### ./Benchmarkers/prop\_access.js:2 - BuildSSA

movable, guard, in worklist, recovered on bailout

Value

#### Block 0

resumepoint 2 2 2 1 0 2 2

0 Parameter THIS SLOT

1 Parameter 0 Value

2 Constant undefined Undefined

3 Start

4 CheckOverRecursed

5 Constant magic uninitialized-lexical MagicUninitializedLexical

6 Constant 0x0 Int32

14 Goto  $\rightarrow$  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

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 Fill — Collstailt#2, OfficachableResult#30

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

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 MagicUnin	nitializedLexical	
6 Constant 0x0	Int32	

	4
11 11 K	
	-

14 Goto → block 1

Value
Value

37 Unreachable

# ./Benchmarkers/prop\_access.js:2 - 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 Value

1 Parameter 0

Undefined

2 Constant undefined

3 Start

4 CheckOverRecursed

5 Constant magic uninitialized-lexical MagicUninitializedLexical

6 Constant 0x0

Int32

14 Goto  $\rightarrow$  block 1

R1	ock	1
	$\mathbf{O}\mathbf{O}\mathbf{N}$	

resumenoint 13 12 11 10 9 8 7

	T	
7 Phi ←	Constant#2	Value

Value 8 Phi ← Constant#2

9 Phi ← Parameter#0 Value

10 Phi ← Parameter#1 Value

11 Phi ← Constant#6 Value

Value 12 Phi ← Constant#2

Value 13 Phi ← Constant#2

15 InterruptCheck

16 Bail

37 Unreachable

# ./Benchmarkers/prop\_access.js:2 - 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 Undefin	
3 Start	
4 CheckOverRecursed	
5 Constant magic uninitialized-lexical MagicUr	ninitializedLexical
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:2 - 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 MagicUn	initializedLexical
6 Constant 0x0	Int32
14 Goto $\rightarrow$ 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:2 - Split Critical Edges movable, guard, in worklist, recovered on bailout

RI	OC	k (	N
1	OU.		U

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  $\rightarrow$  block 1

R1	ock	1
וכו	OCK.	

resumepoint 13 12 11 10 9 8 7

7	Phi ←	Constant#2	Valu	Δ
/	$r_{\rm III} \leftarrow$	Constant#2	vaiu	U

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

#### ./Benchmarkers/prop\_access.js:2 - Renumber Blocks

movable, quard, in worklist, recovered on bailout

ĺ	
---	--

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  $\rightarrow$  block 1

R1	ock	1
וכו	OCK.	

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:2 - Eliminate phis movable, guard, in worklist, recovered on bailout

#### 

#### Block 1

- 15 InterruptCheck
- 16 <u>Bail</u>
- 37 Unreachable

#### ./Benchmarkers/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 Constant undefined	Undefined
3 Start	
4 CheckOverRecursed	
5 Constant magic uninitialized-lexical MagicUnir	nitializedLexical
6 Constant 0x0	Int32
14 Goto → block 1	

#### Block 1

- 15 InterruptCheck
- 16 Bail
- 37 Unreachable

# ./Benchmarkers/prop\_access.js:2 - Scalar Replacement movable, guard, in worklist, recovered on bailout

#### 

#### Block 1

- 15 InterruptCheck
- 16 <u>Bail</u>
- 37 Unreachable

### ./Benchmarkers/prop\_access.js:2 - Apply types movable, guard, in worklist, recovered on bailout

#### 

#### Block 1

- 15 InterruptCheck
- 16 <u>Bail</u>
- 37 Unreachable

### ./Benchmarkers/prop\_access.js:2 - Alias analysis movable, guard, in worklist, recovered on bailout

#### 

#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

### ./Benchmarkers/prop\_access.js:2 - Eliminate dead resume point operands movable, guard, in worklist, recovered on bailout

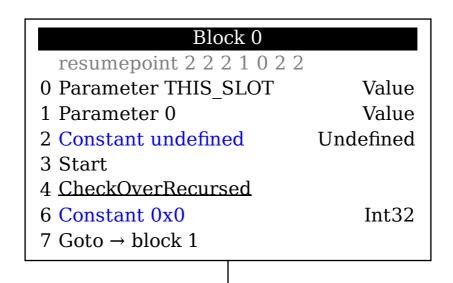
### Block 0 resumepoint 2 2 2 1 0 2 2 0 Parameter THIS SLOT Value 1 Parameter 0 Value Undefined 2 Constant undefined 3 Start 4 CheckOverRecursed 5 Constant magic uninitialized-lexical MagicUninitializedLexical 6 Constant 0x0 Int32 7 Goto $\rightarrow$ block 1 Block 1 resumepoint 2 2 6 1 0 2 2

8 InterruptCheck

10 Unreachable

9 Bail

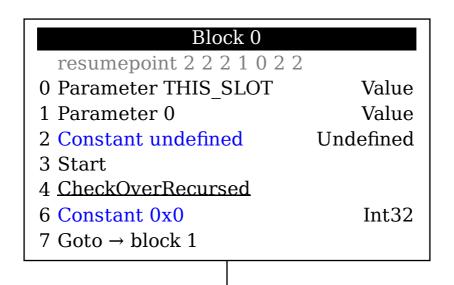
### ./Benchmarkers/prop\_access.js:2 - GVN movable, guard, in worklist, recovered on bailout



#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

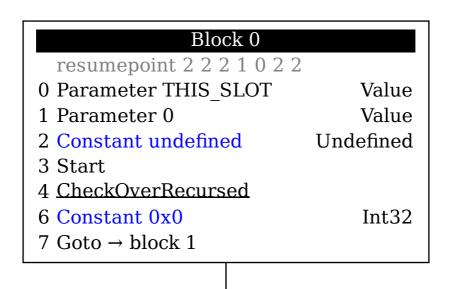
### ./Benchmarkers/prop\_access.js:2 - LICM movable, guard, in worklist, recovered on bailout



#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

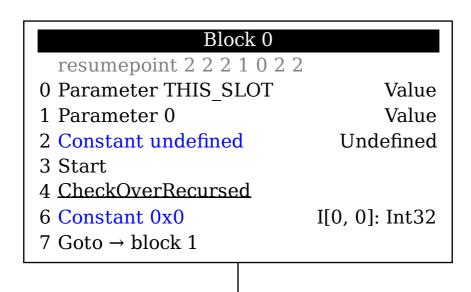
### ./Benchmarkers/prop\_access.js:2 - Beta movable, guard, in worklist, recovered on bailout



#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

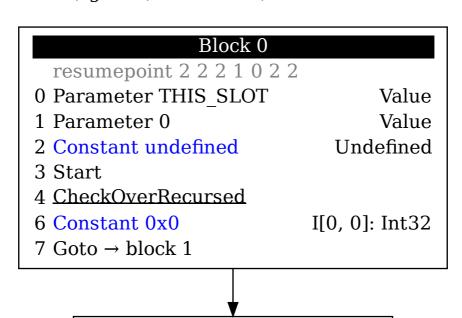
### ./Benchmarkers/prop\_access.js:2 - Range Analysis movable, guard, in worklist, recovered on bailout



#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

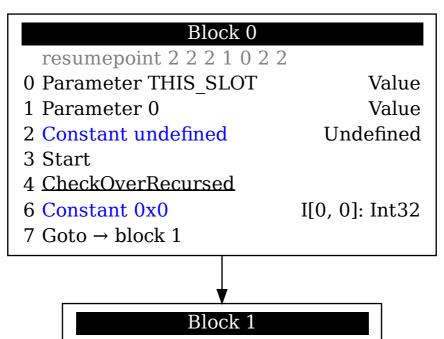
### ./Benchmarkers/prop access.js:2 - De-Beta movable, guard, in worklist, recovered on bailout



#### Block 1

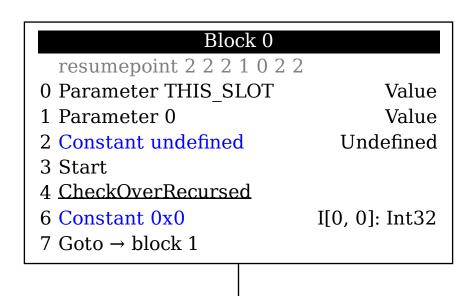
- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

### ./Benchmarkers/prop\_access.js:2 - RA check UCE movable, guard, in worklist, recovered on bailout



- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

### ./Benchmarkers/prop\_access.js:2 - Truncate Doubles movable, guard, in worklist, recovered on bailout



#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

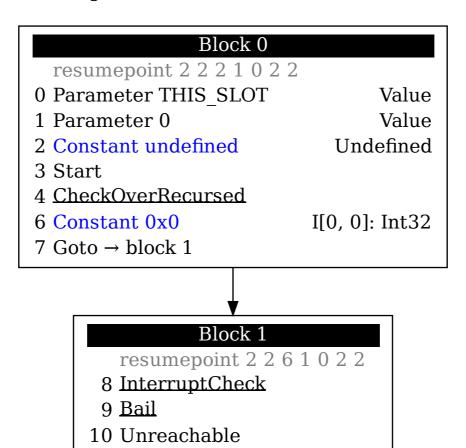
# ./Benchmarkers/prop\_access.js:2 - Sink movable, guard, in worklist, recovered on bailout

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					

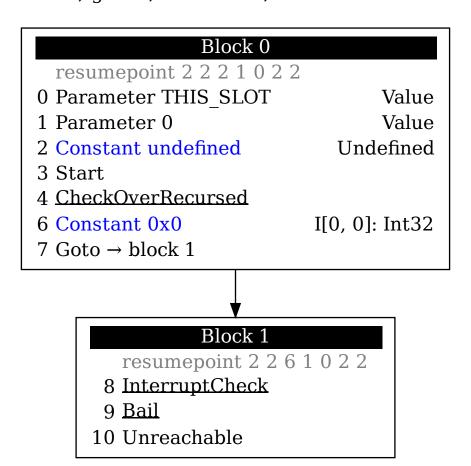
#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

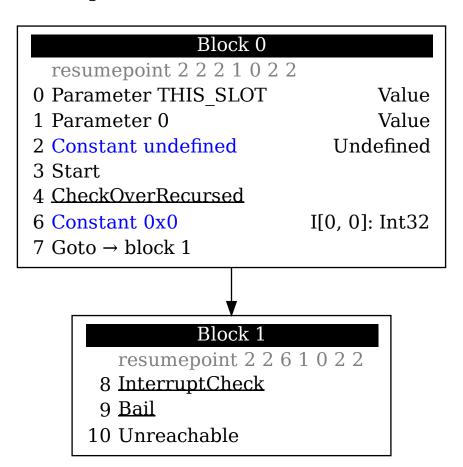
### ./Benchmarkers/prop\_access.js:2 - Remove Unnecessary Bitops movable, guard, in worklist, recovered on bailout



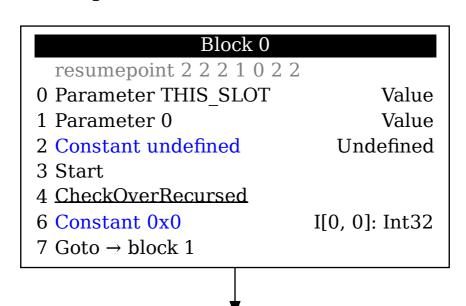
### ./Benchmarkers/prop\_access.js:2 - Fold Linear Arithmetic Constants movable, guard, in worklist, recovered on bailout



### ./Benchmarkers/prop\_access.js:2 - Effective Address Analysis movable, guard, in worklist, recovered on bailout



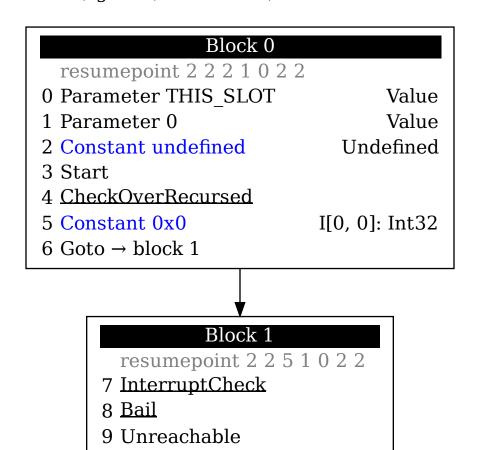
# ./Benchmarkers/prop\_access.js:2 - DCE movable, guard, in worklist, recovered on bailout



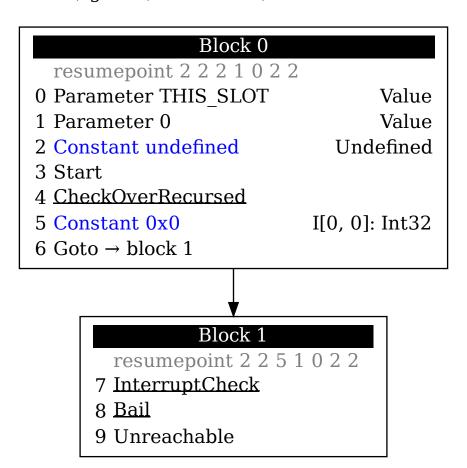
#### Block 1

- 8 InterruptCheck
- 9 Bail
- 10 Unreachable

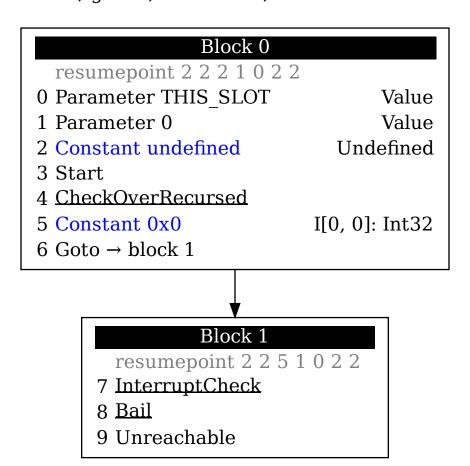
### ./Benchmarkers/prop\_access.js:2 - Reordering movable, guard, in worklist, recovered on bailout



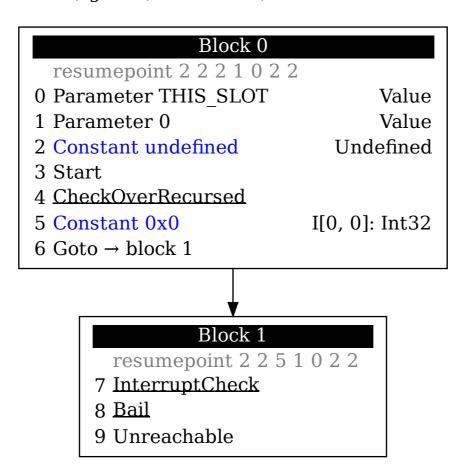
### ./Benchmarkers/prop\_access.js:2 - Make loops contiguous movable, guard, in worklist, recovered on bailout



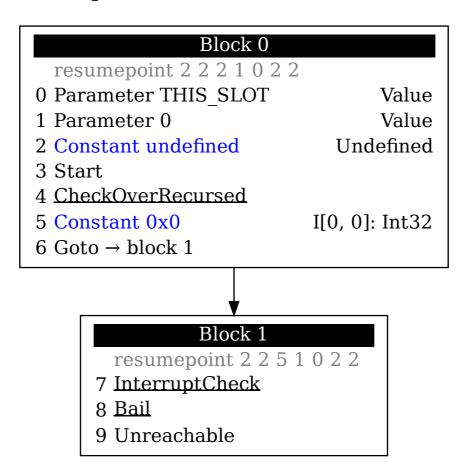
### ./Benchmarkers/prop\_access.js:2 - Edge Case Analysis (Late) movable, guard, in worklist, recovered on bailout



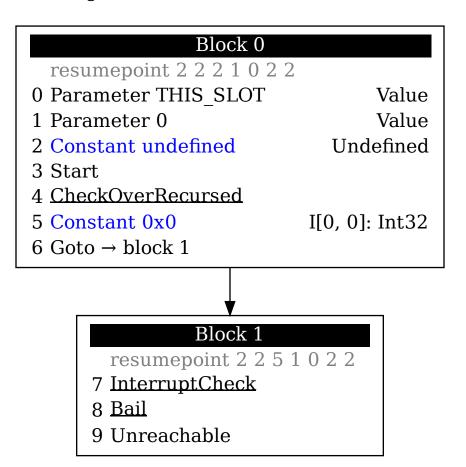
### ./Benchmarkers/prop\_access.js:2 - Bounds Check Elimination movable, guard, in worklist, recovered on bailout



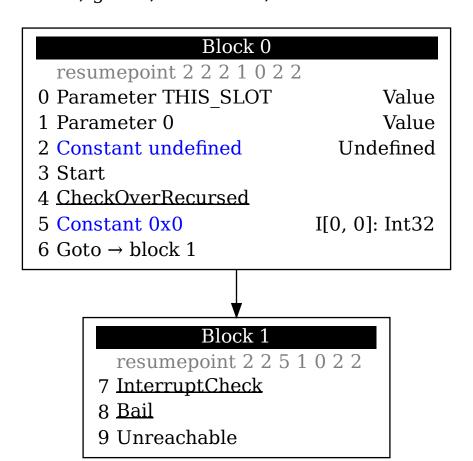
### ./Benchmarkers/prop\_access.js:2 - Shape Guard Elimination movable, guard, in worklist, recovered on bailout



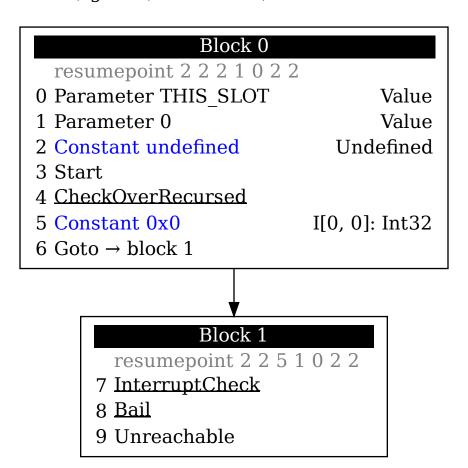
### ./Benchmarkers/prop\_access.js:2 - GC Barrier Elimination movable, guard, in worklist, recovered on bailout



### ./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

```
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:2 - Allocate Registers [Backtracking] movable, guard, in worklist, recovered on bailout

### Block 0 1 $\{v1 < x > :arg:0\} \leftarrow parameter$ $2 \{v2 < x > :arg:8\} \leftarrow parameter$ 3 checkoverrecursed 4 osipoint 5 goto s = (block 1)Block 1 6 interruptcheck 7 osipoint 8 bail 9 unreachable