

- $\text{inline} \geq 1.0 \wedge \text{instcombine} \geq 1.0 \wedge 0.0 \leq \text{jump_threading} < 1.0$
- $0.0 \leq \text{instcombine} < 1.0 \wedge 0.0 \leq \text{licm} < 1.0 \wedge 0.0 \leq \text{inline} < 1.0$
- $0.0 \leq \text{gvn} < 1.0 \wedge 0.0 \leq \text{licm} < 1.0$
- $0.0 \leq \text{inline} < 1.0 \wedge 0.0 \leq \text{licm} < 1.0$
- $0.0 \leq \text{gvn} < 1.0 \wedge 0.0 \leq \text{inline} < 1.0 \wedge 0.0 \leq \text{instcombine} < 1.0$

