119e3d12be60](#) String
33 [Constant 0x2](#) I[2, 2]: Int32
34 [Constant string 119e3d12d780](#) String
35 NewPlainObject ← Constant#31 Object
36 [Constant 0x1](#) I[1, 1]: Int32
37 SetPropertyCache ← NewPlainObject#35, Constant#36, Constant#32
38 [GuardShape ← NewPlainObject#35](#) Object
memory 37
39 [Elements ← GuardShape#38](#) Elements
memory 37
40 StoreElementHole ← GuardShape#38, Elements#39, Constant#33, Constant#34
41 [Elements ← GuardShape#38](#) Elements
memory 40
42 [InitializedLength ← Elements#41](#) I[0, 268435444]: Int32
memory 40
43 [BoundsCheck ← Constant#36, InitializedLength#42](#) I[1, 1]: Int32
44 [SpectreMaskIndex ← BoundsCheck#43, InitializedLength#42](#) I[1, 1]: Int32
45 [LoadElement ← Elements#41, SpectreMaskIndex#44](#) Value
memory 40
46 [Add ← Phi#26, Constant#36 \[int32\]](#) I[-2147483647, 2147483647]: Int32
47 Goto → block 3

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

./Benchmarks/prop_access.js:1 - Remove fake loop predecessors
movable, guard, in worklist, recovered on bailout



./Benchmarks/prop_access.js:1 - 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 [CheckOverRecurse](#)
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#46 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

Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 [Constant magic uninitialized-lexical](#) MagicUninitializedLexical
31 [Constant shape at 119e3d16fc20](#) Shape
32 [Constant string 119e3d12be60](#) String
33 [Constant 0x2](#) I[2, 2]: Int32
34 [Constant string 119e3d12d780](#) String
35 NewPlainObject ← Constant#31 Object
36 [Constant 0x1](#) I[1, 1]: Int32
37 SetPropertyCache ← NewPlainObject#35, Constant#36, Constant#32
38 [GuardShape ← NewPlainObject#35](#) Object
memory 37
39 [Elements ← GuardShape#38](#) Elements
memory 37
40 StoreElementHole ← GuardShape#38, Elements#39, Constant#33, Constant#34
41 [Elements ← GuardShape#38](#) Elements
memory 40
42 [InitializedLength ← Elements#41](#) I[0, 268435444]: Int32
memory 40
43 [BoundsCheck ← Constant#36, InitializedLength#42](#) I[1, 1]: Int32
44 [SpectreMaskIndex ← BoundsCheck#43, InitializedLength#42](#) I[1, 1]: Int32
45 [LoadElement ← Elements#41, SpectreMaskIndex#44](#) Value
memory 40
46 [Add ← Phi#26, Constant#36 \[int32\]](#) I[-2147483647, 2147483647]: Int32
47 Goto → block 3

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

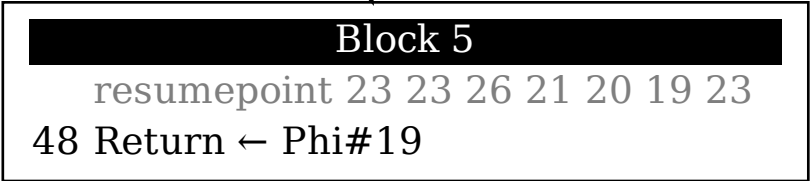
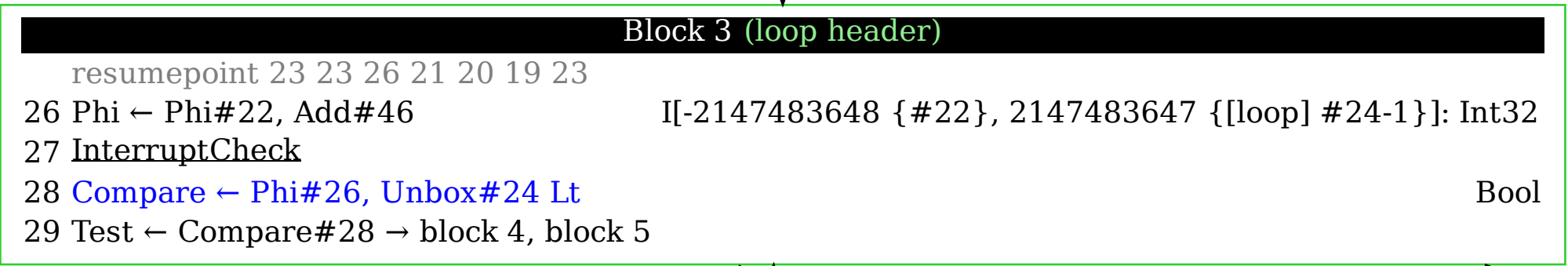
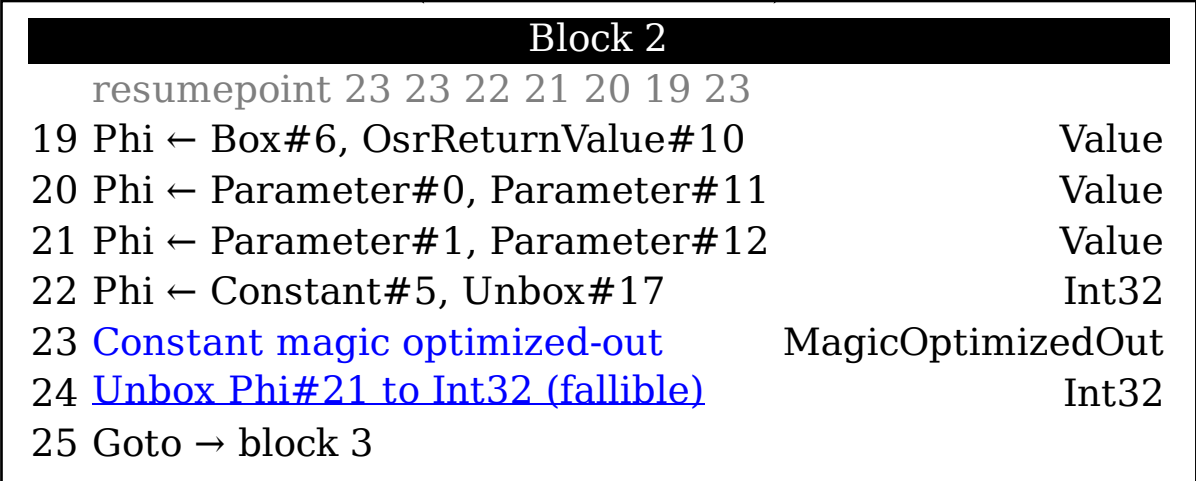
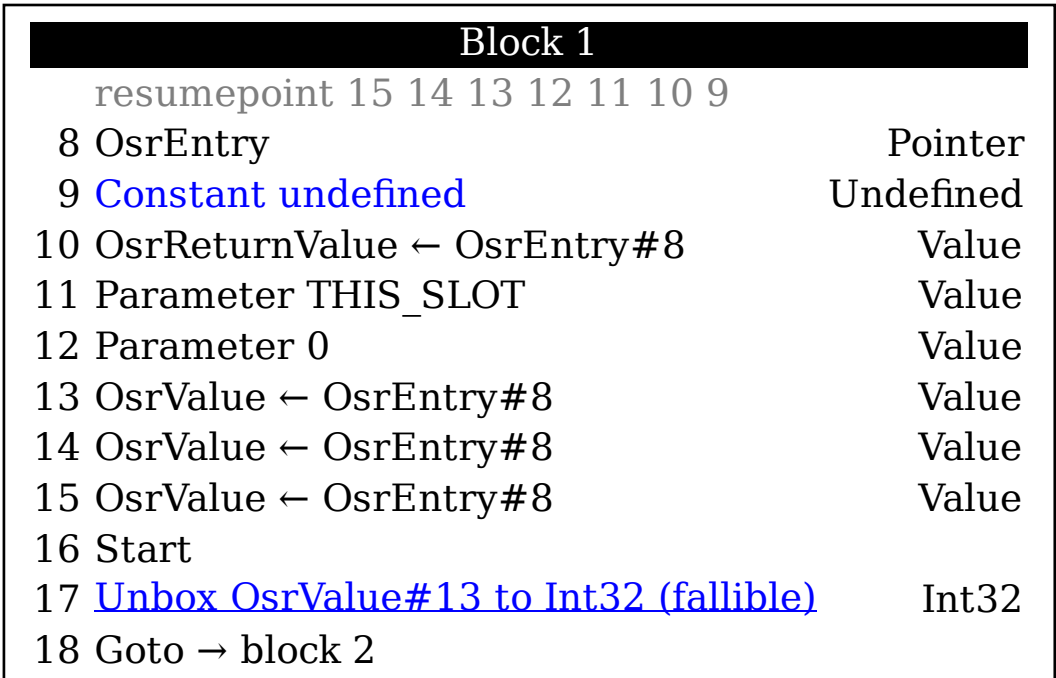
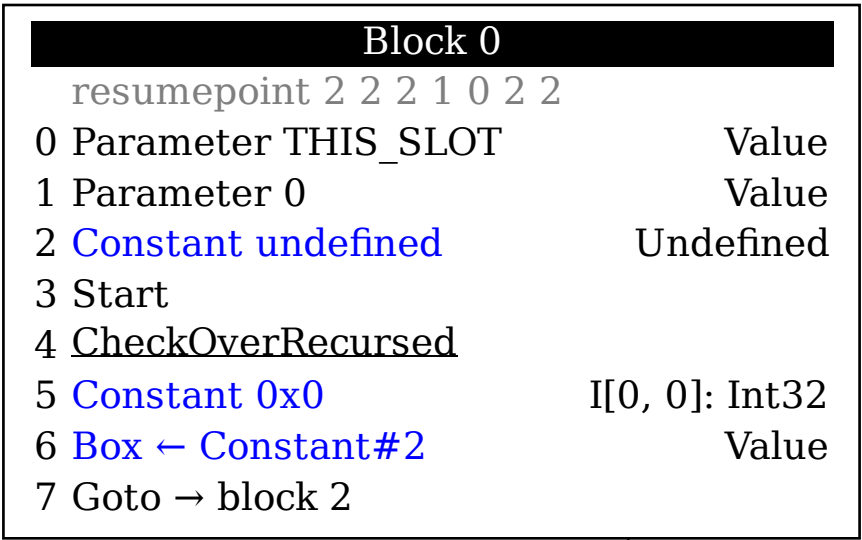
./Benchmarks/prop_access.js:1 - Bounds Check Elimination
movable, guard, in worklist, recovered on bailout



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



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



./Benchmarks/prop_access.js:1 - 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 [CheckOverRecurse](#)
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

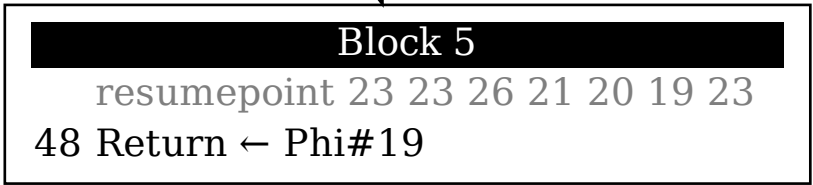
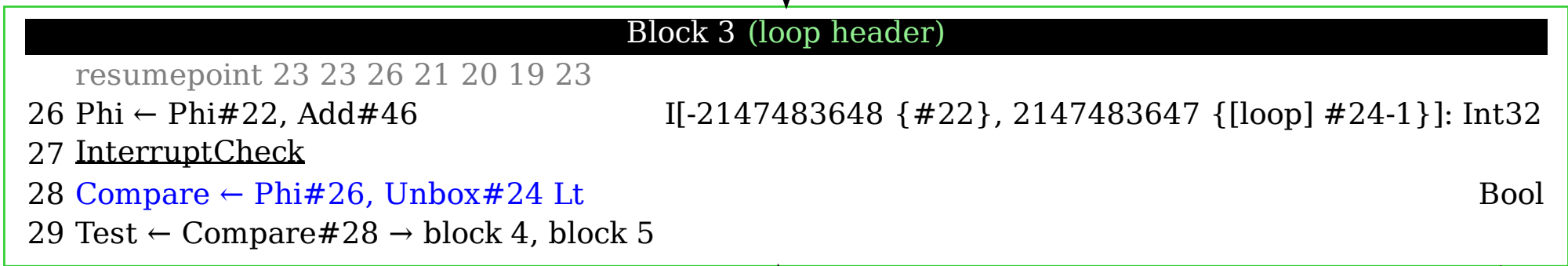
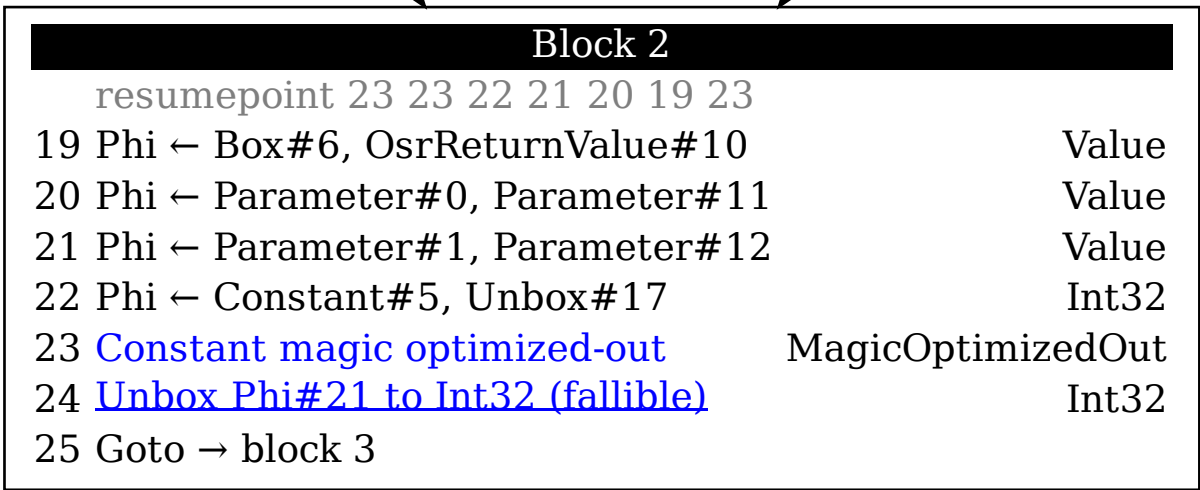
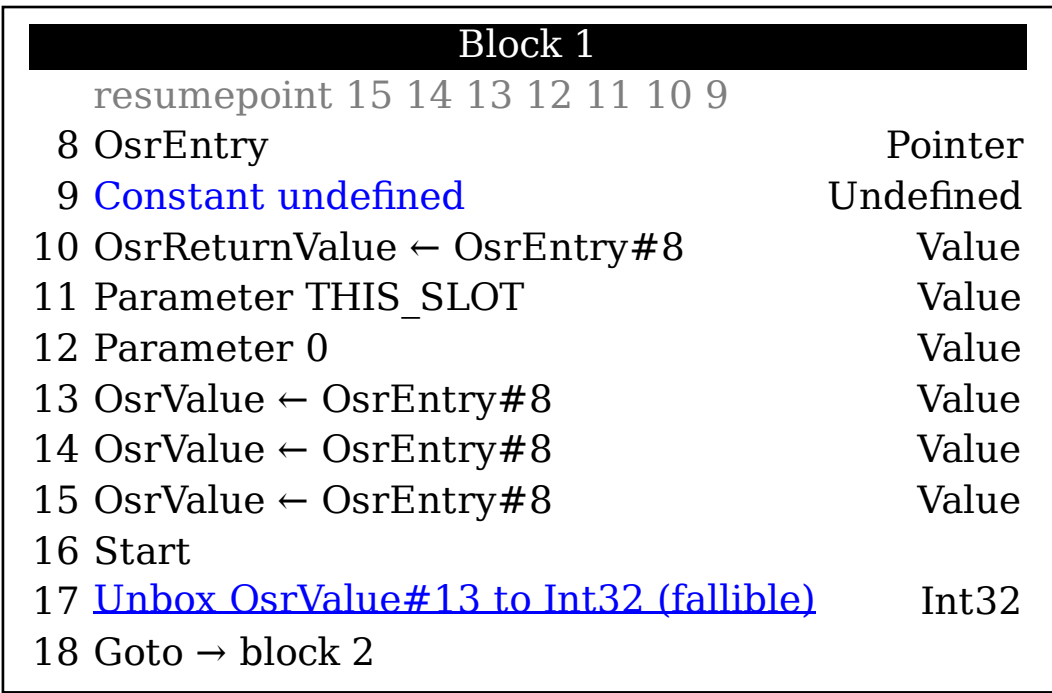
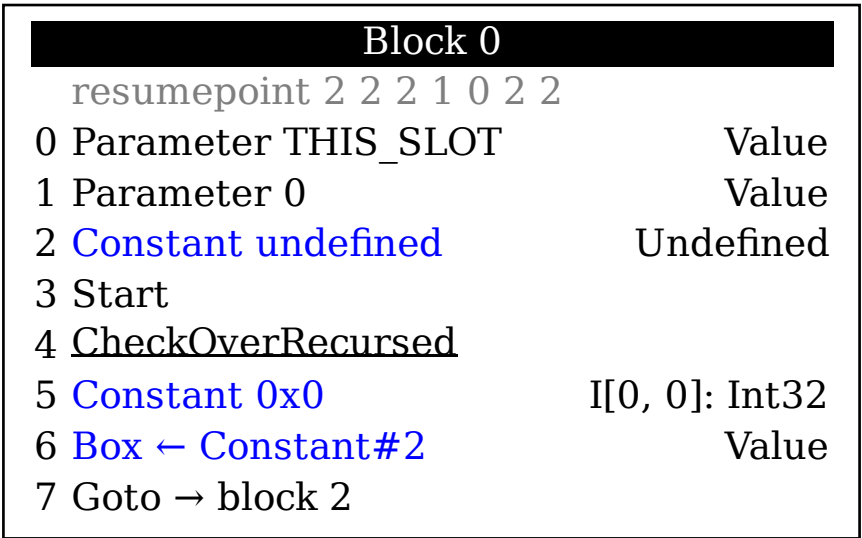
Block 2
resumepoint 23 23 22 21 20 19 23
19 Phi ← Box#6, OsrReturnValue#10 Value
20 Phi ← Parameter#0, Parameter#11 Value
21 Phi ← Parameter#1, Parameter#12 Value
22 Phi ← Constant#5, Unbox#17 Int32
23 [Constant magic optimized-out](#) MagicOptimizedOut
24 [Unbox Phi#21 to Int32 \(fallible\)](#) Int32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

Block 3 (loop header)
resumepoint 23 23 26 21 20 19 23
26 Phi ← Phi#22, Add#46 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

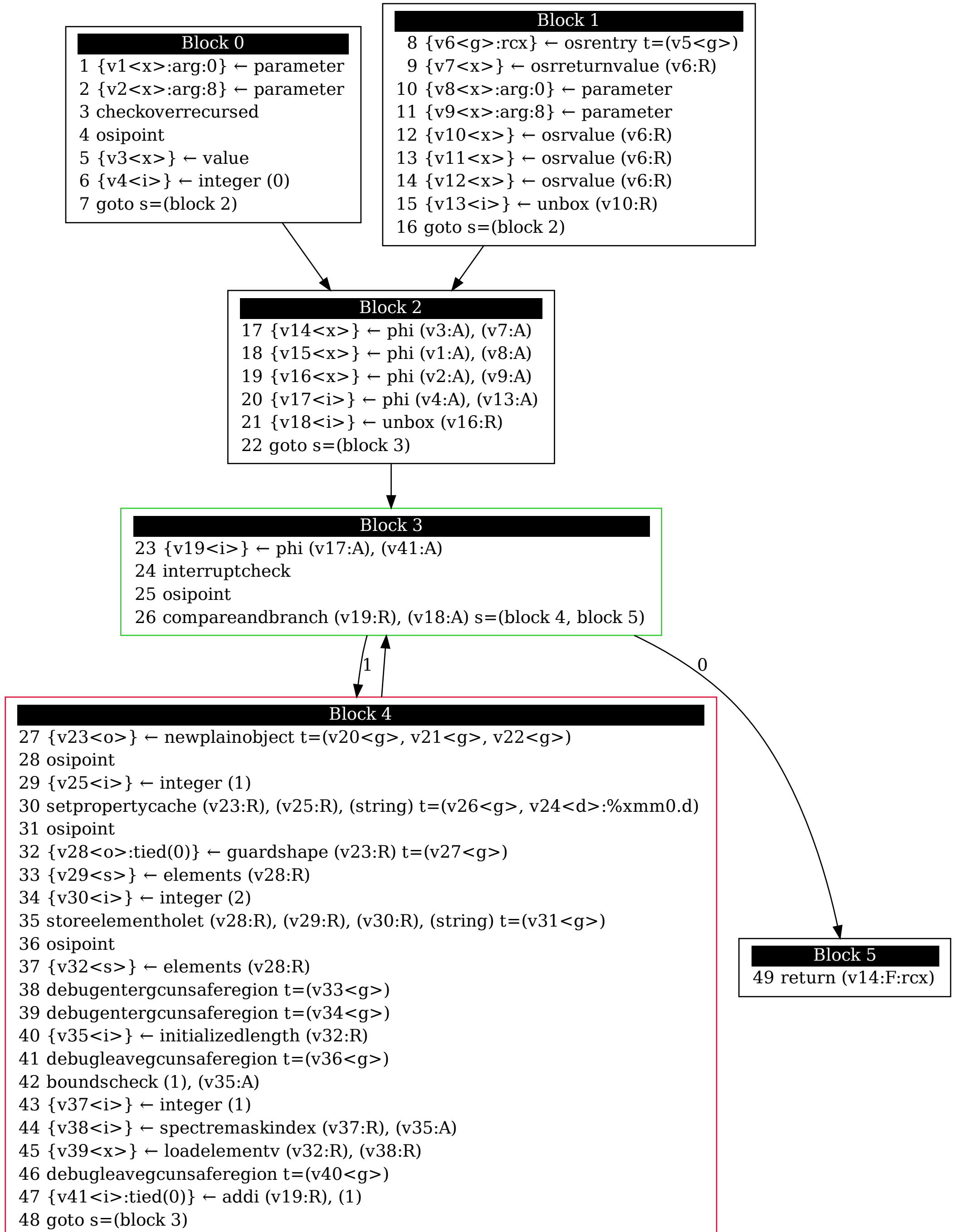
Block 4 (backedge)
resumepoint 23 23 26 21 20 19 23
30 [Constant magic uninitialized-lexical](#) MagicUninitializedLexical
31 [Constant shape at 119e3d16fc20](#) Shape
32 [Constant string 119e3d12be60](#) String
33 [Constant 0x2](#) I[2, 2]: Int32
34 [Constant string 119e3d12d780](#) String
35 NewPlainObject ← Constant#31 Object
36 [Constant 0x1](#) I[1, 1]: Int32
37 SetPropertyCache ← NewPlainObject#35, Constant#36, Constant#32
38 [GuardShape ← NewPlainObject#35](#) Object
memory 37
39 [Elements ← GuardShape#38](#) Elements
memory 37
40 StoreElementHole ← GuardShape#38, Elements#39, Constant#33, Constant#34
41 [Elements ← GuardShape#38](#) Elements
memory 40
42 [InitializedLength ← Elements#41](#) I[0, 268435444]: Int32
memory 40
43 [BoundsCheck ← Constant#36, InitializedLength#42](#) I[1, 1]: Int32
44 [SpectreMaskIndex ← Constant#36, InitializedLength#42](#) I[1, 1]: Int32
45 [LoadElement ← Elements#41, SpectreMaskIndex#44](#) Value
memory 40
46 [Add ← Phi#26, Constant#36 \[int32\]](#) I[-2147483647, 2147483647]: Int32
47 Goto → block 3

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

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



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



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

movable, guard, in worklist, recovered on bailout

