./Benchmarkers/prop_access.js:1 - 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
14 Goto → block 1

Block 1 (loop header)
resumepoint 13 12 11 10 9 8 7
7 Phi ← Constant#2, Constant#2 — Value
8 Phi ← Constant#2, Constant#2 — Value
9 Phi ← Parameter#0, Parameter#0 — Value
10 Phi ← Parameter#1, Parameter#1 — Value
11 Phi ← Constant#6, UnreachableResult#34 — Value
12 Phi ← Constant#2, UnreachableResult#21 — Value
13 Phi ← Constant#2, UnreachableResult#30 — Value
15 InterruptCheck
16 Bail
17 UnreachableResult — Bool
18 Test ← UnreachableResult#17 → block 2, block 3

Block 2 (backedge)
resumepoint 13 12 11 10 9 8 7
19 Constant magic uninitialized-lexical MagicUninitializedLexical
20 Bail
21 UnreachableResult — Object
22 Constant 0x1 — Int32
23 Constant string 119e3d12be60 — String
24 Bail
25 Constant 0x2 — Int32
26 Constant string 119e3d12d780 — String
27 Bail
28 Constant 0x1 — Int32
29 Bail
30 UnreachableResult — Value
31 Bail
32 UnreachableResult — Value
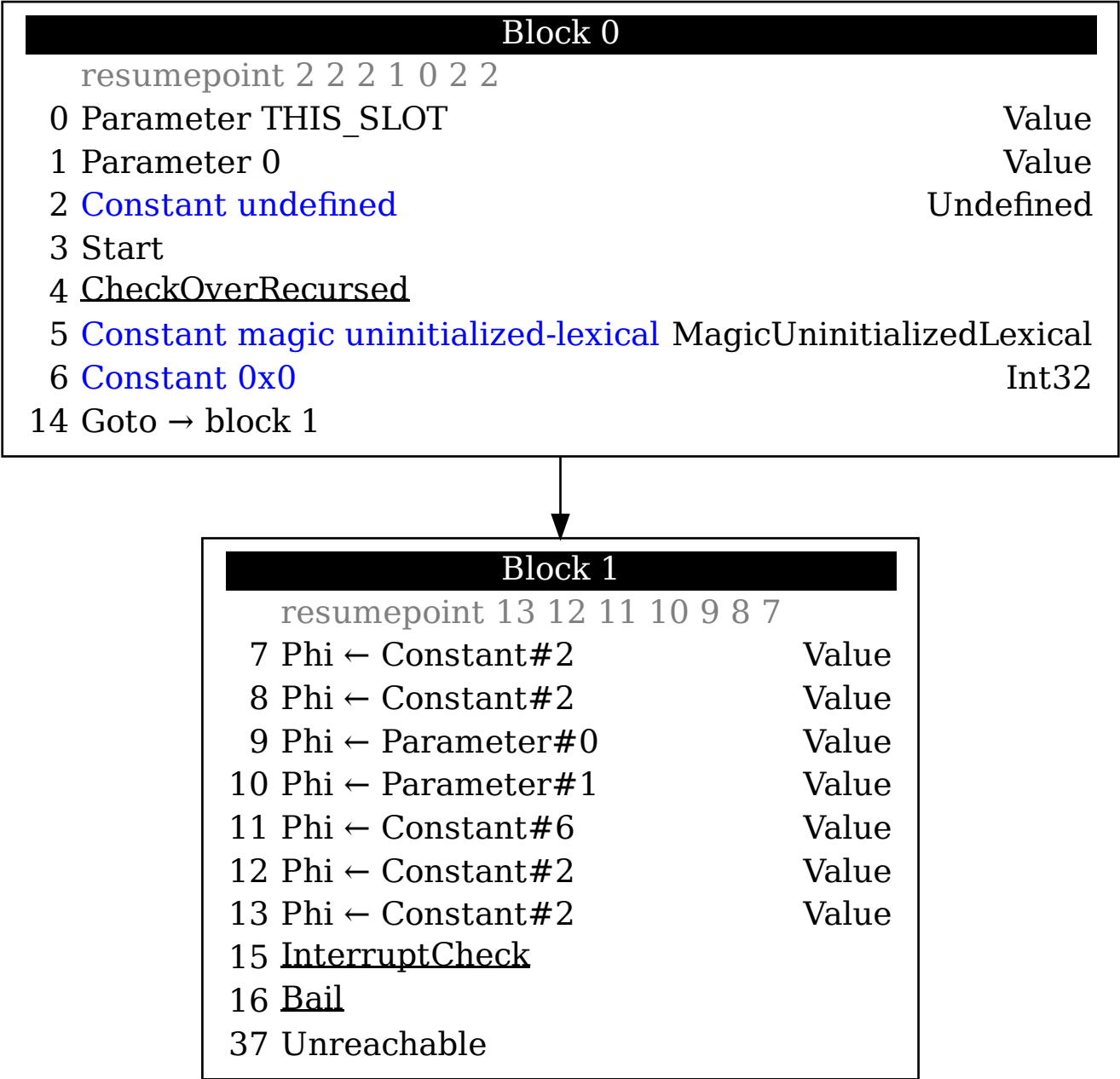33 Bail
34 UnreachableResult — Value
35 Goto → block 1

Block 3
resumepoint 13 12 11 10 9 8 7
36 Return ← Phi#8

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 13 12 11 10 9 8 7

7	Phi ← Constant#2	Value
8	Phi ← Constant#2	Value
9	Phi ← Parameter#0	Value
10	Phi ← Parameter#1	Value
11	Phi ← Constant#6	Value
12	Phi ← Constant#2	Value
13	Phi ← Constant#2	Value
15	InterruptCheck	
16	Bail	
37	Unreachable	

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

Block 0

resumepoint 2 2 2 1 0 2 2

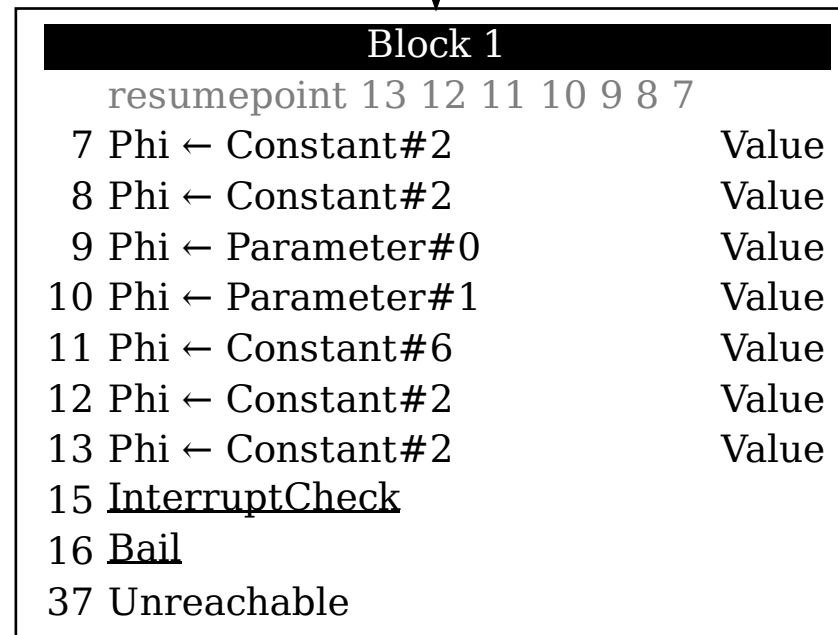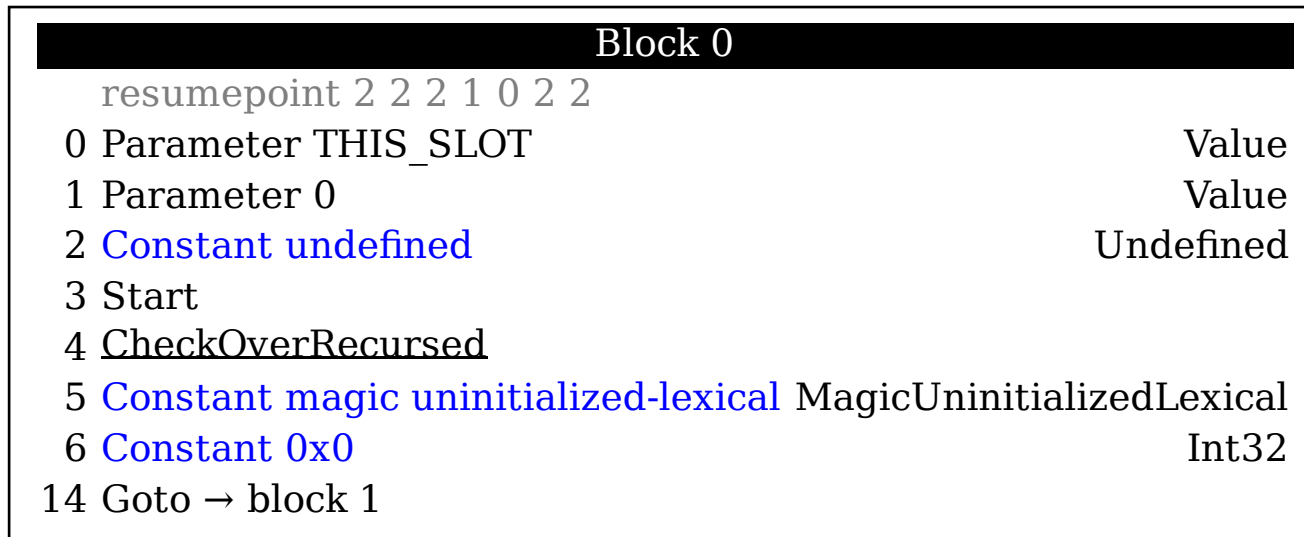|		
0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
14	Goto → block 1	

Block 1

resumepoint 13 12 11 10 9 8 7

7	Phi ← Constant#2	Value
8	Phi ← Constant#2	Value
9	Phi ← Parameter#0	Value
10	Phi ← Parameter#1	Value
11	Phi ← Constant#6	Value
12	Phi ← Constant#2	Value
13	Phi ← Constant#2	Value
15	InterruptCheck	
16	Bail	
37	Unreachable	

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 13 12 11 10 9 8 7

7	Phi ← Constant#2	Value
8	Phi ← Constant#2	Value
9	Phi ← Parameter#0	Value
10	Phi ← Parameter#1	Value
11	Phi ← Constant#6	Value
12	Phi ← Constant#2	Value
13	Phi ← Constant#2	Value
15	InterruptCheck	
16	Bail	
37	Unreachable	

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 13 12 11 10 9 8 7

7	Phi ← Constant#2	Value
8	Phi ← Constant#2	Value
9	Phi ← Parameter#0	Value
10	Phi ← Parameter#1	Value
11	Phi ← Constant#6	Value
12	Phi ← Constant#2	Value
13	Phi ← Constant#2	Value
15	InterruptCheck	
16	Bail	
37	Unreachable	

./Benchmarkers/prop_access.js:1 - 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
14 Goto → block 1	

Block 1	
resumepoint 13 12 11 10 9 8 7	
7 Phi ← Constant#2	Value
8 Phi ← Constant#2	Value
9 Phi ← Parameter#0	Value
10 Phi ← Parameter#1	Value
11 Phi ← Constant#6	Value
12 Phi ← Constant#2	Value
13 Phi ← Constant#2	Value
15 InterruptCheck	
16 Bail	
37 Unreachable	

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 13 12 11 10 9 8 7

7	Phi ← Constant#2	Value
8	Phi ← Constant#2	Value
9	Phi ← Parameter#0	Value
10	Phi ← Parameter#1	Value
11	Phi ← Constant#6	Value
12	Phi ← Constant#2	Value
13	Phi ← Constant#2	Value
15	InterruptCheck	
16	Bail	
37	Unreachable	

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

15 InterruptCheck
16 Bail
37 Unreachable

./Benchmarkers/prop_access.js:1 - Iterator Indices
movable, <u>guard</u>, 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
14	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

15	InterruptCheck
16	Bail
37	Unreachable

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

15	InterruptCheck
16	Bail
37	Unreachable

./Benchmarkers/prop_access.js:1 - 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
14	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

15	InterruptCheck
16	Bail
37	Unreachable

./Benchmarkers/prop_access.js:1 - 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	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable

./Benchmarkers/prop_access.js:1 - 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	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck

9 Bail

10 Unreachable

./Benchmarkers/prop_access.js:1 - 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 Goto → block 1

Block 1
resumepoint 2 2 6 1 0 2 2
8 InterruptCheck
9 Bail
10 Unreachable
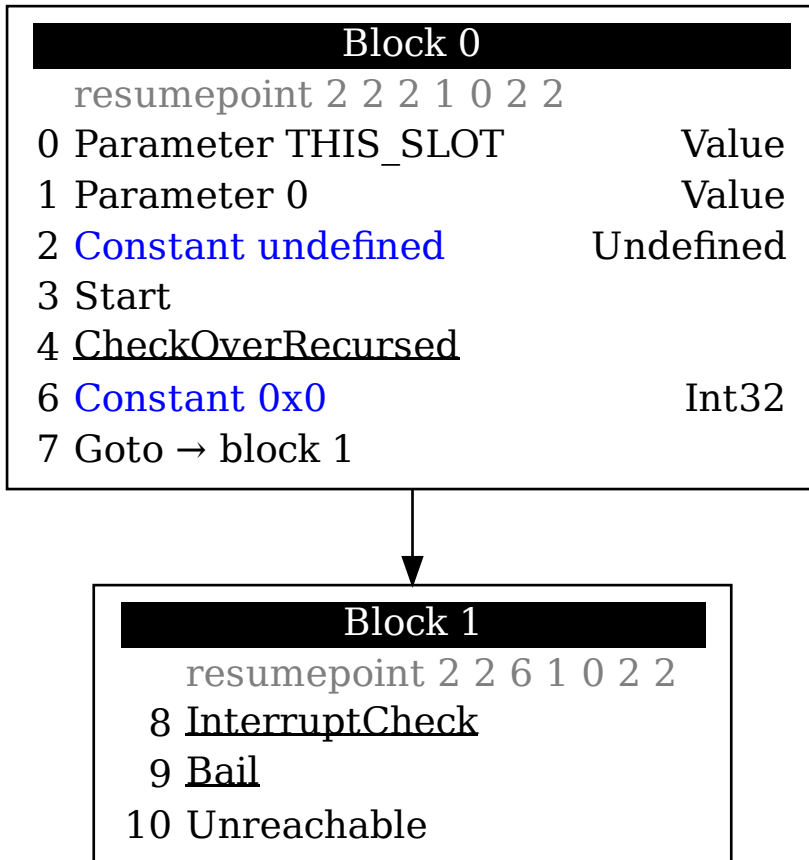
./Benchmarkers/prop_access.js:1 - LICM
movable, guard, in worklist, recovered on bailout

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 Goto → block 1

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable

./Benchmarkers/prop_access.js:1 - Beta
movable, g̲u̲a̲r̲d̲, 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 C̲h̲e̲c̲k̲O̲v̲e̲r̲R̲e̲c̲u̲r̲s̲e̲d̲
6 Constant 0x0   Int32
7 Goto → block 1

Block 1

resumepoint 2 2 6 1 0 2 2

8 I̲n̲t̲e̲r̲r̲u̲p̲t̲C̲h̲e̲c̲k̲
9 B̲a̲i̲l̲
10 Unreachable
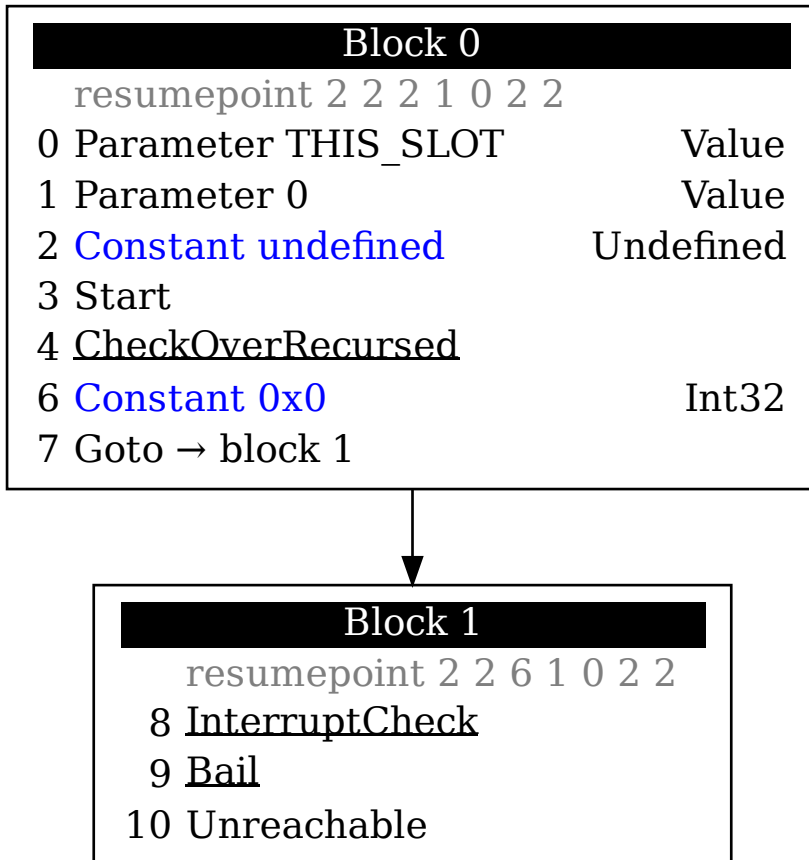
./Benchmarkers/prop_access.js:1 - Range Analysis
movable, guard, in worklist, recovered on bailout

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	Goto → block 1	

Block 1
resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable
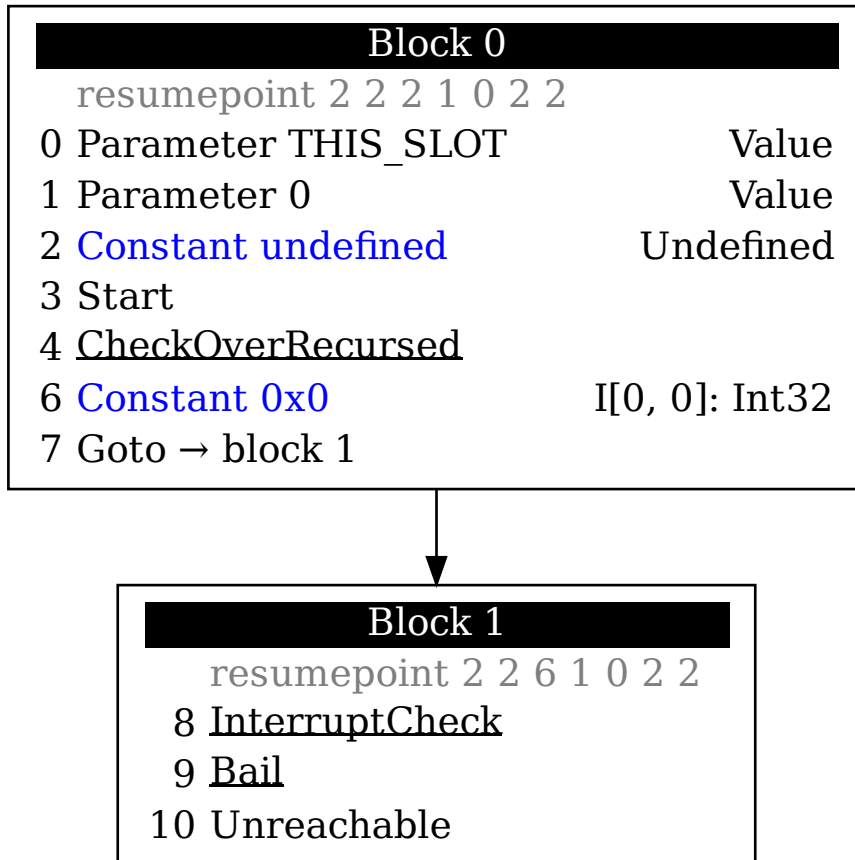
./Benchmarkers/prop_access.js:1 - De-Beta

movable, <u>guard</u>, 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	<u>CheckOverRecursed</u>	
6	Constant 0x0	I[0, 0]: Int32
7	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 <u>InterruptCheck</u>
9 <u>Bail</u>
10 Unreachable
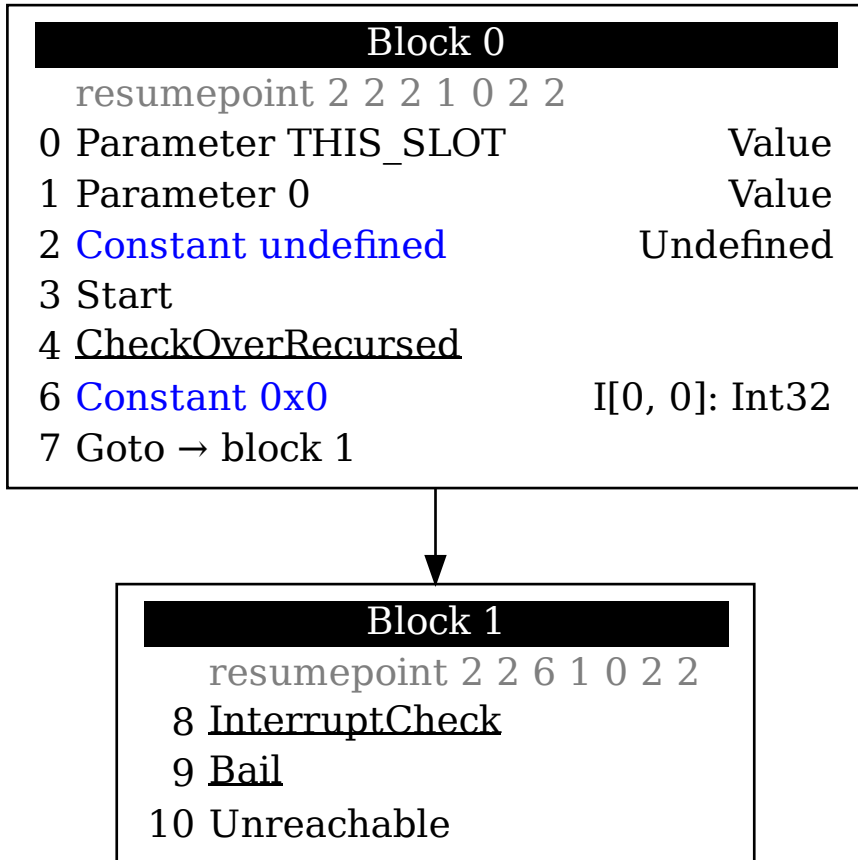
./Benchmarkers/prop_access.js:1 - RA check UCE
movable, guard, in worklist, recovered on bailout

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	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8	InterruptCheck
9	Bail
10	Unreachable
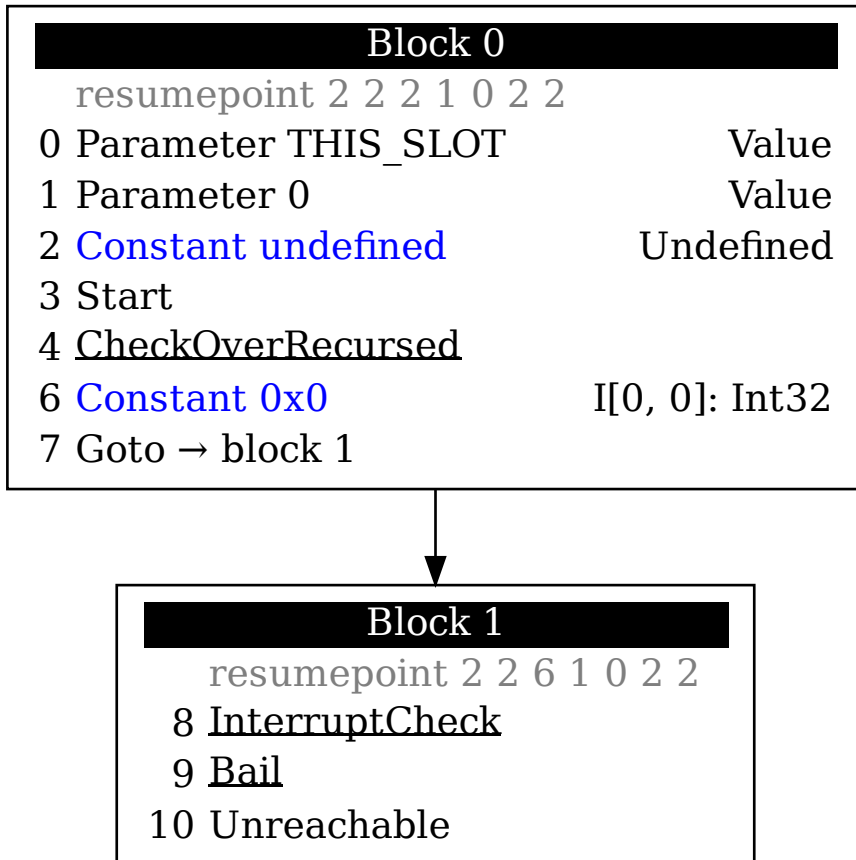
./Benchmarkers/prop_access.js:1 - Truncate Doubles
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

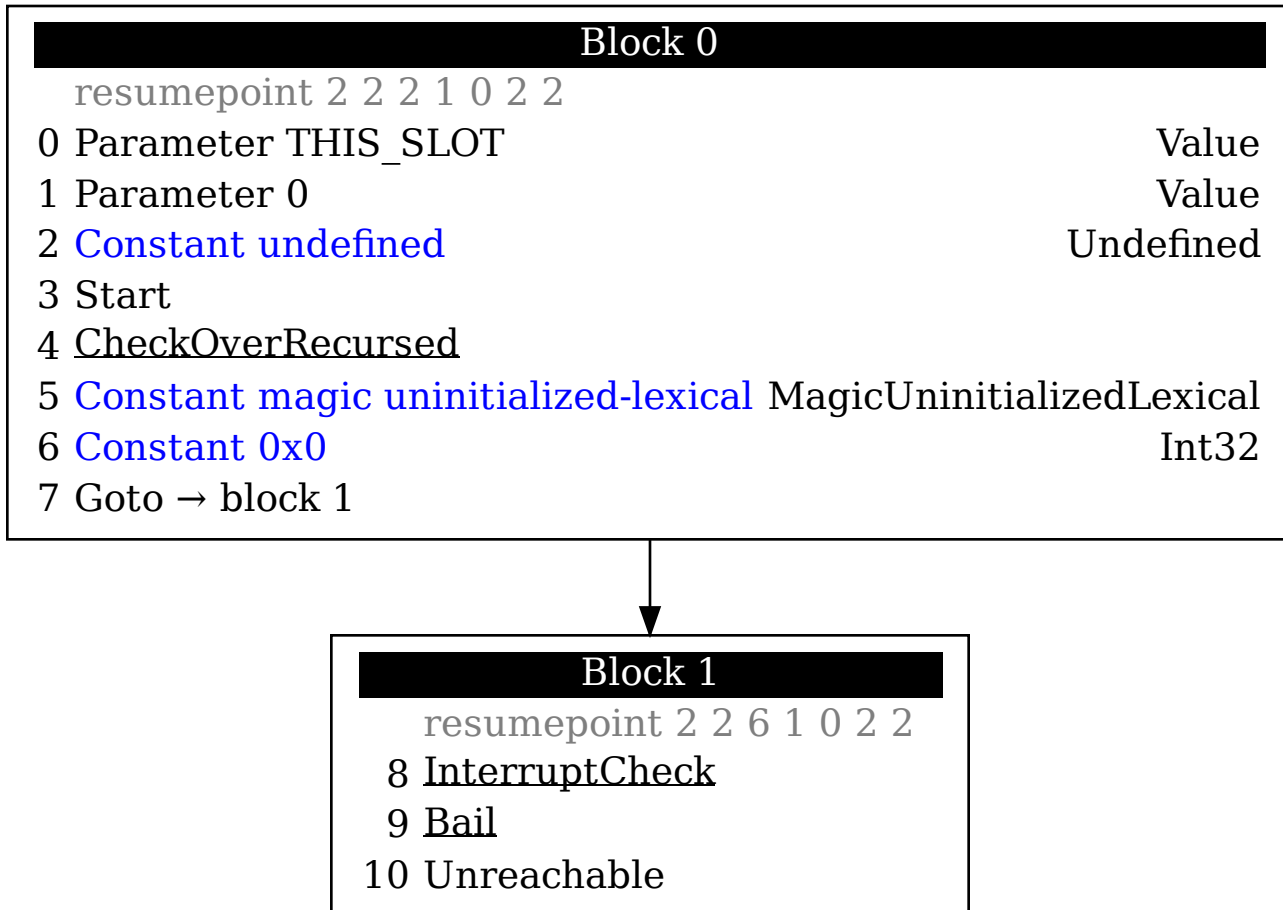|		
0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	CheckOverRecursed	
6	Constant 0x0	I[0, 0]: Int32
7	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck

9 Bail

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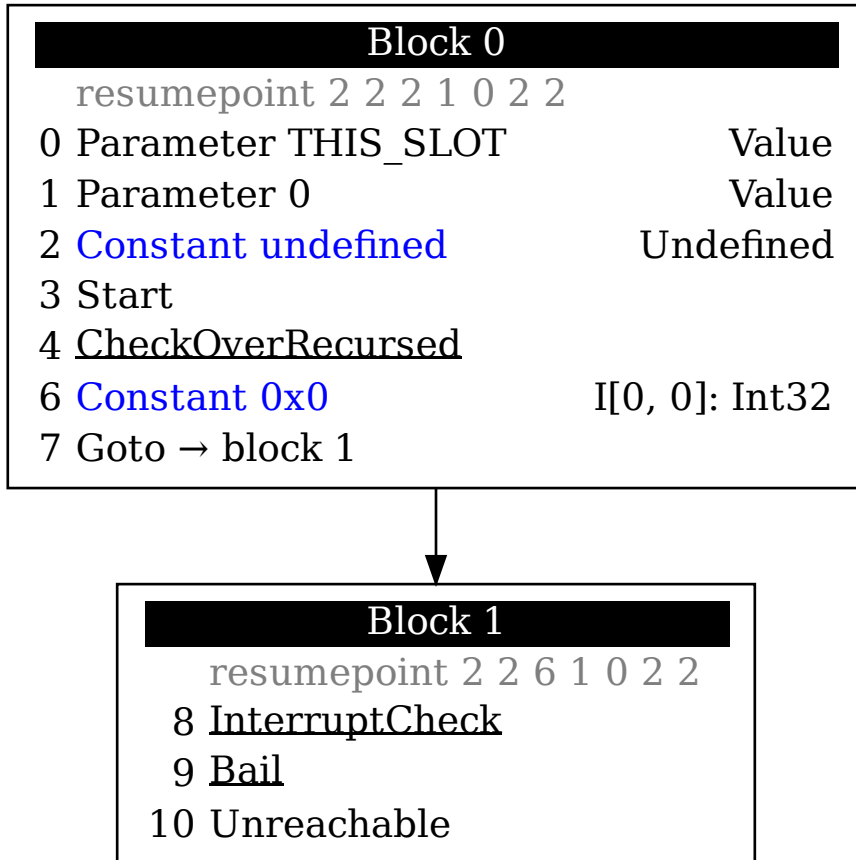
./Benchmarkers/prop_access.js:1 - Sink
movable, guard, in worklist, recovered on bailout

Block 0

resumepoint 2 2 2 1 0 2 2

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

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
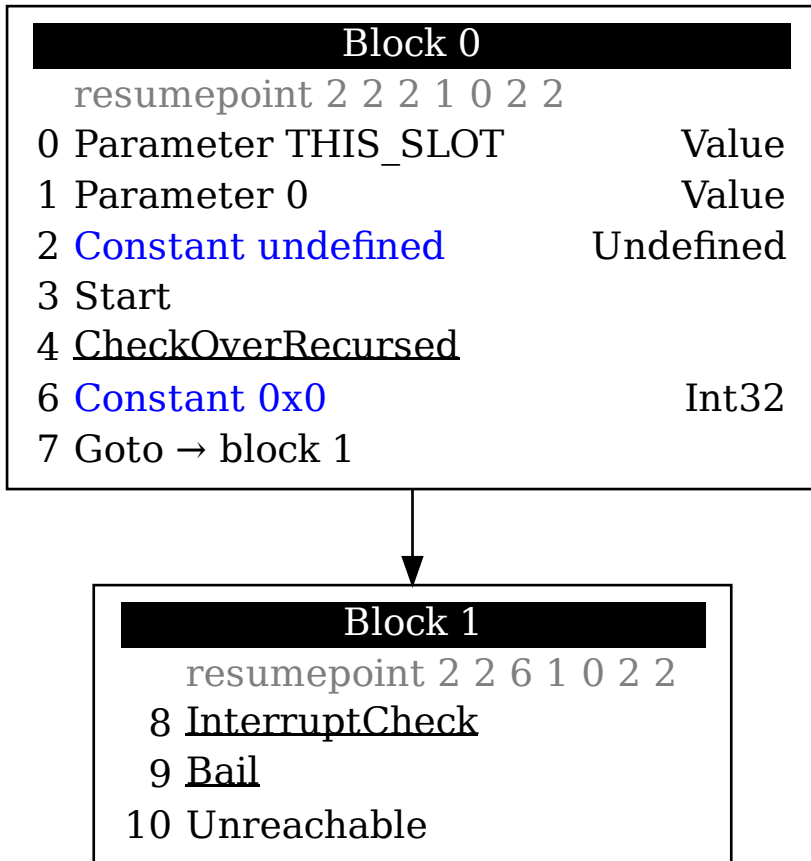10 Unreachable
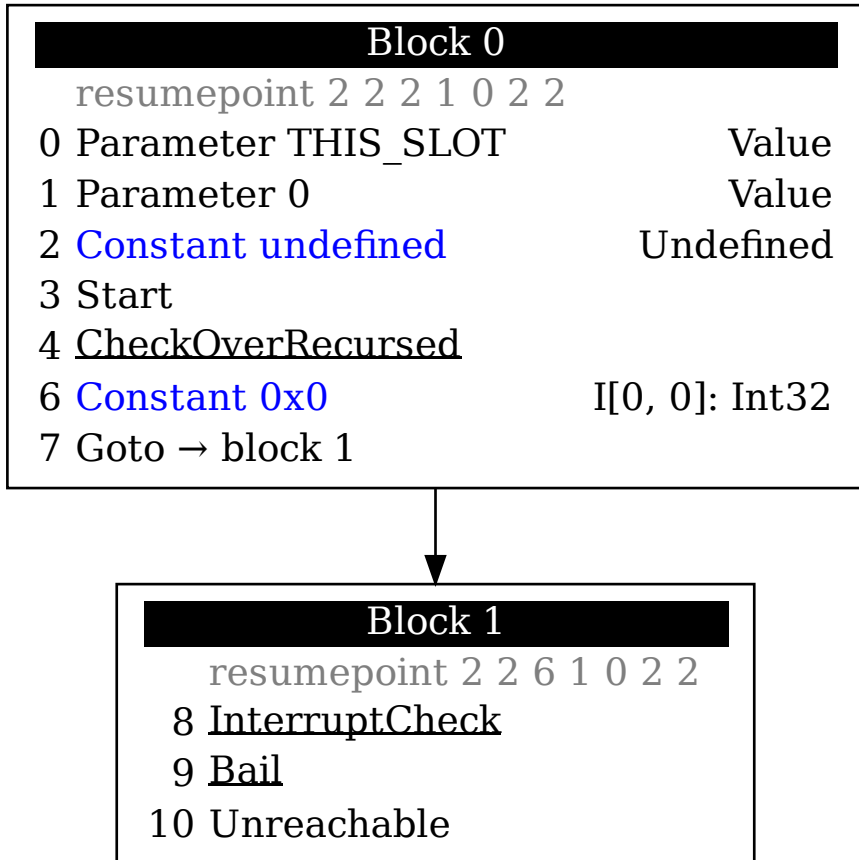
./Benchmarkers/prop_access.js:1 - Remove Unnecessary Bitops

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	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable
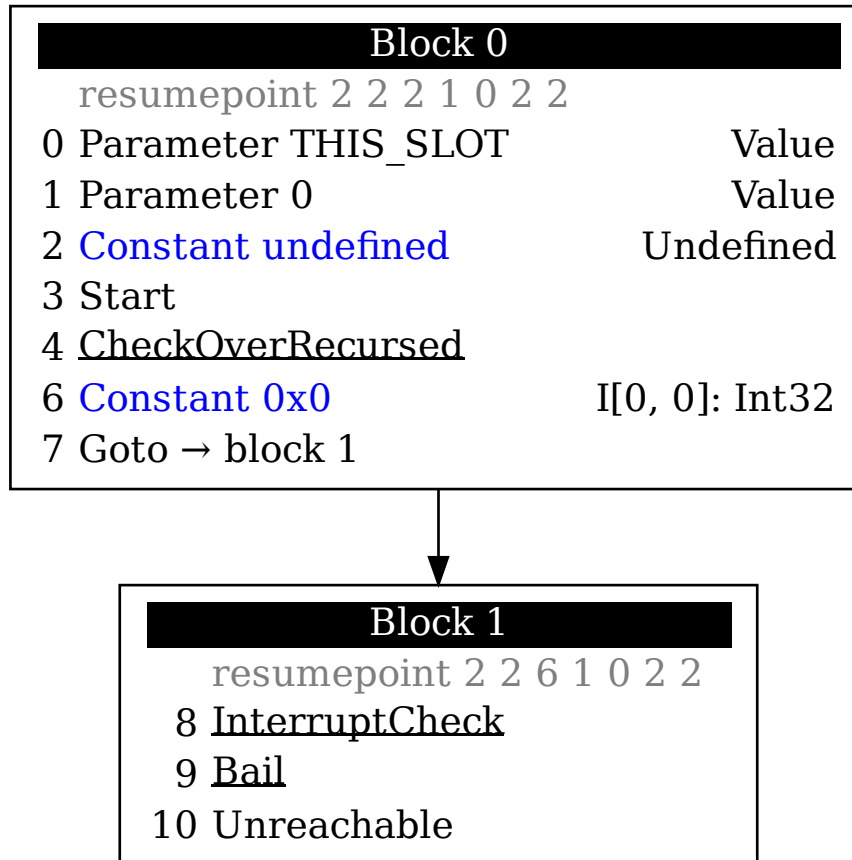
./Benchmarkers/prop_access.js:1 - Fold Linear Arithmetic Constants
movable, guard, in worklist, recovered on bailout

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	Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable
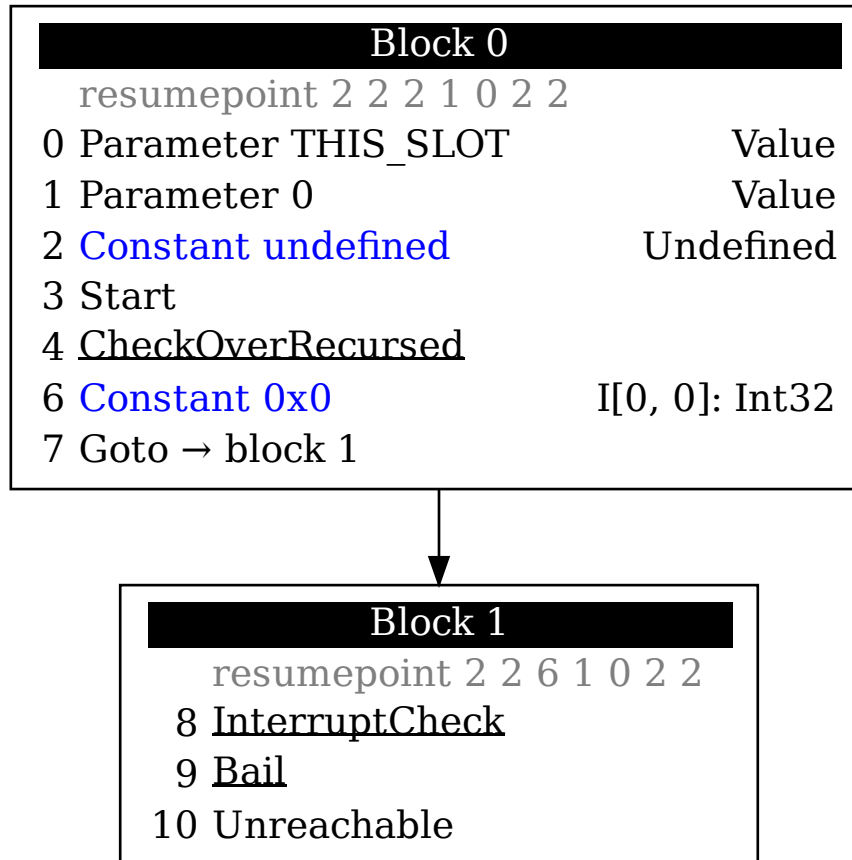
./Benchmarkers/prop_access.js:1 - Effective Address Analysis
movable, guard, in worklist, recovered on bailout

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 Goto → block 1	

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable
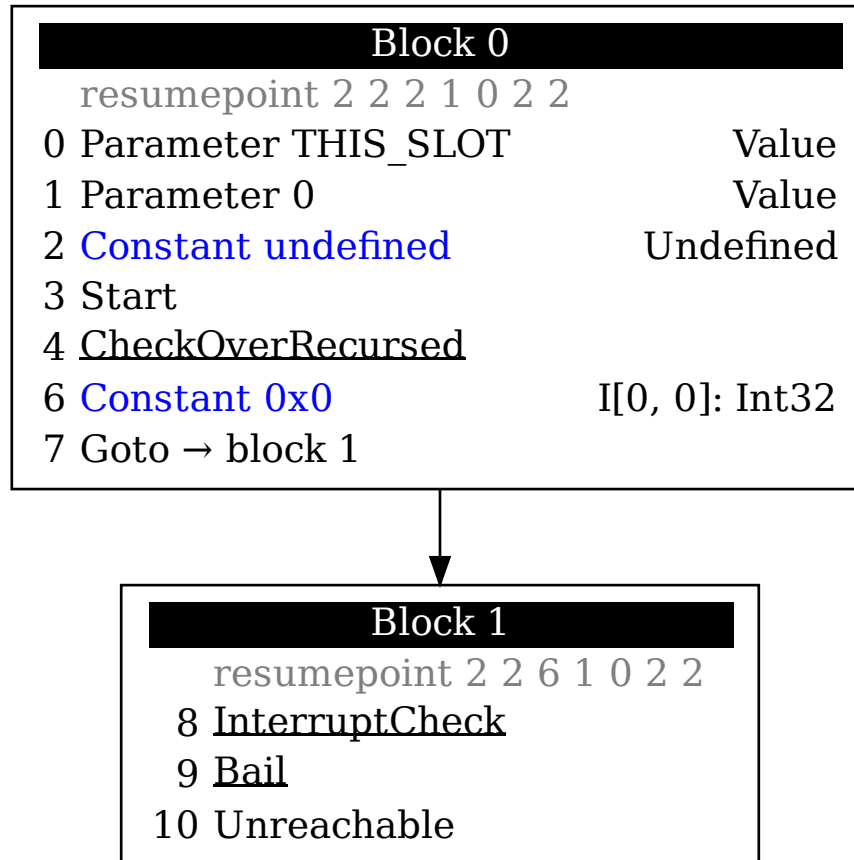
./Benchmarkers/prop_access.js:1 - DCE
movable, guard, in worklist, recovered on bailout

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 Goto → block 1

Block 1

resumepoint 2 2 6 1 0 2 2

8 InterruptCheck
9 Bail
10 Unreachable
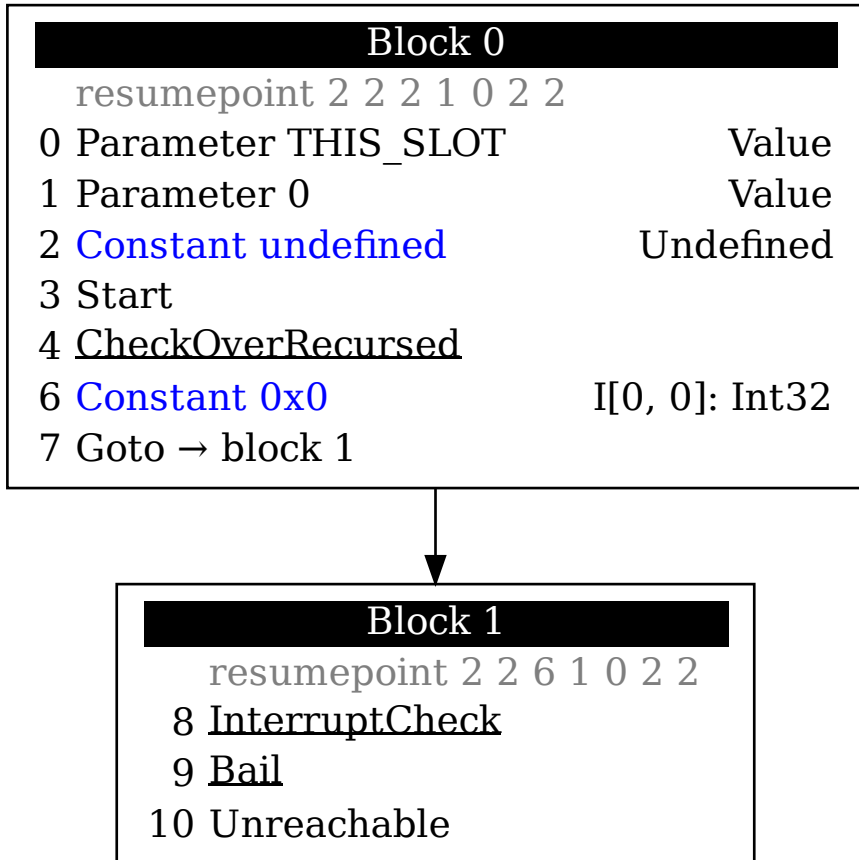
./Benchmarkers/prop_access.js:1 - Reordering
movable, guard, in worklist, recovered on bailout

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	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7 InterruptCheck
8 Bail
9 Unreachable
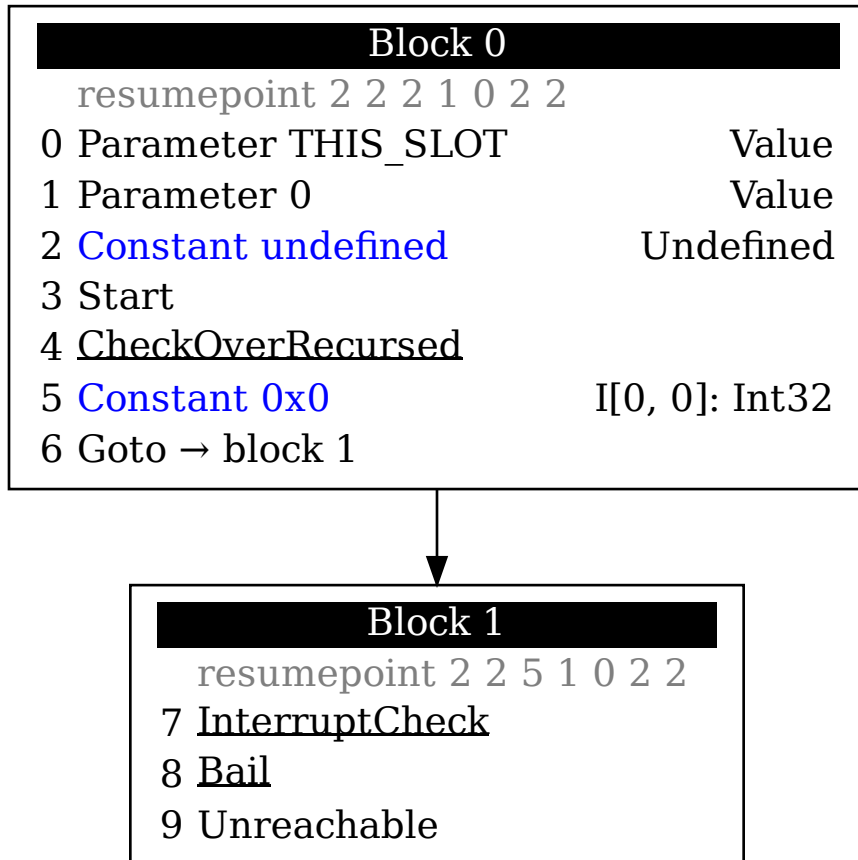
./Benchmarkers/prop_access.js:1 - Make loops contiguous
movable, guard, in worklist, recovered on bailout

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	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7 InterruptCheck
8 Bail
9 Unreachable
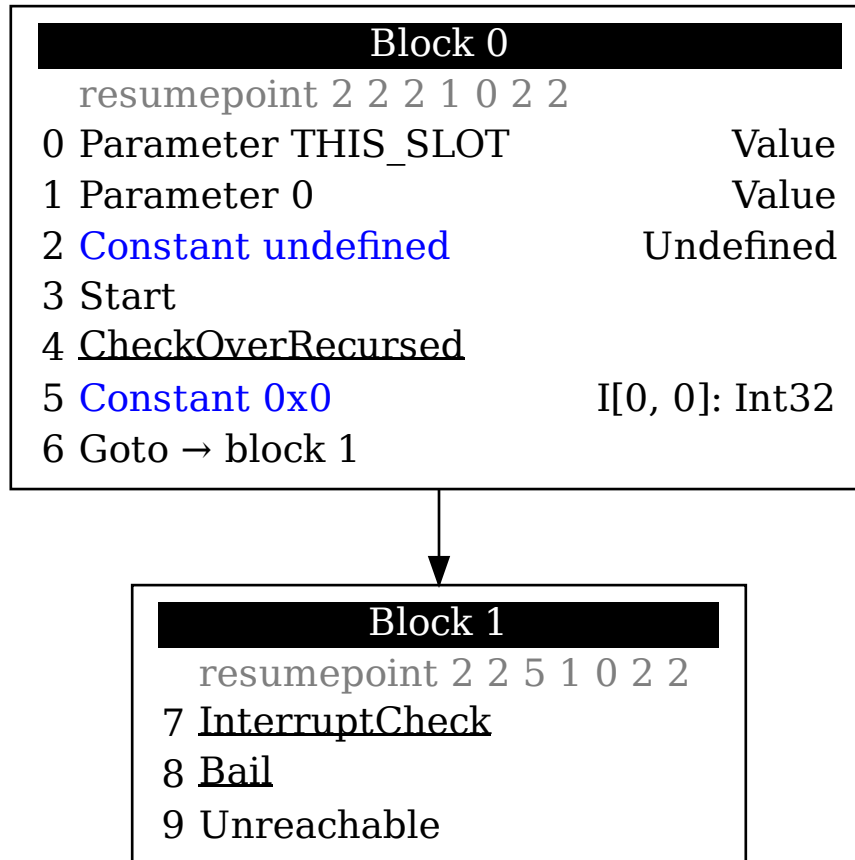
./Benchmarkers/prop_access.js:1 - Edge Case Analysis (Late)
movable, guard, in worklist, recovered on bailout

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	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7	InterruptCheck
8	Bail
9	Unreachable
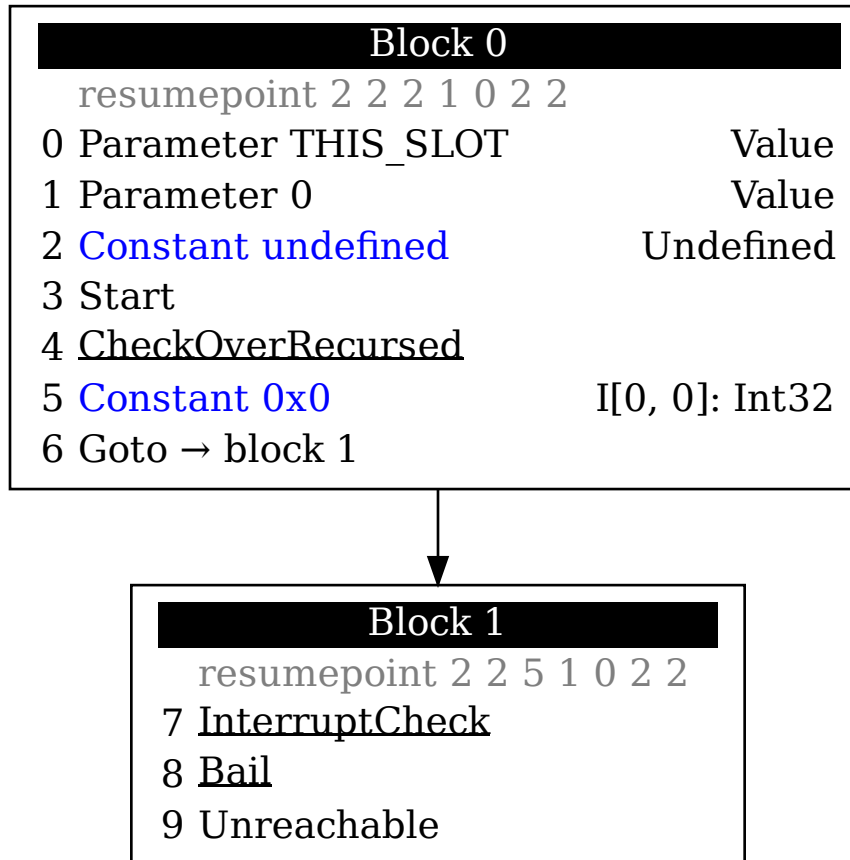
./Benchmarkers/prop_access.js:1 - Bounds Check Elimination

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	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7	InterruptCheck
8	Bail
9	Unreachable
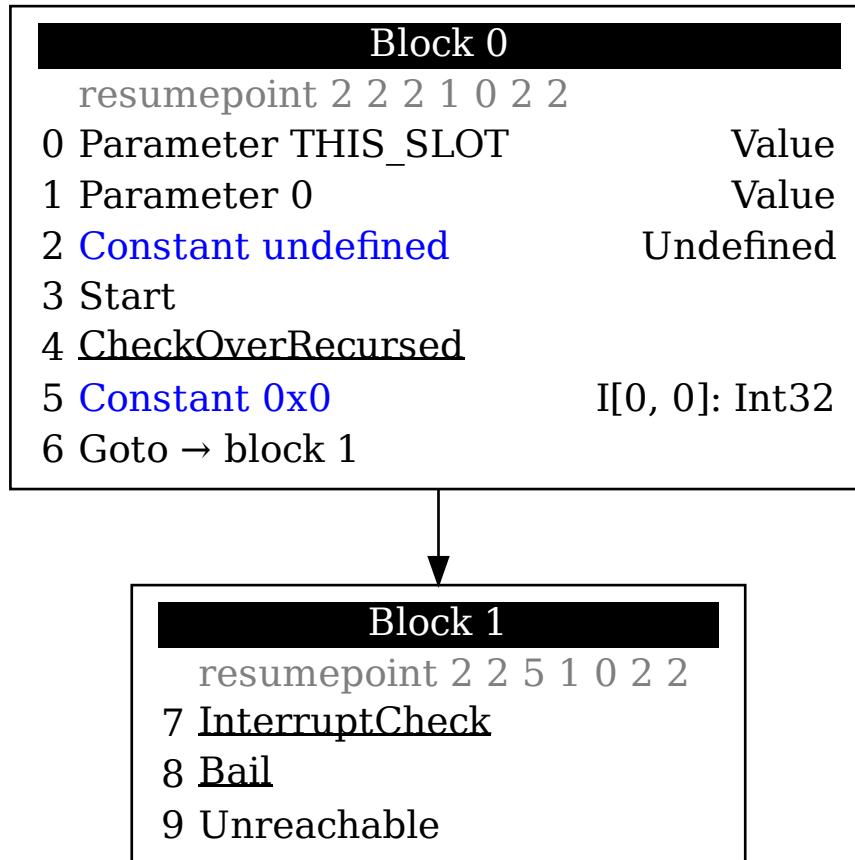
./Benchmarkers/prop_access.js:1 - Shape Guard Elimination
movable, guard, in worklist, recovered on bailout

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	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7	InterruptCheck
8	Bail
9	Unreachable
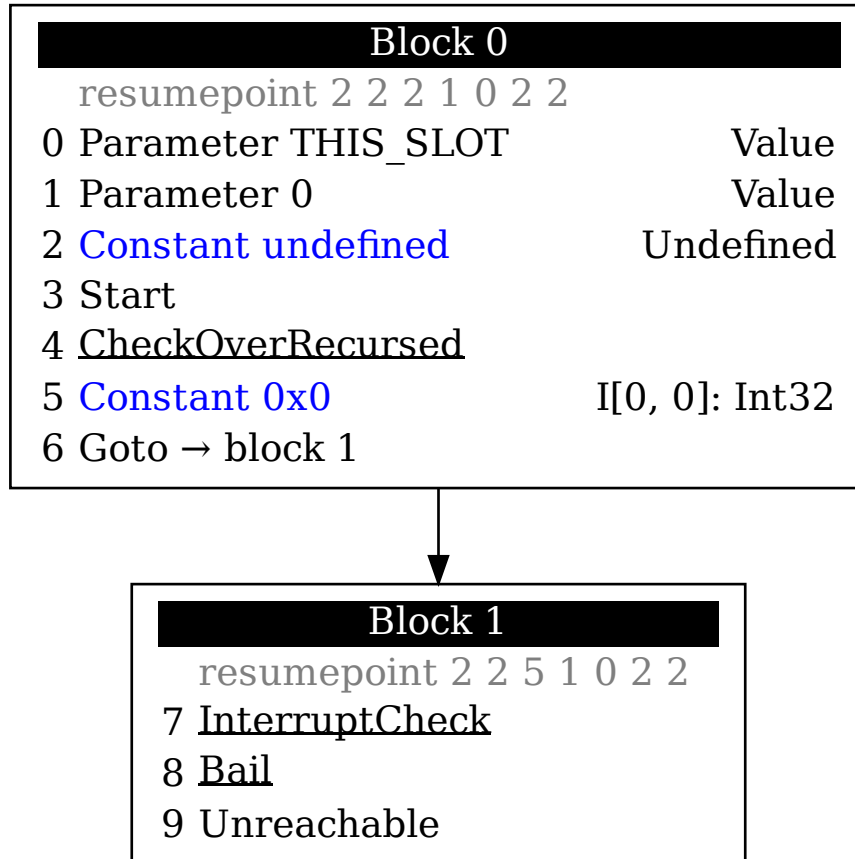
./Benchmarkers/prop_access.js:1 - GC Barrier Elimination

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	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7	InterruptCheck
8	Bail
9	Unreachable
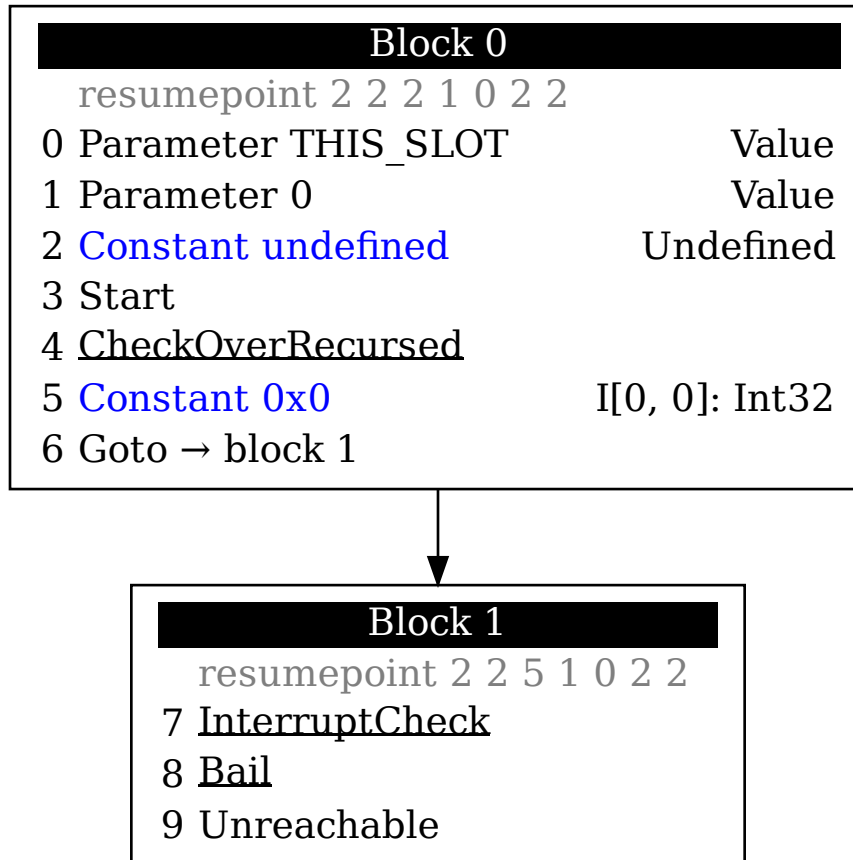
./Benchmarkers/prop_access.js:1 - FoldLoadsWithUnbox
movable, guard, in worklist, recovered on bailout

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	CheckOverRecursed	
5	Constant 0x0	I[0, 0]: Int32
6	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7	InterruptCheck
8	Bail
9	Unreachable
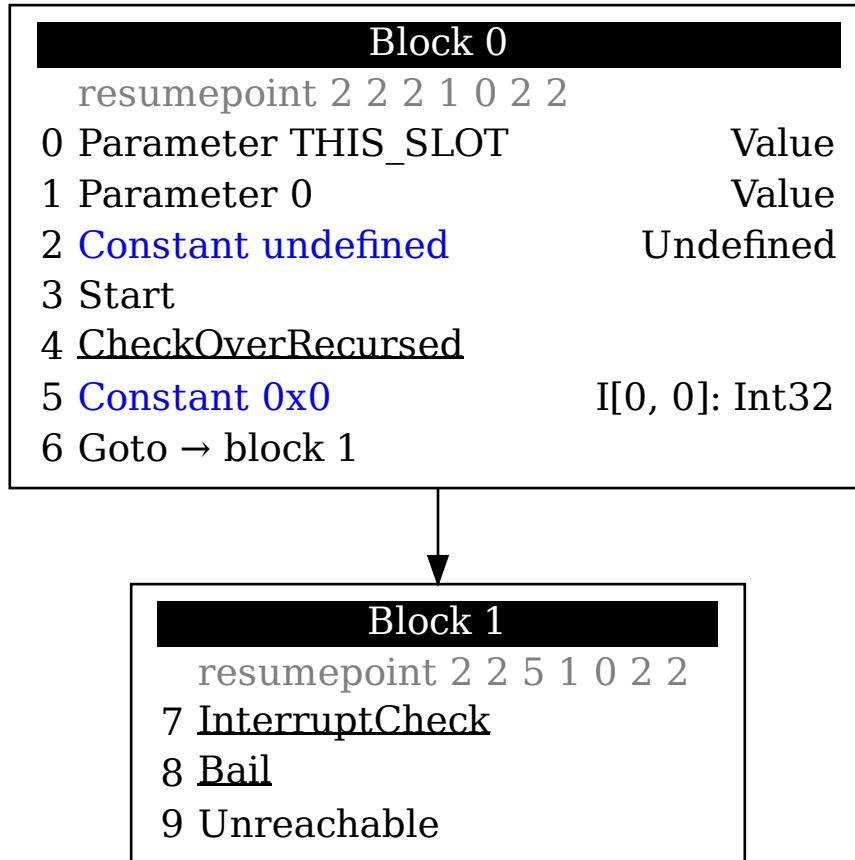
./Benchmarkers/prop_access.js:1 - Add KeepAlive Instructions

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	Goto → block 1	

Block 1

resumepoint 2 2 5 1 0 2 2

7 InterruptCheck
8 Bail
9 Unreachable
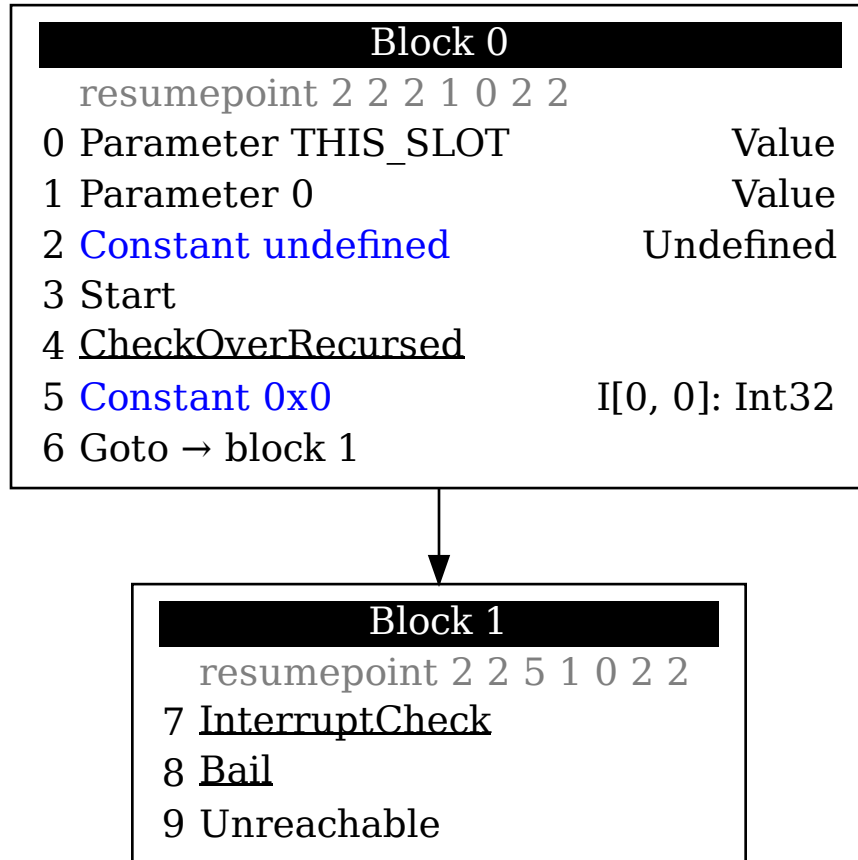
./Benchmarkers/prop_access.js:1 - Generate LIR
movable, guard, in worklist, recovered on bailout

Block 0
1 {v1<x>:arg:0} ← parameter
2 {v2<x>:arg:8} ← parameter
3 checkoverrecursed
4 osipoint
5 goto s=(block 1)

Block 1
6 interruptcheck
7 osipoint
8 bail
9 unreachable
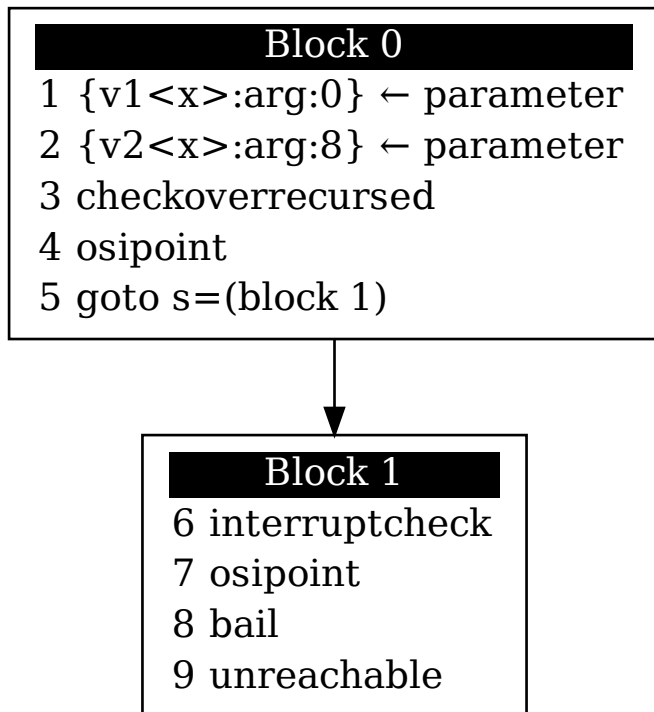
./Benchmarkers/prop_access.js:1 - Allocate Registers [Backtracking]
movable, ~~guard~~, in worklist, recovered on bailout

Block 0
1 {v1<x>:arg:0} ← parameter
2 {v2<x>:arg:8} ← parameter
3 checkoverrecursed
4 osipoint
5 goto s=(block 1)

Block 1
6 interruptcheck
7 osipoint
8 bail
9 unreachable