

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 0x0

Int32

23 Constant string 31bba152d780

String

24 Bail

25 Constant 0x1

Int32

26 Constant string 31bba152be60

String

27 Bail

28 Constant 0x1

Int32

29 Bail

30 UnreachableResult

Value

31 Bail

32 UnreachableResult

Value

33 Bail

34 UnreachableResult

Value

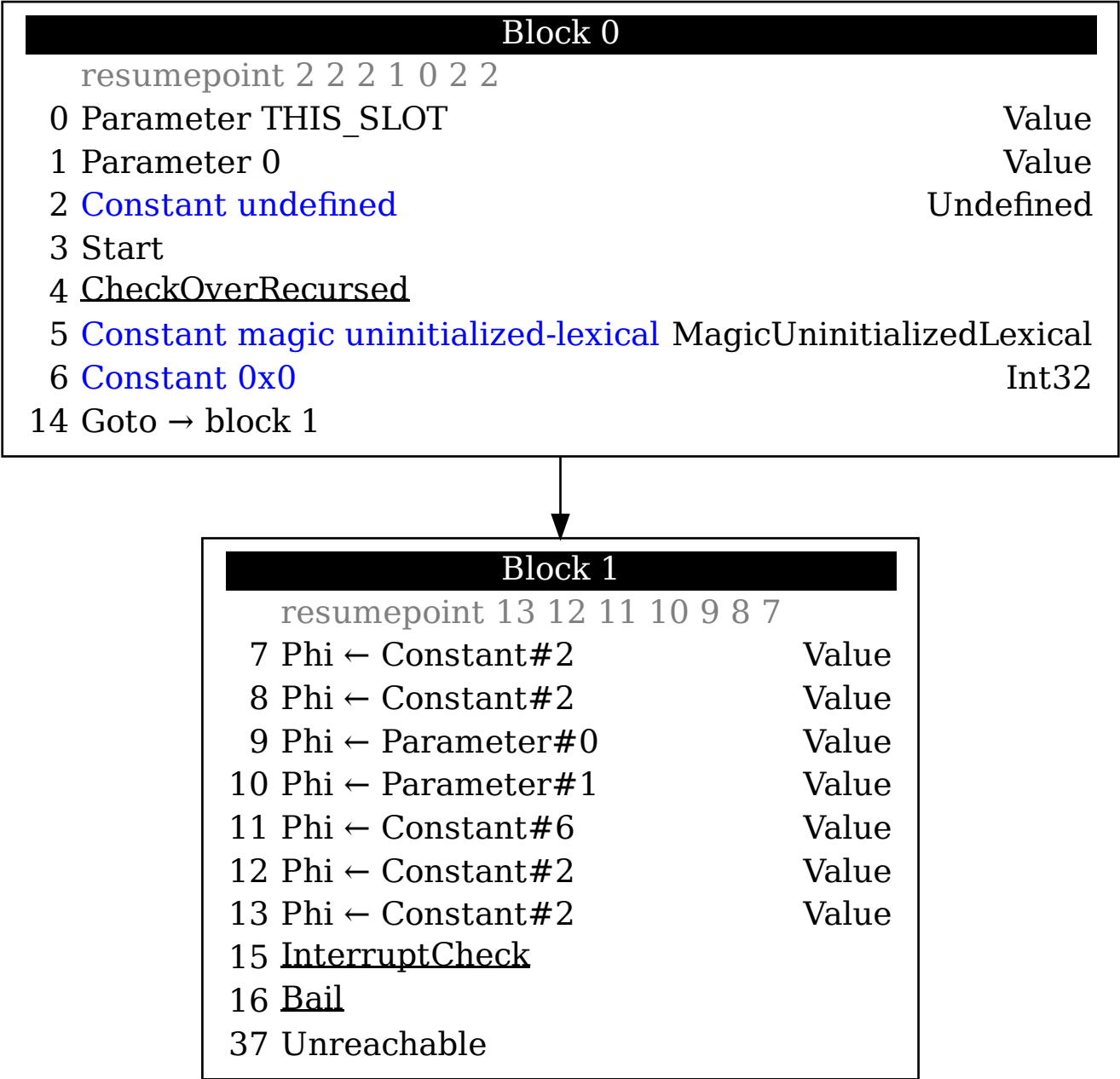
35 Goto → block 1

Block 3

resumepoint 13 12 11 10 9 8 7

36 Return ← Phi#8

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



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

Block 0

resume point 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	<u>CheckOverRecurse</u>	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
14	Goto → block 1	

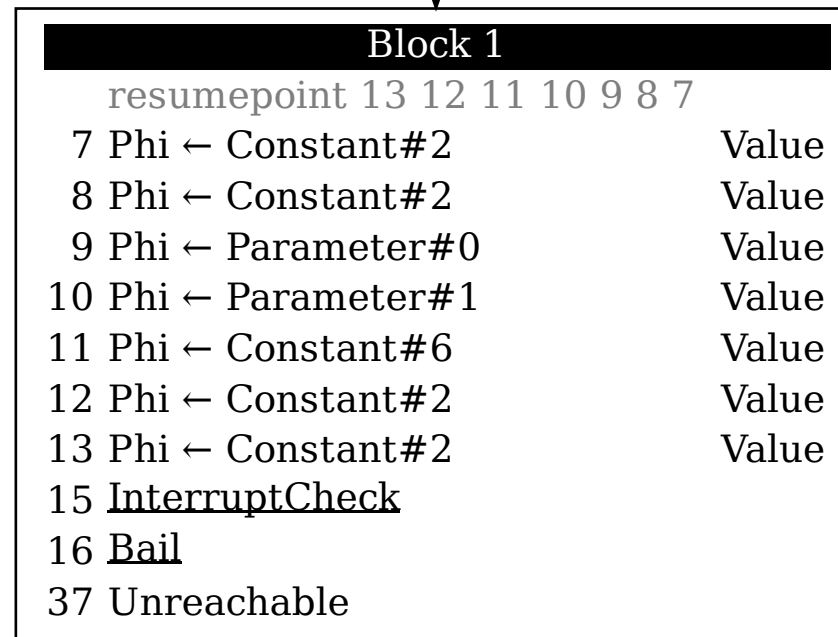
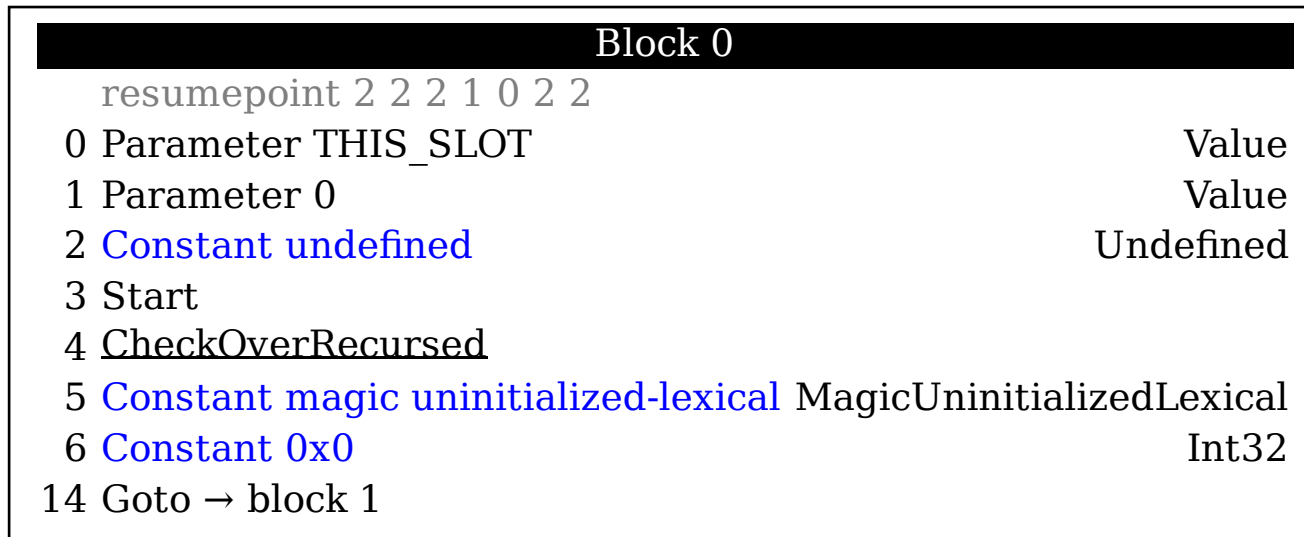


Block 1

resume point 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	<u>InterruptCheck</u>	
16	<u>Bail</u>	
37	Unreachable	

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



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

Block 0

resume point 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	<u>CheckOverRecurse</u>	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
14	Goto → block 1	

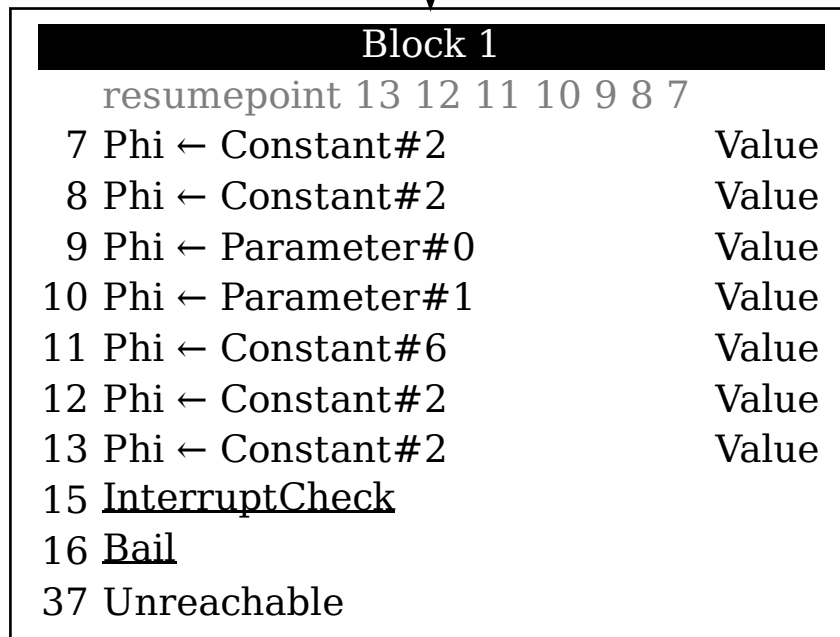
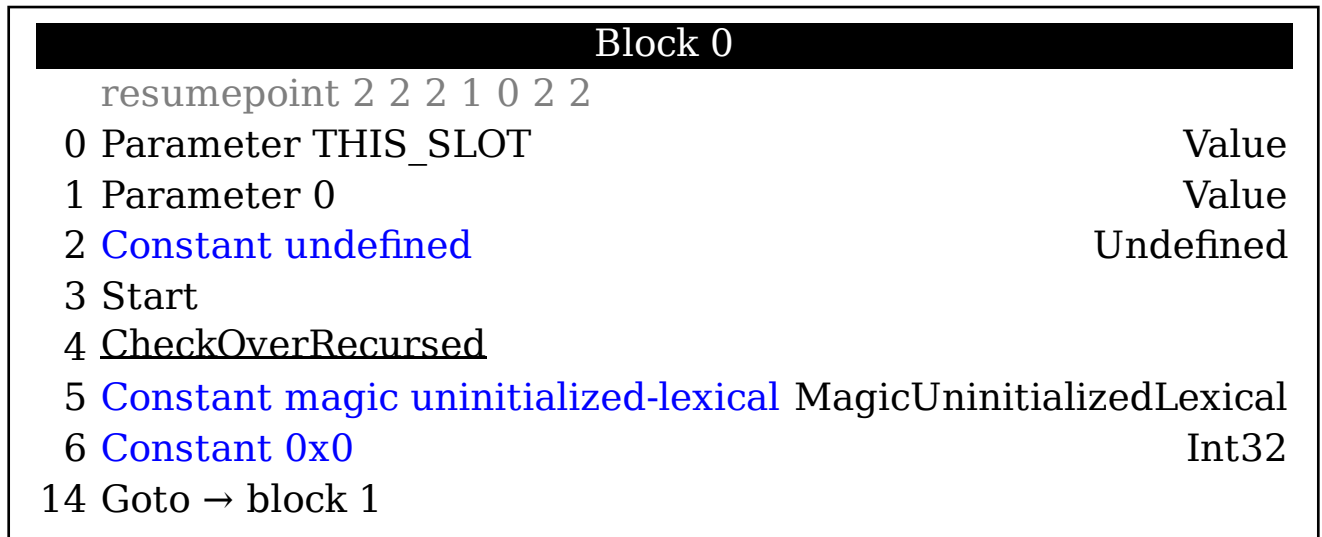


Block 1

resume point 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	<u>InterruptCheck</u>	
16	<u>Bail</u>	
37	Unreachable	

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



./Benchmarkers/prop_access.js:2 - Renumber Blocks

movable, guard, in worklist, recovered on bailout

Block 0

resumept 2 2 2 1 0 2 2

0	Parameter THIS_SLOT	Value
1	Parameter 0	Value
2	Constant undefined	Undefined
3	Start	
4	<u>CheckOverRecurse</u>	
5	Constant magic uninitialized-lexical	MagicUninitializedLexical
6	Constant 0x0	Int32
14	Goto → block 1	



Block 1

resumept 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	<u>InterruptCheck</u>	
16	<u>Bail</u>	
37	Unreachable	

./Benchmarks/prop_access.js:2 - Eliminate this
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

./Benchmarks/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	<u>Constant undefined</u>	Undefined
3	Start	
4	<u>CheckOverRecursed</u>	
5	<u>Constant magic uninitialized-lexical</u>	MagicUninitializedLexical
6	<u>Constant 0x0</u>	Int32
14	Goto → block 1	



Block 1

resumepoint 2 2 6 1 0 2 2

15 InterruptCheck
16 Bail
37 Unreachable

./Benchmarks/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
14	Goto → block 1	



Block 1

resumepoint 2 2 6 1 0 2 2

15 ~~InterruptCheck~~
16 ~~Bail~~
37 Unreachable

./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

14 Goto → block 1

Block 1

resumepoint 2 2 6 1 0 2 2

15 InterruptCheck

16 Bail

37 Unreachable

./Benchmarks/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	Goto → block 1	



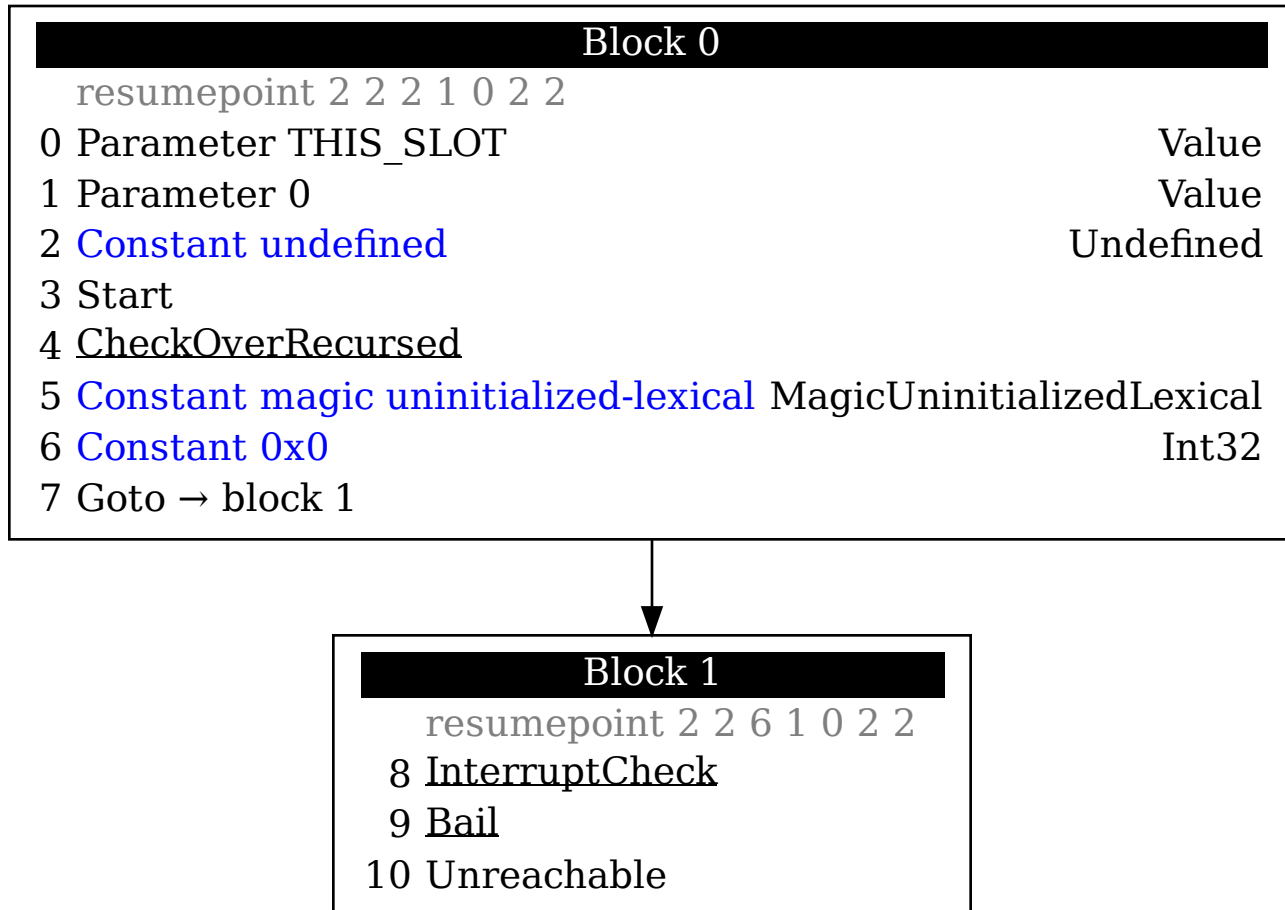
Block 1

resumepoint 2 2 6 1 0 2 2

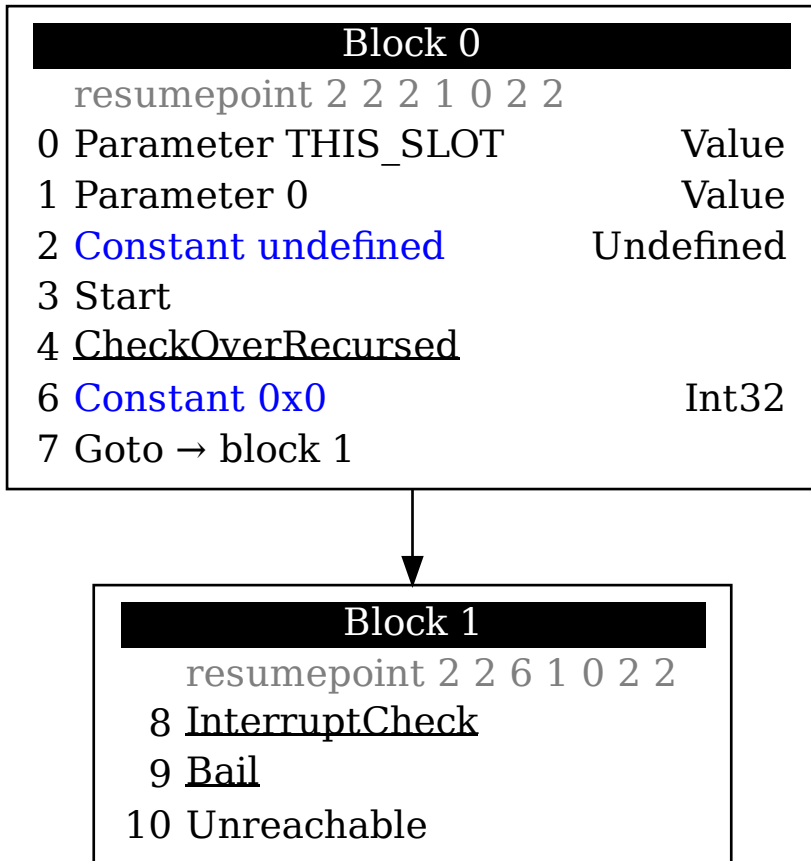
8 InterruptCheck
9 Bail
10 Unreachable

./Benchmarkers/prop_access.js:2 - Eliminate dead resume point operands

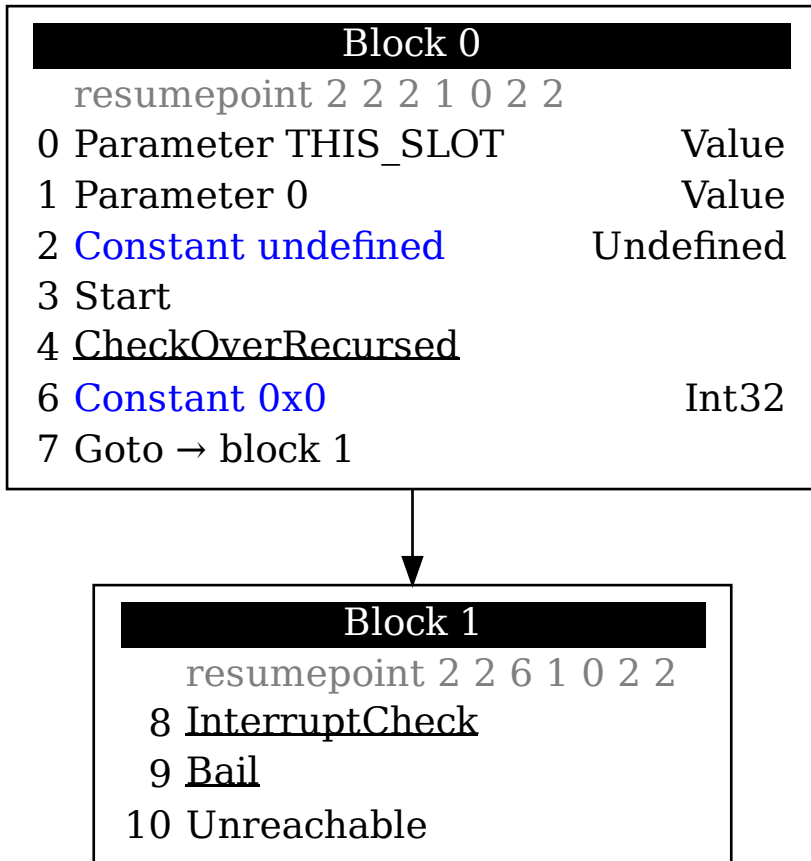
movable, **guard**, **in worklist**, recovered on bailout



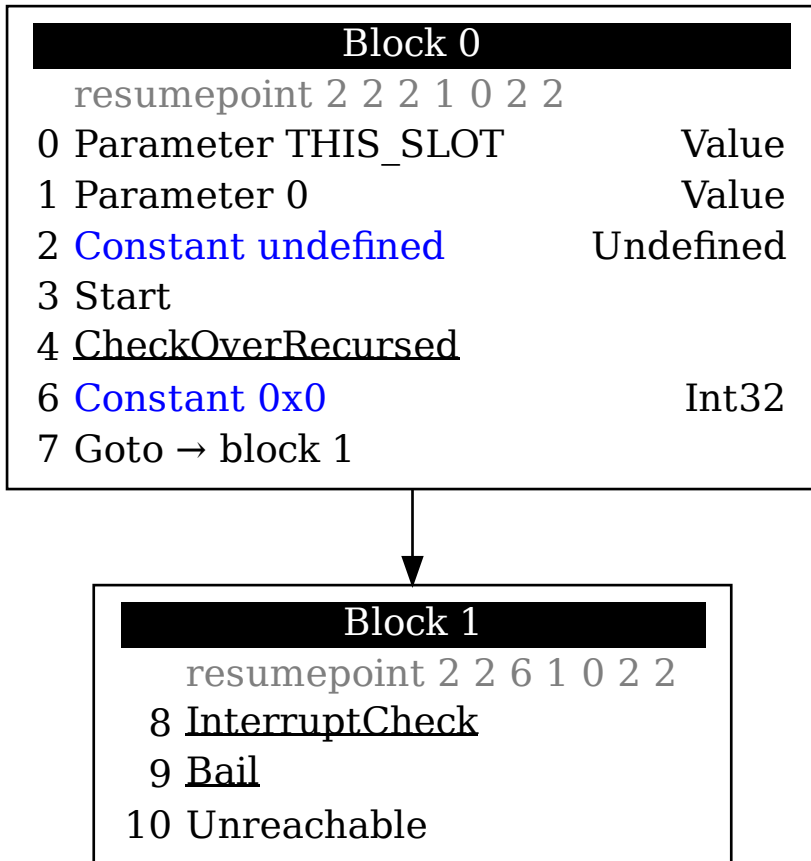
./Benchmarks/prop_access.js:2 - GVN
movable, guard, in worklist, recovered on bailout



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

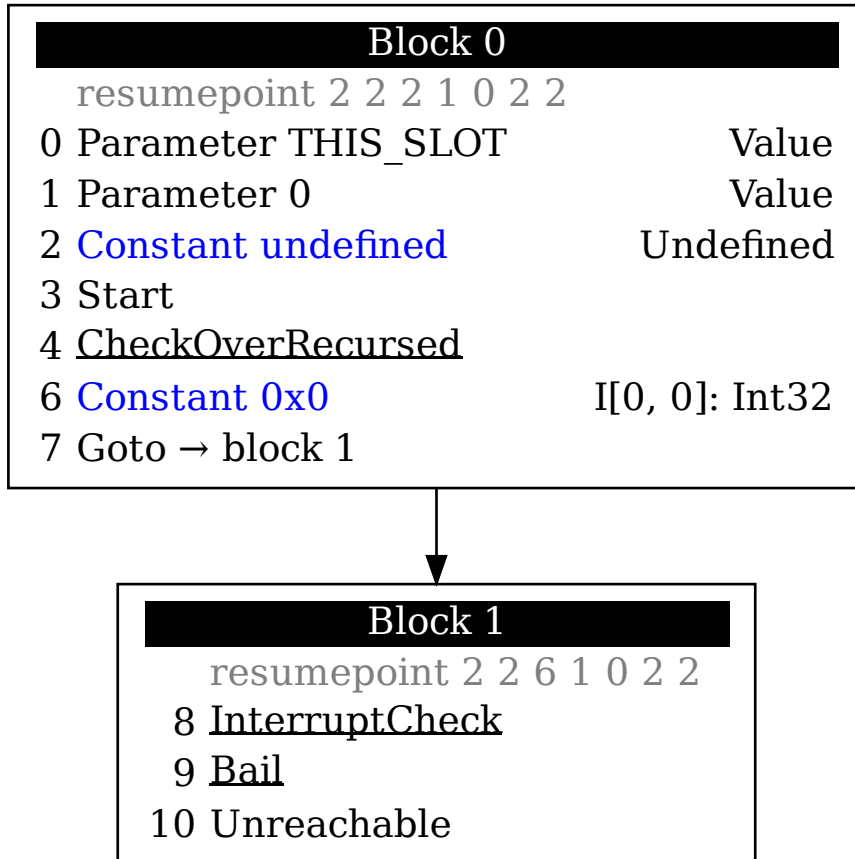


./Benchmarks/prop_access.js:2 - Beta
movable, guard, in worklist, recovered on bailout

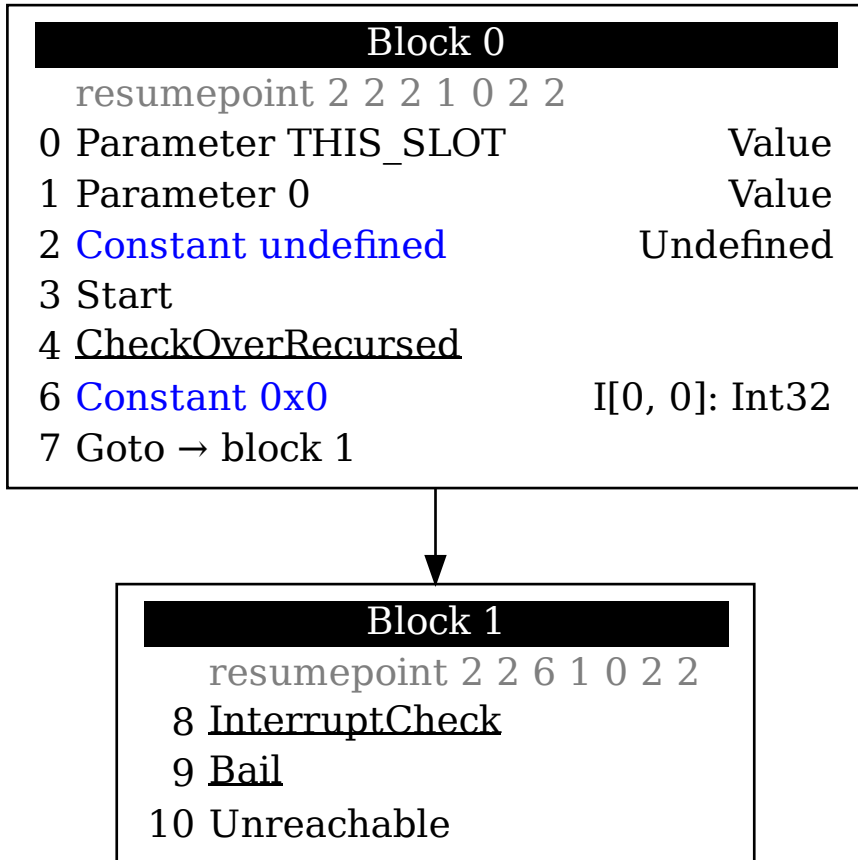


./Benchmarks/prop_access.js:2 - Range Analysis

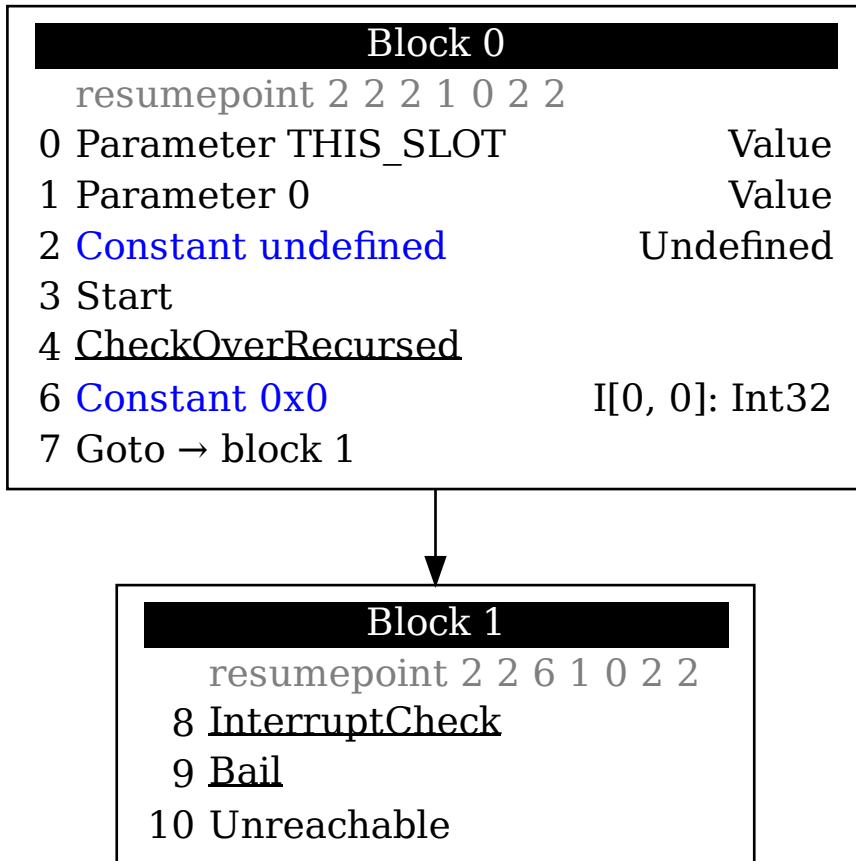
movable, **guard**, **in worklist**, recovered on bailout



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

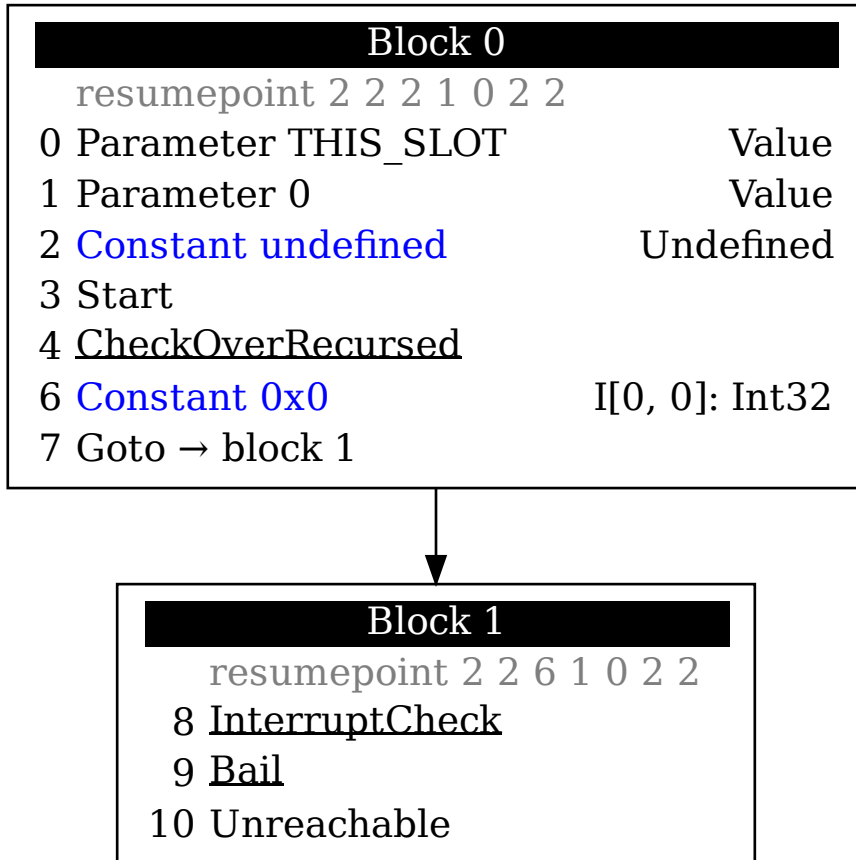


./Benchmarks/prop_access.js:2 - RA check UCE
movable, guard, **in worklist**, recovered on bailout

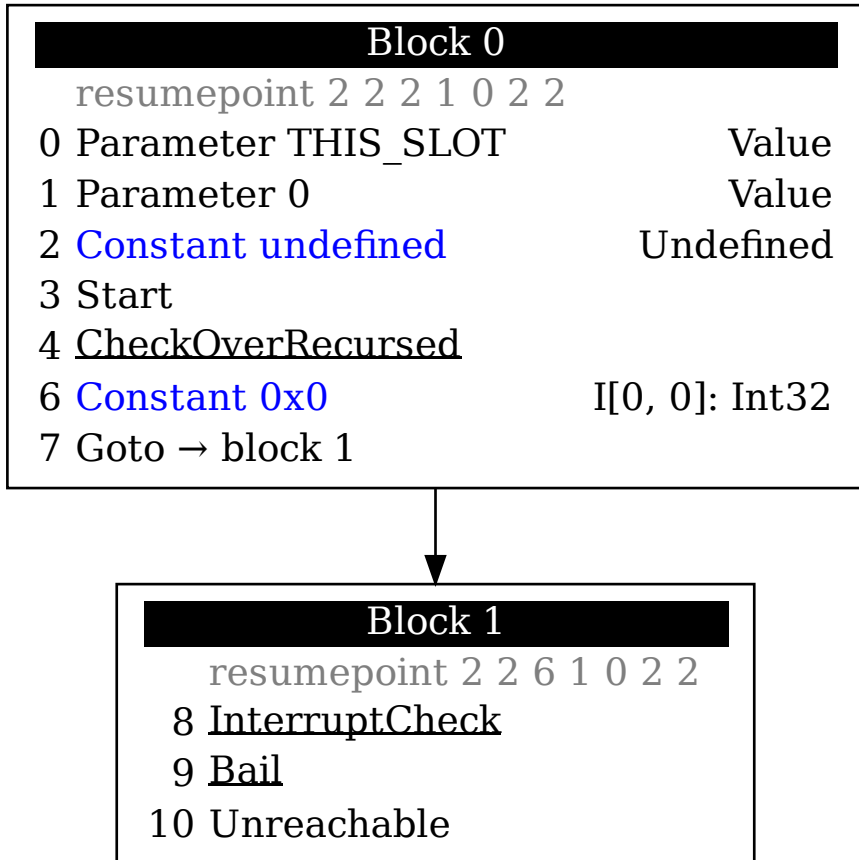


./Benchmarkers/prop_access.js:2 - Truncate Doubles

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

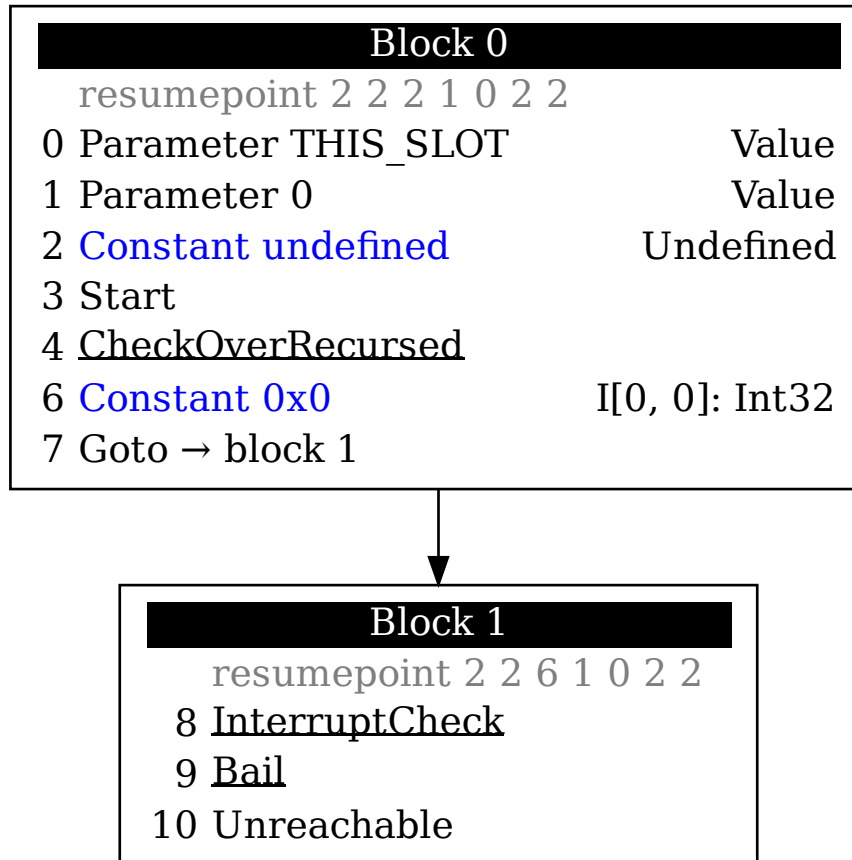


./Benchmarks/prop_access.js:2 - Sink
movable, guard, in worklist, recovered on bailout



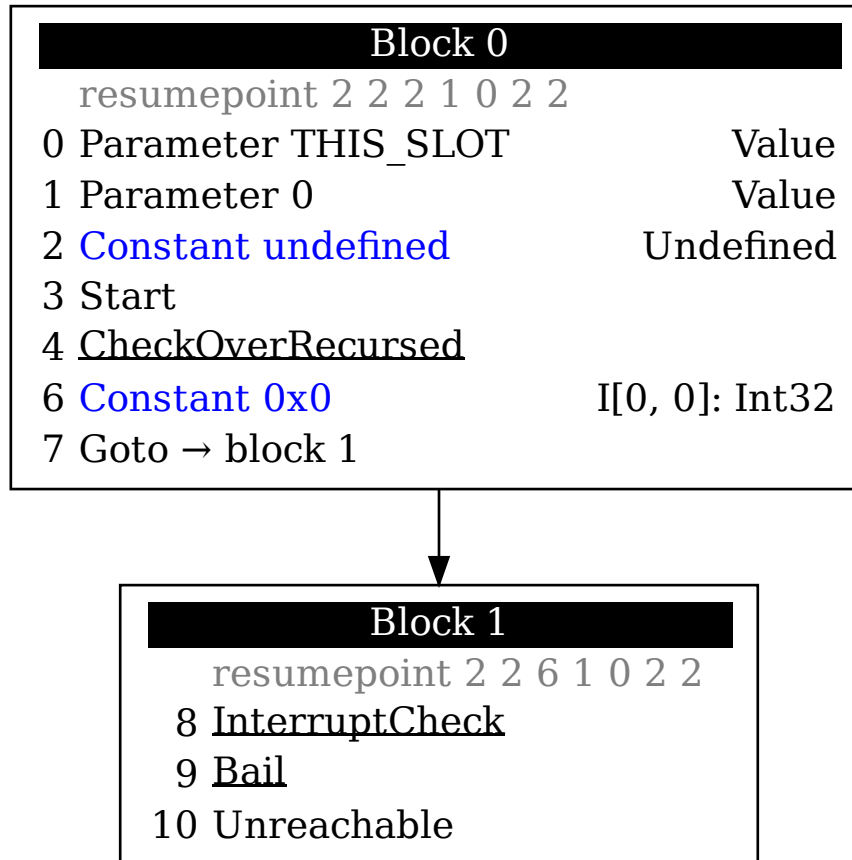
./Benchmarkers/prop_access.js:2 - Remove Unnecessary Bitops

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



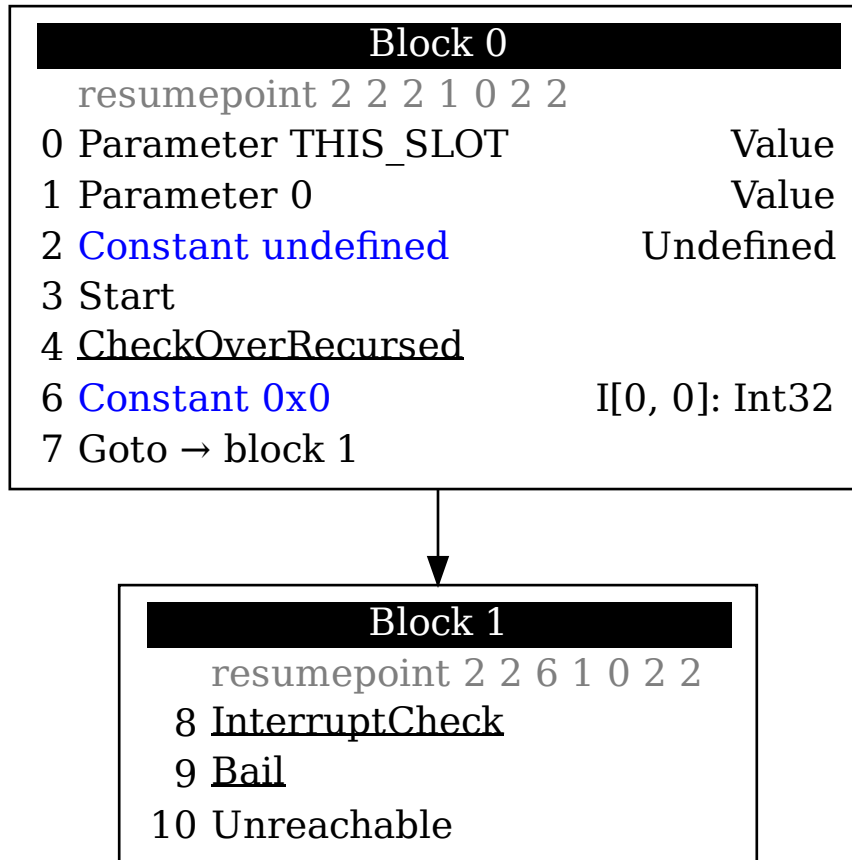
./Benchmarkers/prop_access.js:2 - Fold Linear Arithmetic Constants

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

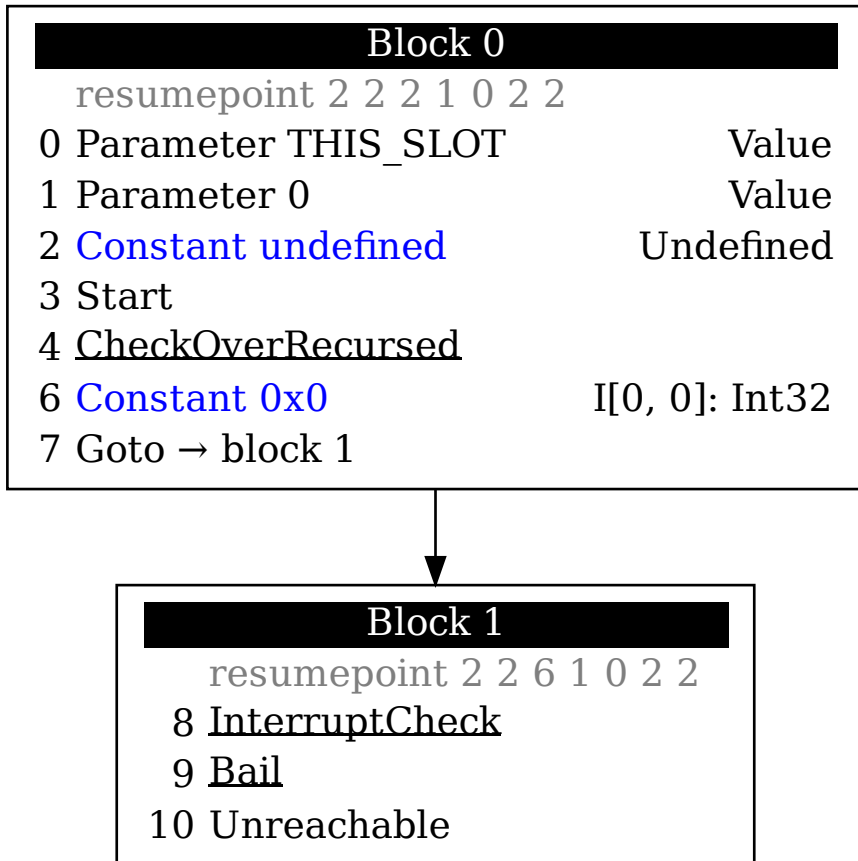


./Benchmarkers/prop_access.js:2 - Effective Address Analysis

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

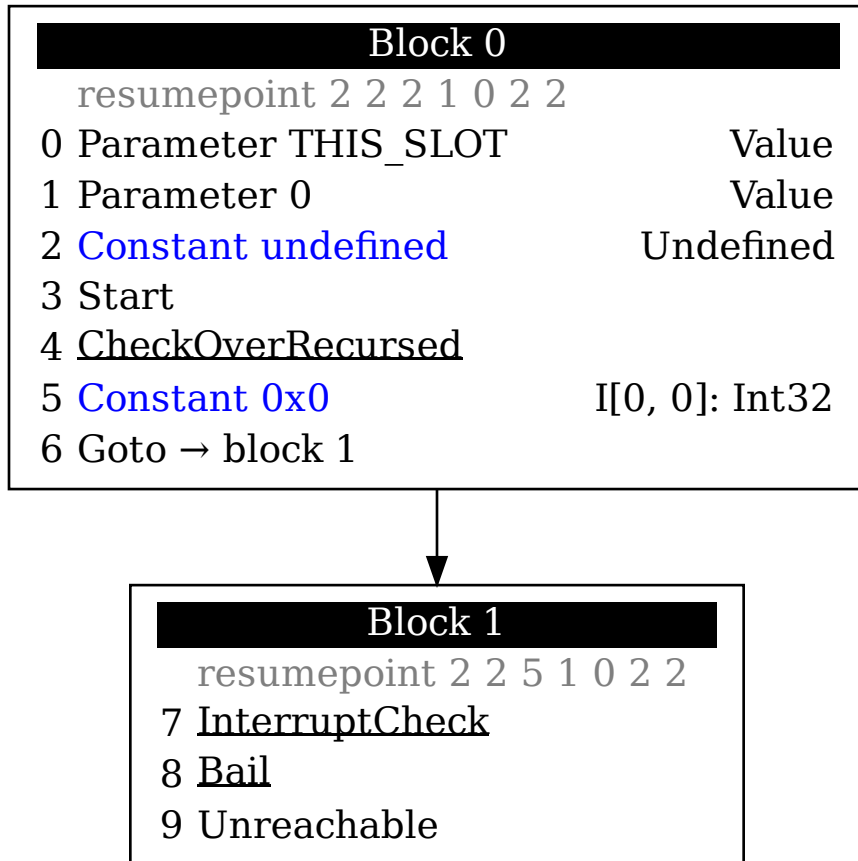


./Benchmarks/prop_access.js:2 - DCE
movable, guard, in worklist, recovered on bailout

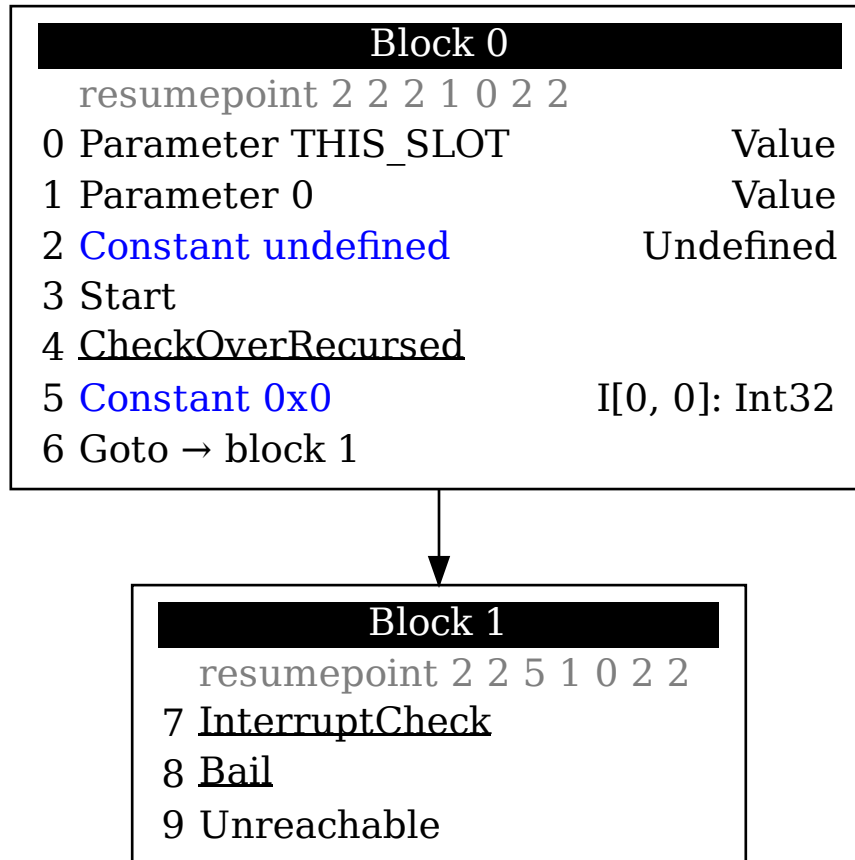


./Benchmarkers/prop_access.js:2 - Reordering

movable, guard, in worklist, recovered on bailout

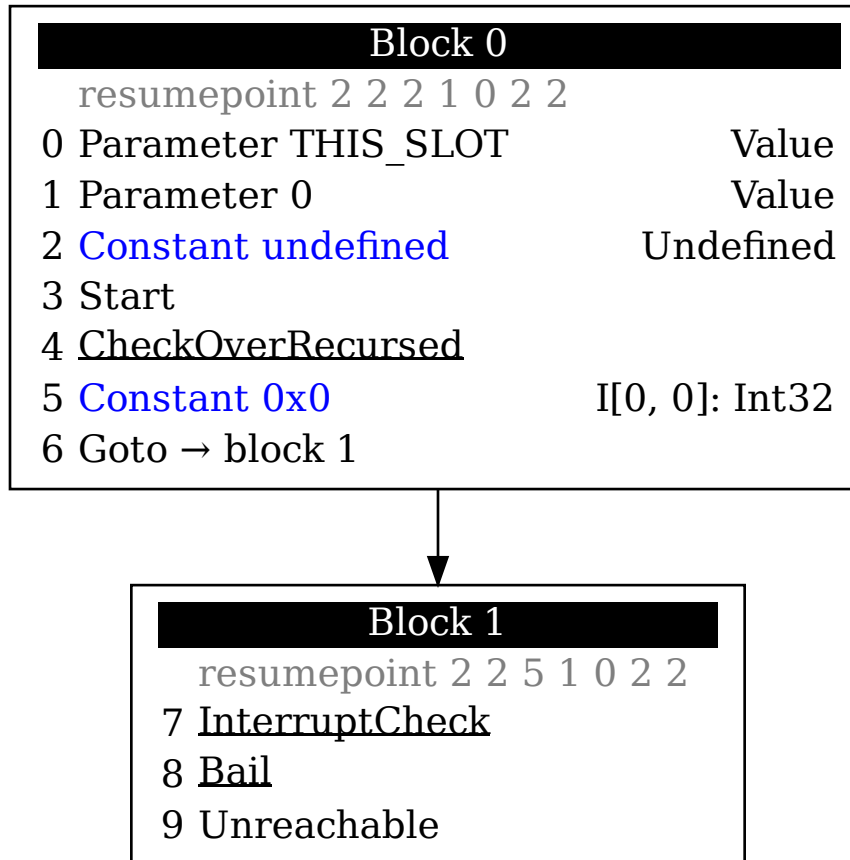


./Benchmarkers/prop_access.js:2 - Make loops contiguous
movable, guard, in worklist, recovered on bailout



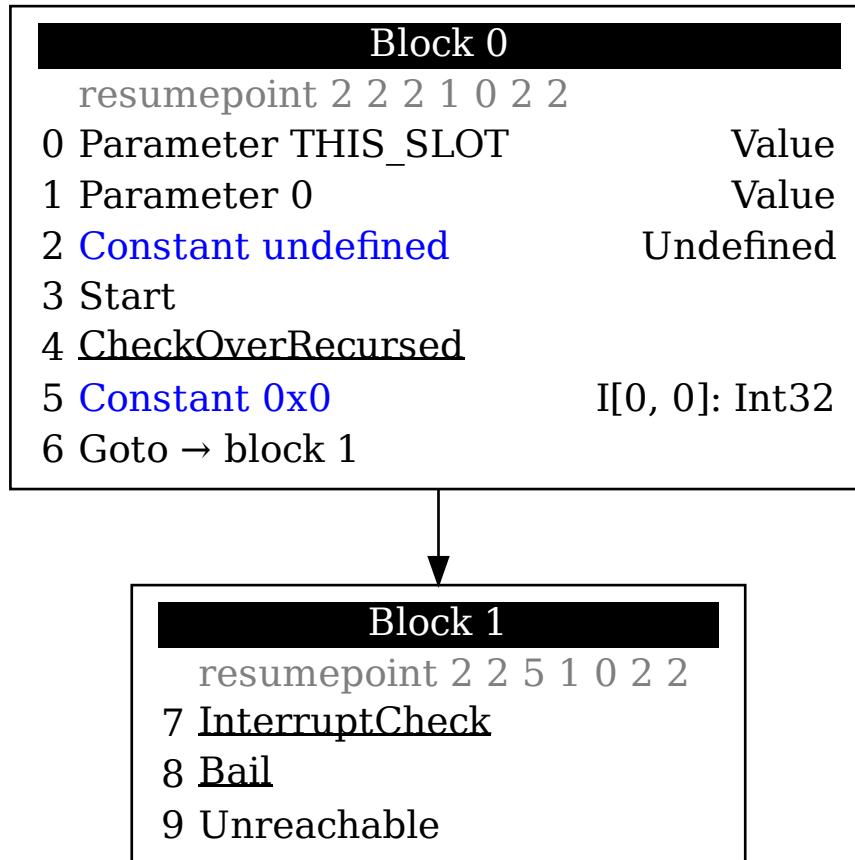
./Benchmarkers/prop_access.js:2 - Edge Case Analysis (Late)

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



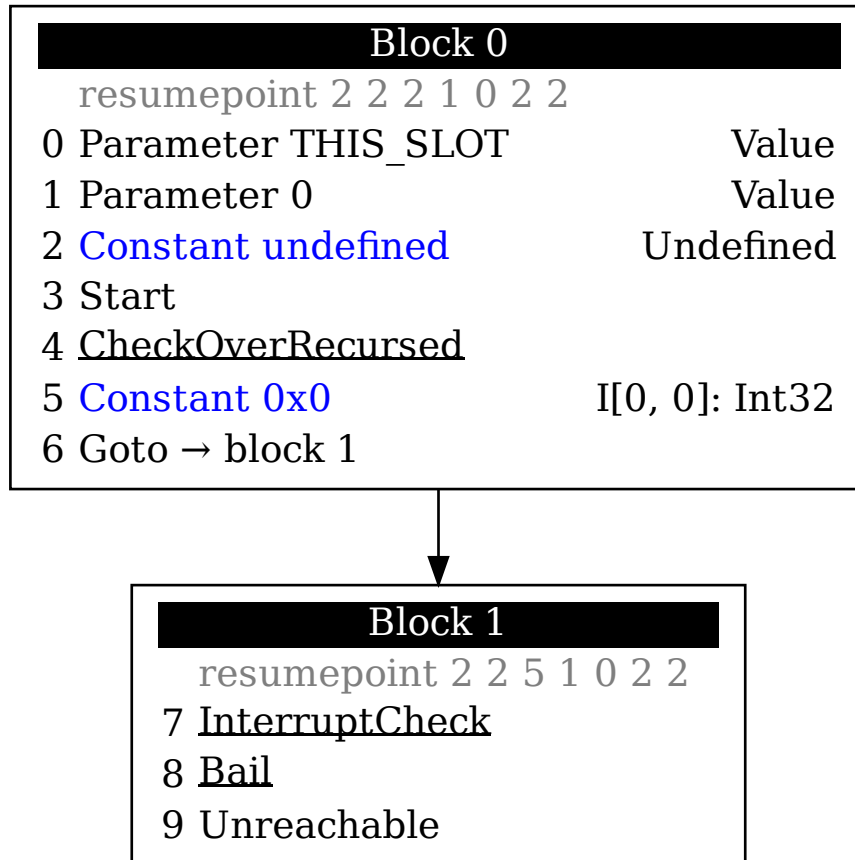
./Benchmarkers/prop_access.js:2 - Bounds Check Elimination

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



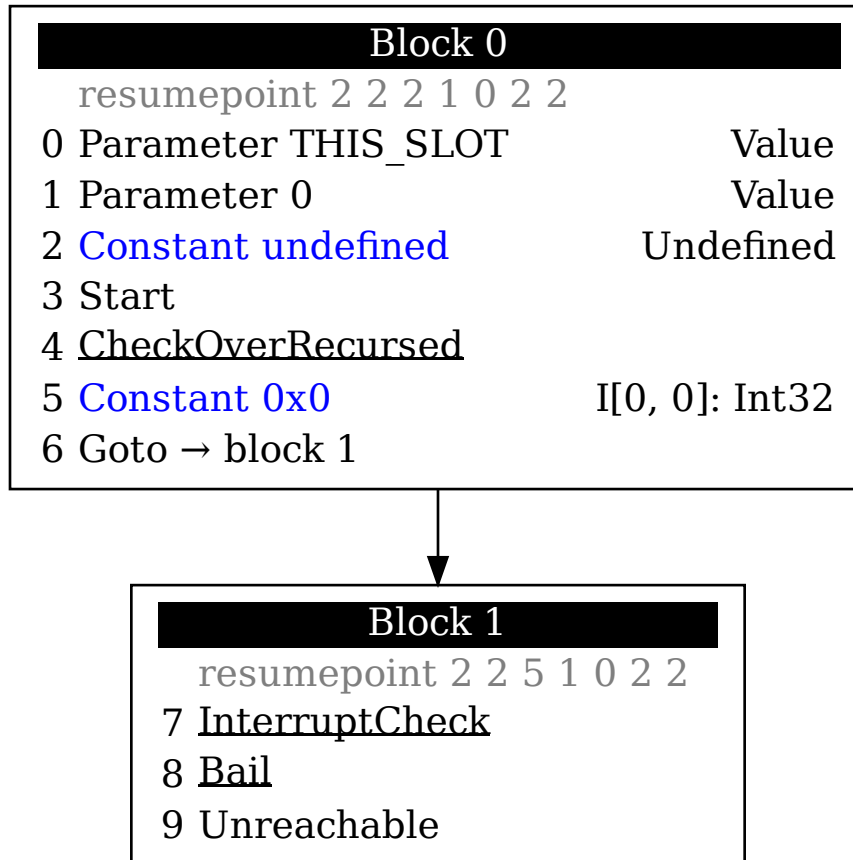
./Benchmarkers/prop_access.js:2 - Shape Guard Elimination

movable, guard, in worklist, recovered on bailout

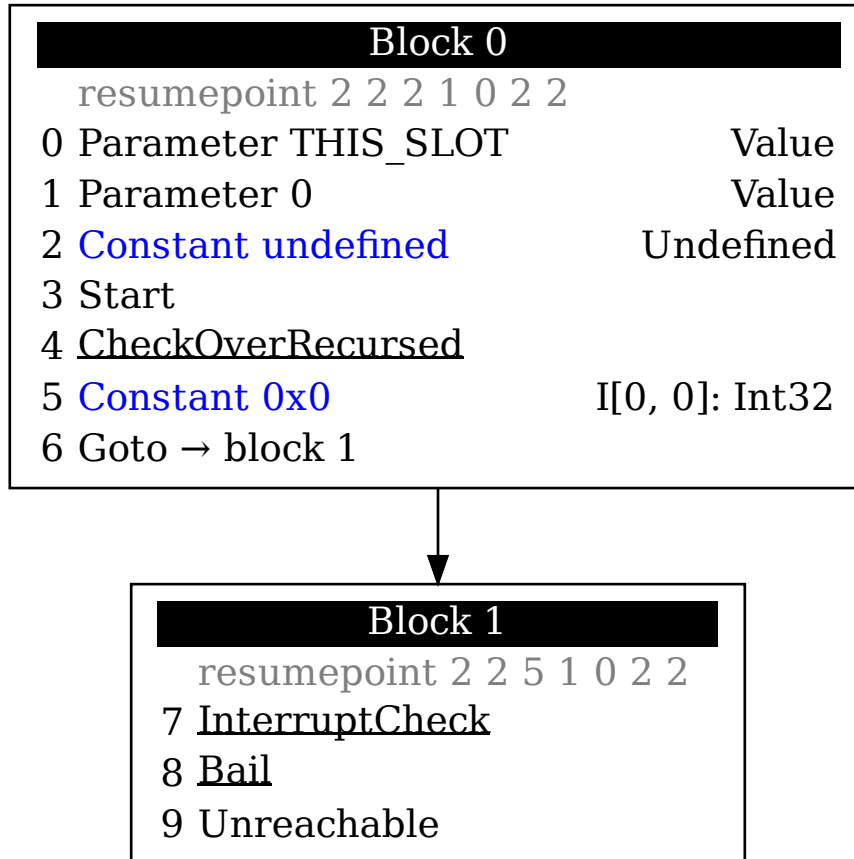


./Benchmarkers/prop_access.js:2 - GC Barrier Elimination

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

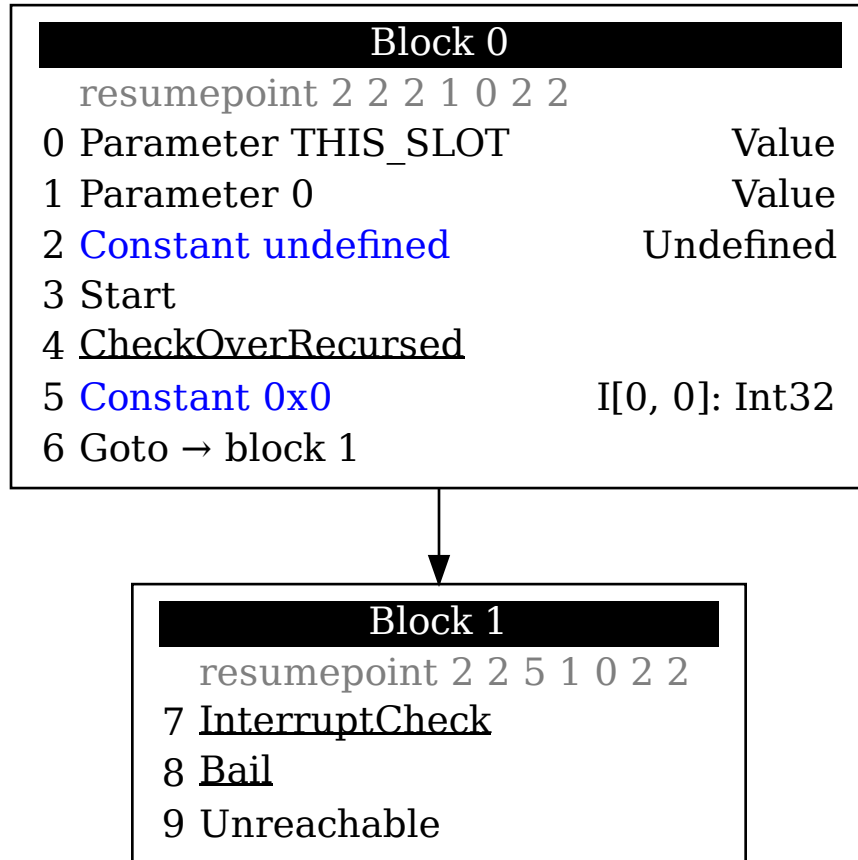


./Benchmarkers/prop_access.js:2 - FoldLoadsWithUnbox
movable, guard, in worklist, recovered on bailout



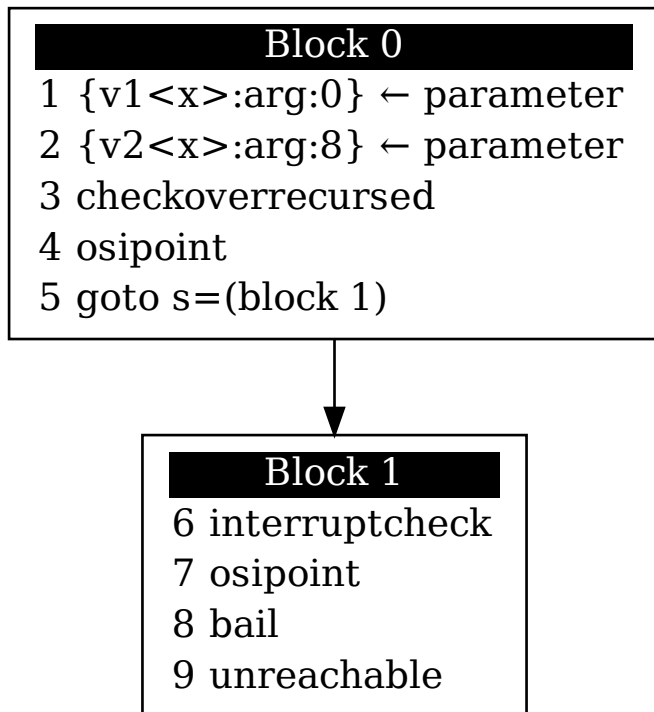
./Benchmarkers/prop_access.js:2 - Add KeepAlive Instructions

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



./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

