

Analyzing Android

Shuying Liang, Matt Might*,
Cambell Christensen, Hao Hou, Petey Aldous,
Celeste Hollenbeck, Will Byrd

A terrible idea



WHAT COULD POSSIBLY

A cartoon illustration of Mr. Krabs, a small orange crab with large white eyes and a wide, toothy grin. He is wearing a brown graduation cap and a maroon t-shirt. He is holding two wooden drumsticks and appears to be playing a set of drums. The background is a solid blue.

GO WRONG?











DARPA:APAC

App auditor

Good app

App auditor

App auditor

App auditor

App auditor

Good app

Bad app

App auditor

Good app

App auditor

Good app

App auditor

Good app



Good app

Step |

Solve the Halting problem

Step 2

Pass the Turing test

App auditor

Good app

Human

App auditor

Good app

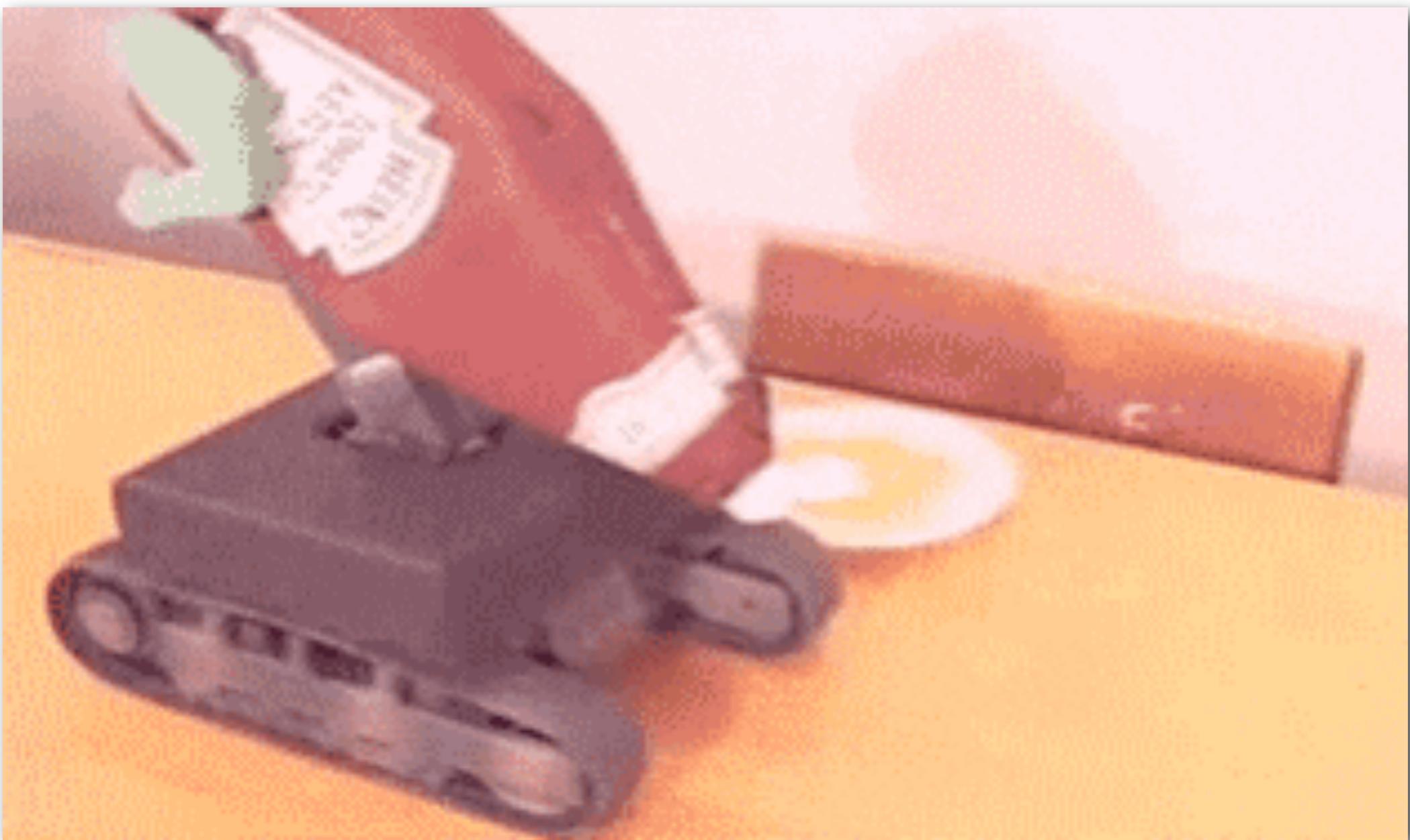
Engagements

In practice?

0%

vision



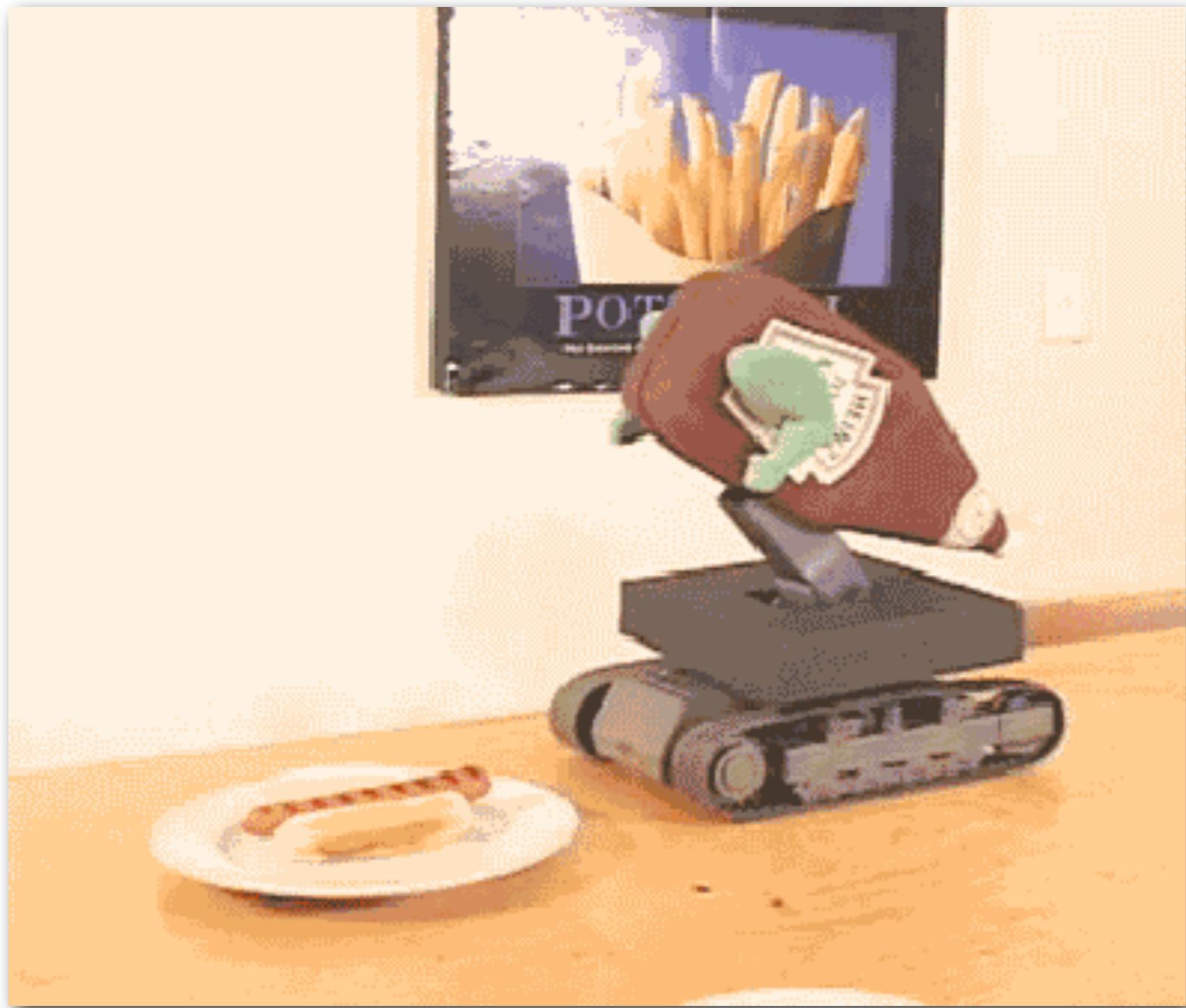


researchinprogress.tumblr.com

50%

90%

93%



How does it work?



MAGIC!?

Small-step analysis

A A M

A
A
A
M

(Van Horn & Might, 2010, 2011, 2012)

```
class MyActivity {  
  
    public MyActivity() {  
        activateMic();  
    }  
  
}
```

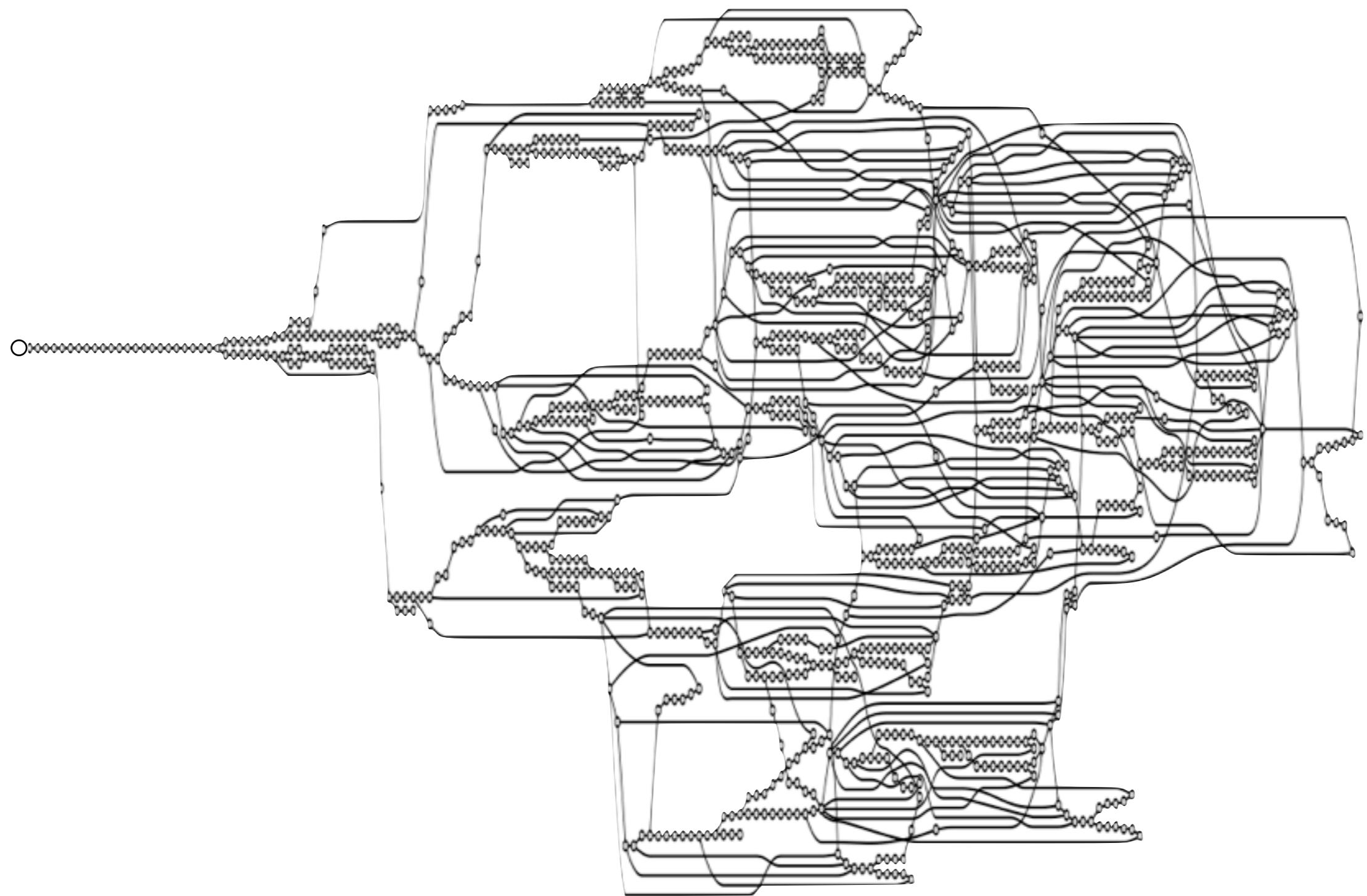
```
.class MyActivity
```

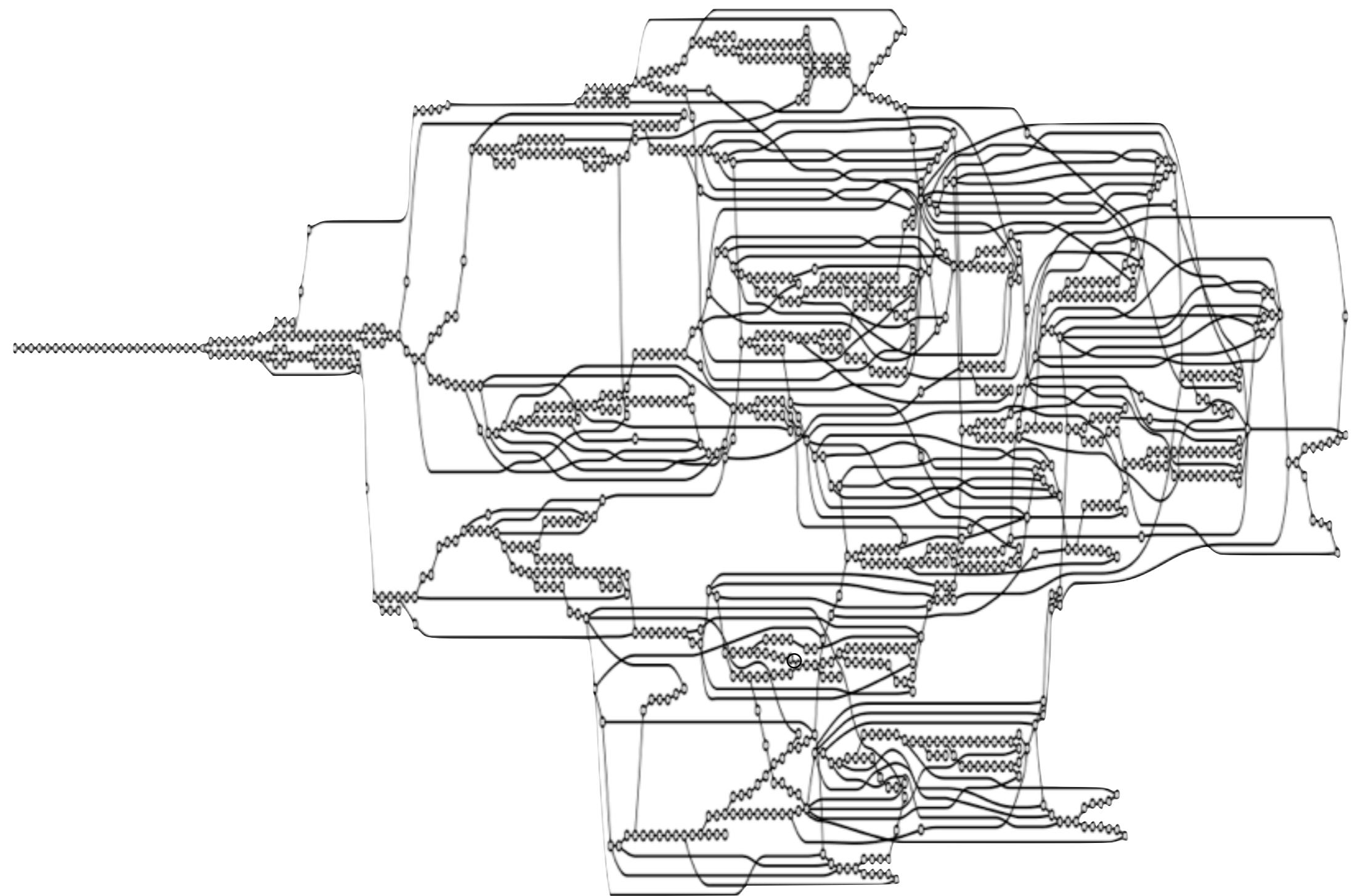
```
    .method public MyActivity  
        invokedynamic activateMic  
    .end method
```

```
.end class
```

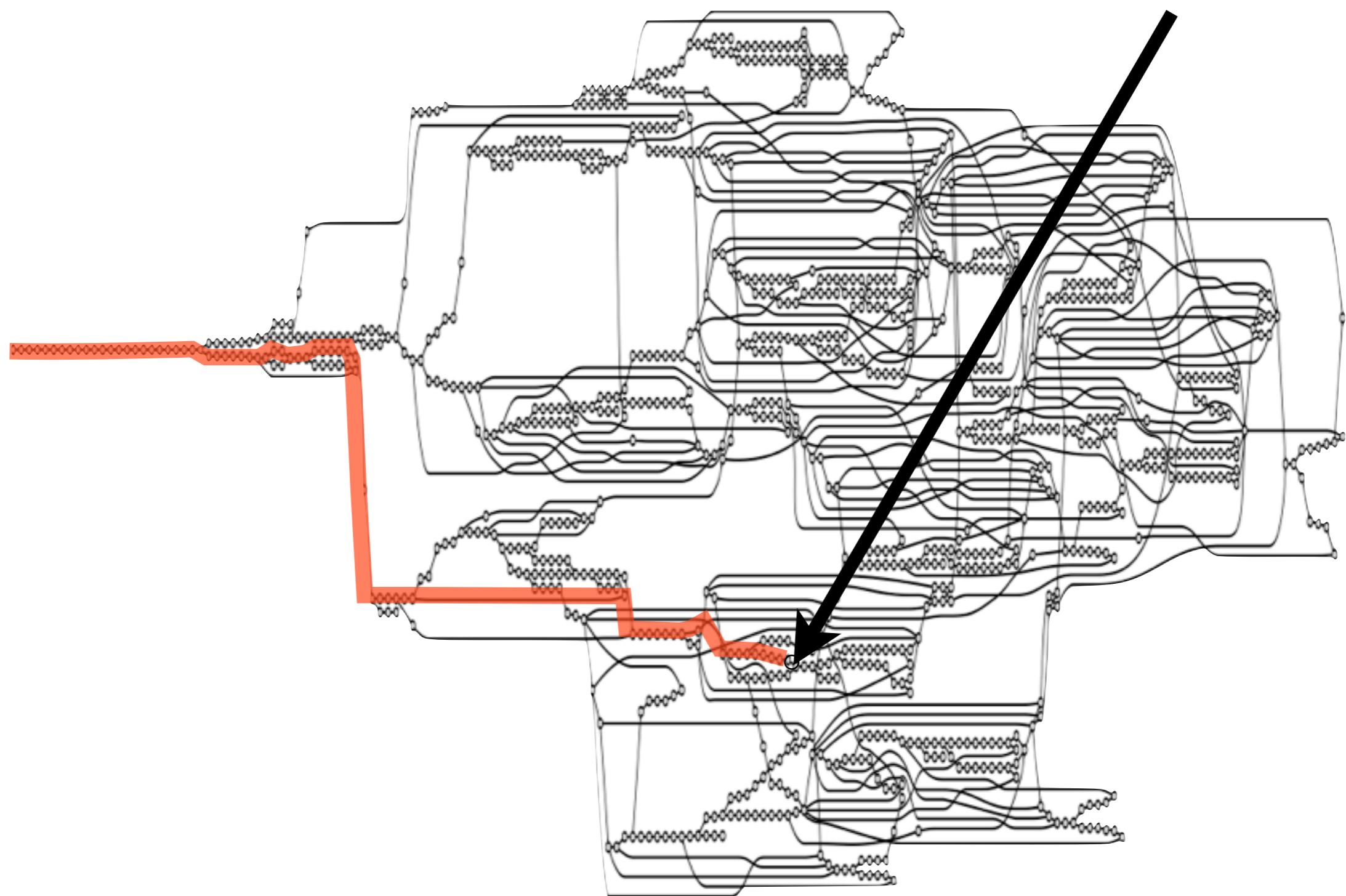
○

○





Look, a malware!

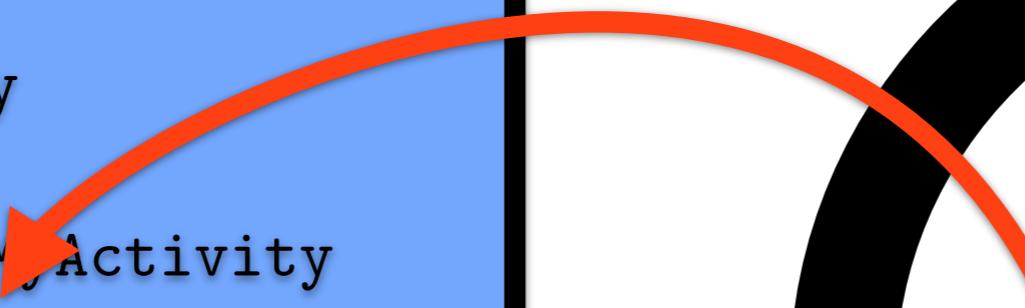


$pc, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$

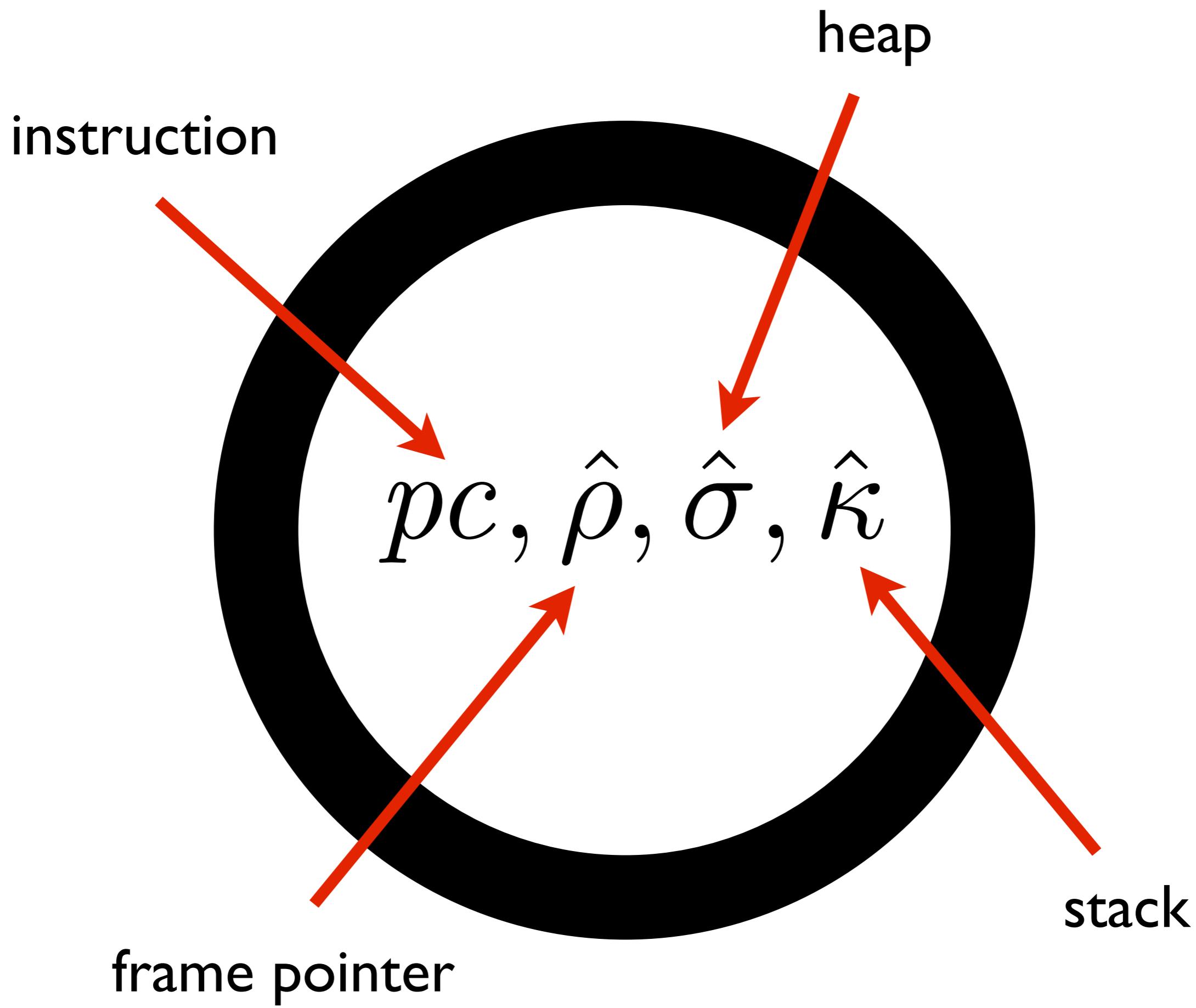
```
.class MyActivity

.method public MyActivity
    invokedynamic activateMic
.end method

.end class
```

 $pc, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$

$p_C, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$



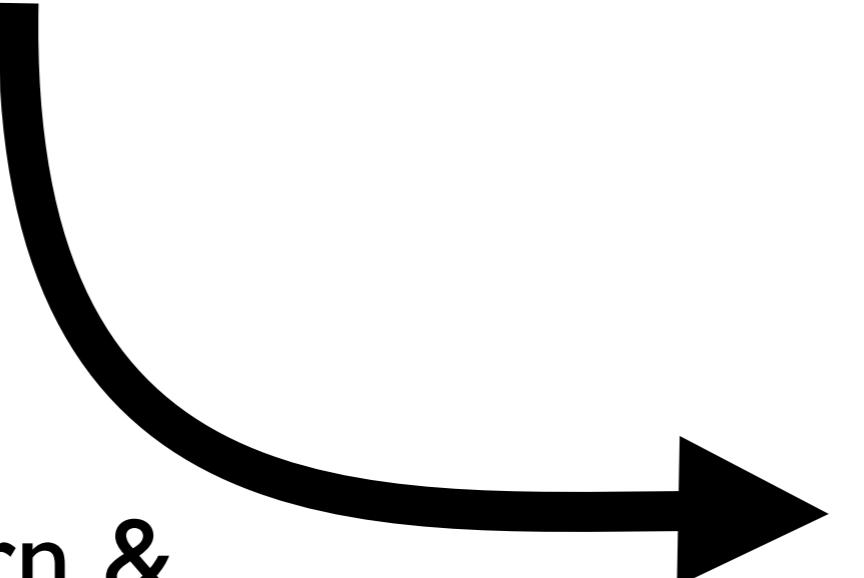
Method: AAM

$$\begin{aligned}
& \langle \text{nop} :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma, \kappa \rangle \\
& \langle \text{move-object}(r_d, r_s) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r_d, fp) \mapsto \sigma(r_s, fp)], \kappa \rangle \\
& \langle \text{return-void} :: \vec{stmt}', fp', \sigma, \mathbf{fnk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma, \kappa \rangle \\
& \langle \text{return-object}(r) :: \vec{stmt}', fp', \sigma, \mathbf{fnk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(\text{ret}, fp) \mapsto \sigma(r, fp')], \kappa \rangle \\
& \quad \langle \text{const}(r, c) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r, fp) \mapsto c], \kappa \rangle \\
& \quad \langle \text{throw}^\ell(r) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell'), fp', \sigma[(\text{exn}, fp') \mapsto \sigma(r, fp)], \kappa' \rangle \\
& \quad \quad \text{where } (\ell', fp', \kappa') = \mathcal{H}(\ell, fp, \kappa) \\
& \quad \langle \text{goto}(\ell) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), fp, \sigma, \kappa \rangle \\
& \langle \text{new-instance}(r, \tau) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r, fp) \mapsto o], \kappa \rangle \\
& \quad \text{where } o = \text{new}(\varsigma) \\
& \langle \text{if-eq}(r, r', \ell) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), fp, \sigma, \kappa \rangle \text{ if } \sigma(r, fp) = \sigma(r', fp) \\
& \quad \langle \text{if-eq}(r, r', \ell) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma, \kappa \rangle \text{ if } \sigma(r, fp) \neq \sigma(r', fp) \\
& \langle \text{iget}(r_d, r_s, field) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r_d, fp) \mapsto \sigma(a)], \kappa \rangle \\
& \quad \text{where } \sigma(r_s, fp) = o \text{ and } o.field = a \\
& \langle \text{iput}(r_v, r_s, field) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[a \mapsto \sigma(r_v, fp)], \kappa \rangle \\
& \quad \text{where } \sigma(r_s, fp) = o \text{ and } o.field = a \\
& \langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{M}(id), fp', \sigma', \mathbf{fnk}(\vec{stmt}, fp, \kappa) \rangle \\
& \quad \text{where } \sigma' = \sigma[(0, fp') \mapsto \sigma(r_0, fp), \dots, (n, fp') \mapsto \sigma(r_n, fp)] \\
& \quad \quad fp' = \text{alloc}(\varsigma) \\
& \langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{V}(id, \sigma(r_0, fp)), fp', \sigma', \mathbf{fnk}(\vec{stmt}, fp, \kappa) \rangle \\
& \quad \text{where } \sigma' = \sigma[(0, fp') \mapsto \sigma(r_0, fp), \dots, (n, fp') \mapsto \sigma(r_n, fp)] \\
& \quad \quad fp' = \text{alloc}(\varsigma) \\
& \langle \text{unop}(r_d, r_s) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r_d, fp) \mapsto v], \kappa \rangle \\
& \quad \text{where } v = \delta(\text{unop}, \sigma(r_s, fp)) \\
& \langle \text{binop}(r_d, r_1, r_2) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r_d, fp) \mapsto v], \kappa \rangle \\
& \quad \text{where } v = \delta(\text{binop}, \sigma(r_1, fp), \sigma(r_2, fp))
\end{aligned}$$

$\langle \text{nop} :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle$
 $\langle \text{move-object}(r_d, r_s) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r_d, \vec{\text{fp}}) \mapsto \sigma(r_s, \vec{\text{fp}})], \kappa \rangle$
 $\langle \text{return-void} :: \vec{\text{stmt}}', \vec{\text{fp}}', \sigma, \text{fnk}(\vec{\text{stmt}}, \vec{\text{fp}}, \kappa) \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle$
 $\langle \text{return-object}(r) :: \vec{\text{stmt}}', \vec{\text{fp}}', \sigma, \text{fnk}(\vec{\text{stmt}}, \vec{\text{fp}}, \kappa) \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(\text{ret}, \vec{\text{fp}}) \mapsto \sigma(n, \vec{\text{fp}}')], \kappa \rangle$
 $\langle \text{const}(r, c) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r, \vec{\text{fp}}) \mapsto c], \kappa \rangle$
 $\langle \text{throw}^\ell(r) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell'), \vec{\text{fp}}', \sigma[(\text{exn}, \vec{\text{fp}}') \mapsto \sigma(r, \vec{\text{fp}})], \kappa' \rangle$
 where $(\ell', \vec{\text{fp}}', \kappa') = \mathcal{H}(\ell, \vec{\text{fp}}, \kappa)$
 $\langle \text{goto}(\ell) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), \vec{\text{fp}}, \sigma, \kappa \rangle$
 $\langle \text{new-instance}(r, o) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r, \vec{\text{fp}}) \mapsto o], \kappa \rangle$
 where $o = \text{new}(\varsigma)$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), \vec{\text{fp}}, \sigma, \kappa \rangle$ if $\sigma(r, \vec{\text{fp}}) = \sigma(r', \vec{\text{fp}})$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle$ if $\sigma(r, \vec{\text{fp}}) \neq \sigma(r', \vec{\text{fp}})$
 $\langle \text{iget}(r_d, r_s, field) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r_d, \vec{\text{fp}}) \mapsto \sigma(a)], \kappa \rangle$
 where $\sigma(r_s, \vec{\text{fp}}) = o$ and $o.\text{field} = a$
 $\langle \text{iput}(r_v, r_s, field) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[a \mapsto \sigma(r_v, \vec{\text{fp}})], \kappa \rangle$
 where $\sigma(r_s, \vec{\text{fp}}) = o$ and $o.\text{field} = a$
 $\langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \mathcal{M}(id), \vec{\text{fp}}', \sigma', \text{fnk}(\vec{\text{stmt}}, \vec{\text{fp}}, \kappa) \rangle$
 where $\sigma' = \sigma[(0, \vec{\text{fp}}') \mapsto \sigma(r_0, \vec{\text{fp}}), \dots, (n, \vec{\text{fp}}') \mapsto \sigma(r_n, \vec{\text{fp}})]$
 $\vec{\text{fp}}' = \text{alloc}(\varsigma)$
 $\langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \mathcal{V}(id, \sigma(r_0, \vec{\text{fp}})), \vec{\text{fp}}', \sigma', \text{fnk}(\vec{\text{stmt}}, \vec{\text{fp}}, \kappa) \rangle$
 where $\sigma' = \sigma[(0, \vec{\text{fp}}') \mapsto \sigma(r_0, \vec{\text{fp}}), \dots, (n, \vec{\text{fp}}') \mapsto \sigma(r_n, \vec{\text{fp}})]$
 $\vec{\text{fp}}' = \text{alloc}(\varsigma)$
 $\langle \text{unop}(r_d, r_s) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r_d, \vec{\text{fp}}) \mapsto v], \kappa \rangle$
 where $v = \delta(\text{unop}, \sigma(r_s, \vec{\text{fp}}))$
 $\langle \text{binop}(r_d, r_1, r_2) :: \vec{\text{stmt}}, \vec{\text{fp}}, \sigma, \kappa \rangle \mapsto \langle \vec{\text{stmt}}, \vec{\text{fp}}, \sigma[(r_d, \vec{\text{fp}}) \mapsto v], \kappa \rangle$
 where $v = \delta(\text{binop}, \sigma(r_1, \vec{\text{fp}}), \sigma(r_2, \vec{\text{fp}}))$

$\langle \text{nop} :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma, \kappa \rangle$
 $\langle \text{move-object}(r_d, r_s) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r_d, fp) \mapsto \sigma(r_s, fp)], \kappa \rangle$
 $\langle \text{return-void} :: \vec{smt}', fp', \sigma, \text{fnk}(\vec{smt}, fp, \kappa) \rangle \mapsto \langle \vec{smt}, fp, \sigma, \kappa \rangle$
 $\langle \text{return-object}(r) :: \vec{smt}', fp', \sigma, \text{fnk}(\vec{smt}, fp, \kappa) \rangle \mapsto \langle \vec{smt}, fp, \sigma[(\text{ret}, fp) \mapsto \sigma(n, fp')], \kappa \rangle$
 $\langle \text{const}(r, c) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r, fp) \mapsto c], \kappa \rangle$
 $\langle \text{throw}^\ell(r) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell'), fp', \sigma[(\text{exn}, fp') \mapsto \sigma(r, fp)], \kappa' \rangle$
 where $(\ell', fp', \kappa') = \mathcal{H}(\ell, fp, \kappa)$
 $\langle \text{goto}(\ell) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), fp, \sigma, \kappa \rangle$
 $\langle \text{new-instance}(r, \tau) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r, fp) \mapsto o], \kappa \rangle$
 where $o = \text{new}(\varsigma)$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{S}(\ell), fp, \sigma, \kappa \rangle$ if $\sigma(r, fp) = \sigma(r', fp)$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma, \kappa \rangle$ if $\sigma(r, fp) \neq \sigma(r', fp)$
 $\langle \text{iget}(r_d, r_s, field) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r_d, fp) \mapsto \sigma(a)], \kappa \rangle$
 where $\sigma(r_s, fp) = o$ and $o.field = a$
 $\langle \text{input}(r_v, r_s, field) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[a \mapsto \sigma(r_v, fp)], \kappa \rangle$
 where $\sigma(r_s, fp) = o$ and $o.field = a$
 $\langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{M}(id), fp', \sigma', \text{fnk}(\vec{smt}, fp, \kappa) \rangle$
 where $\sigma' = \sigma[(0, fp') \mapsto \sigma(r_0, fp), \dots, (n, fp') \mapsto \sigma(r_n, fp)]$
 $fp' = \text{alloc}(\varsigma)$
 $\langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \mathcal{V}(id, \sigma(r_0, fp)), fp', \sigma', \text{fnk}(\vec{smt}, fp, \kappa) \rangle$
 where $\sigma' = \sigma[(0, fp') \mapsto \sigma(r_0, fp), \dots, (n, fp') \mapsto \sigma(r_n, fp)]$
 $fp' = \text{alloc}(\varsigma)$
 $\langle \text{unop}(r_d, r_s) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r_d, fp) \mapsto v], \kappa \rangle$
 where $v = \delta(\text{unop}, \sigma(r_s, fp))$
 $\langle \text{binop}(r_d, r_1, r_2) :: \vec{smt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{smt}, fp, \sigma[(r_d, fp) \mapsto v], \kappa \rangle$
 where $v = \delta(\text{binop}, \sigma(r_1, fp), \sigma(r_2, fp))$

(Van Horn & Might, 2012)



$\langle \text{nop} :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle$
 $\langle \text{move-object}(r_d, r_s) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto \hat{\sigma}(r_s, \hat{fp})], \hat{\kappa}, \hat{t} \rangle$
 $\langle \text{return-void} :: \vec{smt}', \hat{fp}', \hat{\sigma}, \text{fnk}(\vec{smt}, \hat{fp}, \hat{\kappa}) \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle$ if $\hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa)$
 $\langle \text{return-object}(r) :: \vec{smt}', \hat{fp}', \hat{\sigma}, \text{fnk}(\vec{smt}, \hat{fp}, \hat{\kappa}) \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(\text{ret}, \hat{fp}) \mapsto \hat{\sigma}(n, \hat{fp}')], \hat{\kappa} \rangle$ if $\hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa)$
 $\langle \text{const}(r, c) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto c], \hat{\kappa}, \hat{t} \rangle$
 $\langle \text{throw}^\ell(r) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{S}(\ell'), \hat{fp}', \hat{\sigma} \sqcup [(\text{exn}, \hat{fp}') \mapsto \hat{\sigma}(r, \hat{fp})], \hat{\kappa}' \rangle$
 where $(\ell', \hat{fp}', \hat{\kappa}') = \mathcal{H}_{\hat{\sigma}}(\ell, \hat{fp}, \hat{\kappa})$
 $\langle \text{goto}(\ell) :: \vec{smt}', \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{S}(\ell), \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle$
 $\langle \text{new-instance}(r, \tau) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto o], \hat{\kappa}, \hat{t} \rangle$
 where $o = \text{new}(\varsigma)$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{S}(\ell), \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle$
 if $\exists v_1 \in \hat{\sigma}(r, \hat{fp}), \exists v_2 \in \hat{\sigma}(r', \hat{fp}). v_1 = v_2$
 $\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle$
 if $\exists v_1 \in \hat{\sigma}(r, \hat{fp}), \exists v_2 \in \hat{\sigma}(r', \hat{fp}). v_1 \neq v_2$
 $\langle \text{iget}(r_d, r_s, field) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto \hat{\sigma}(a)], \hat{\kappa}, \hat{t} \rangle$
 where $\hat{\sigma}(r_s, \hat{fp}) \ni o$ and $o.field = a$
 $\langle \text{input}(r_v, r_s, field) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [a \mapsto \hat{\sigma}(r_v, \hat{fp})], \hat{\kappa}, \hat{t} \rangle$
 where $\hat{\sigma}(r_s, \hat{fp}) \ni o$ and $o.field = a$
 $\langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{M}(id), \hat{fp}', \hat{\sigma}'', \text{fnk}(\vec{smt}, \hat{fp}, \hat{\kappa}), \hat{t}' \rangle$
 where $\hat{\sigma}'' = \hat{\sigma}' \sqcup [(0, \hat{fp}') \mapsto \sigma(r_0, \hat{fp}), \dots, (n, \hat{fp}') \mapsto \sigma(r_n, \hat{fp})]$
 $\hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}]$
 $\hat{fp}' = \widehat{\text{alloc}}(\varsigma)$
 $\hat{a}_\kappa = \widehat{\text{alloc}}(\varsigma)$
 $\hat{t}' = \widehat{\text{tck}}(\hat{t})$
 $\langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{V}(id, v), \hat{fp}', \hat{\sigma}'', \text{fnk}(\vec{smt}, \hat{fp}, \hat{\kappa}), \hat{t}' \rangle$ if $v \in \hat{\sigma}(r_0, \hat{fp})$
 where $\hat{\sigma}'' = \hat{\sigma}' \sqcup [(0, \hat{fp}') \mapsto \hat{\sigma}(r_0, \hat{fp}), \dots, (n, \hat{fp}') \mapsto \hat{\sigma}(r_n, \hat{fp})]$
 $\hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}]$
 $\hat{fp}' = \widehat{\text{alloc}}(\varsigma)$
 $\hat{a}_\kappa = \widehat{\text{alloc}}(\varsigma)$
 $\hat{t}' = \widehat{\text{tck}}(\hat{t})$
 $\langle \text{unop}(r_d, r_s) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle$
 where $v \in \delta(\text{unop}, \sigma(r_s, \hat{fp}))$
 $\langle \text{binop}(r_d, r_1, r_2) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle$
 where $v \in \delta(\text{binop}, \hat{\sigma}(r_1, \hat{fp}), \hat{\sigma}(r_2, \hat{fp}))$

$$\begin{aligned}
\langle \text{nop} :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
\langle \text{move-object}(r_d, r_s) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto \hat{\sigma}(r_s, \hat{fp})], \hat{\kappa}, \hat{t} \rangle \\
\langle \text{return-void} :: \vec{smt}', \hat{fp}', \hat{\sigma}, \mathbf{fnk}(\vec{smt}, \hat{fp}, \hat{a}_\kappa) \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \text{ if } \hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa) \\
\langle \text{return-object}(r) :: \vec{smt}', \hat{fp}', \hat{\sigma}, \mathbf{fnk}(\vec{smt}, \hat{fp}, \hat{a}_\kappa) \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto \hat{\sigma}(n, \hat{fp}')], \hat{\kappa} \rangle \text{ if } \hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa) \\
\langle \text{const}(r, c) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto c], \hat{\kappa}, \hat{t} \rangle \\
\langle \text{throw}^\ell(r) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle &\longmapsto \langle \mathcal{S}(\ell'), \hat{fp}', \hat{\sigma} \sqcup [(\text{exn}, \hat{fp}') \mapsto \hat{\sigma}(r, \hat{fp})], \hat{\kappa}' \rangle \\
&\quad \text{where } (\ell', \hat{fp}', \hat{\kappa}') \in \widehat{\mathcal{H}}_{\hat{\sigma}}(\ell, \hat{fp}, \hat{\kappa}) \\
\langle \text{goto}(\ell) :: \vec{smt}', \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \mathcal{S}(\ell), \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
\langle \text{new-instance}(r, \tau) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto o], \hat{\kappa}, \hat{t} \rangle \\
&\quad \text{where } o = \widehat{\text{new}}(\varsigma) \\
\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \mathcal{S}(\ell), \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
&\quad \text{if } \exists v_1 \in \hat{\sigma}(r, \hat{fp}), \exists v_2 \in \hat{\sigma}(r', \hat{fp}). v_1 = v_2 \\
\langle \text{if-eq}(r, r', \ell) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
&\quad \text{if } \exists v_1 \in \hat{\sigma}(r, \hat{fp}), \exists v_2 \in \hat{\sigma}(r', \hat{fp}). v_1 \neq v_2 \\
\langle \text{iget}(r_d, r_s, field) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto \hat{\sigma}(a)], \hat{\kappa}, \hat{t} \rangle \\
&\quad \text{where } \hat{\sigma}(r_s, \hat{fp}) \ni o \text{ and } o.field = a \\
\langle \text{iinput}(r_v, r_s, field) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [a \mapsto \hat{\sigma}(r_v, \hat{fp})], \hat{\kappa}, \hat{t} \rangle \\
&\quad \text{where } \hat{\sigma}(r_s, \hat{fp}) \ni o \text{ and } o.field = a \\
\langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \mathcal{M}(id), \hat{fp}', \hat{\sigma}'', \mathbf{fnk}(\vec{smt}, \hat{fp}, \hat{a}_\kappa), \hat{t}' \rangle \\
&\quad \text{where } \hat{\sigma}'' = \hat{\sigma}' \sqcup [(0, \hat{fp}') \mapsto \sigma(r_0, \hat{fp}), \dots, (n, \hat{fp}') \mapsto \sigma(r_n, \hat{fp})] \\
&\quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
&\quad \hat{fp}' = \widehat{\text{alloc}}(\hat{\varsigma}) \\
&\quad \hat{a}_\kappa = \widehat{\text{alloc}}(\hat{\varsigma}) \\
&\quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
\langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle &\longmapsto \langle \mathcal{V}(id, v), \hat{fp}', \hat{\sigma}'', \mathbf{fnk}(\vec{smt}, \hat{fp}, \hat{\kappa}), \hat{t}' \rangle \text{ if } v \in \hat{\sigma}(r_0, \hat{fp}) \\
&\quad \text{where } \hat{\sigma}'' = \hat{\sigma}' \sqcup [(0, \hat{fp}') \mapsto \hat{\sigma}(r_0, \hat{fp}), \dots, (n, \hat{fp}') \mapsto \sigma(r_n, \hat{fp})] \\
&\quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
&\quad \hat{fp}' = \widehat{\text{alloc}}(\hat{\varsigma}) \\
&\quad \hat{a}_\kappa = \widehat{\text{alloc}}(\hat{\varsigma}) \\
&\quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
\langle \text{unop}(r_d, r_s) :: \vec{smt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle \\
&\quad \text{where } v \in \hat{\delta}(\text{unop}, \sigma(r_s, \hat{fp})) \\
\langle \text{binop}(r_d, r_1, r_2) :: \vec{smt}, \hat{fp}, \sigma, \kappa \rangle &\longmapsto \langle \vec{smt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle \\
&\quad \text{where } v \in \hat{\delta}(\text{binop}, \hat{\sigma}(r_1, \hat{fp}), \hat{\sigma}(r_2, \hat{fp}))
\end{aligned}$$

6 months

```

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx,vy,vz
aget-short vx,vy,vz

put vx,vy,vz
put-wide vx,vy,vz
put-object vx,vy,vz
put-boolean vx,vy,vz
put-byte vx,vy,vz
put-char vx,vy,vz
put-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

```

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx, lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

After

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx, vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx,vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx,vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx,vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpf-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx,vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

nop

move vx,vy
move/from16 vx,vy
move/16
move-wide
move-wide/from16 vx,vy
move-wide/16
move-object vx,vy
move-object/from16 vx,vy
move-object/16
move-result vx
move-result-wide vx
move-result-object vx
move-exception vx

return-void
return vx
return-wide vx
return-object vx

const/4 vx,lit4
const/16 vx,lit16
const vx, lit32
const/high16 v0, lit16
const-wide/16 vx, lit16
const-wide/32 vx, lit32
const-wide vx, lit64
const-wide/high16 vx,lit16
const-string vx,string_id
const-string-jumbo
const-class vx,type_id

monitor-enter vx
monitor-exit

check-cast vx, type_id

instance-of vx,vy,type_id

array-length vx,vy

new-instance vx,type
new-array vx,vy,type_id
filled-new-array {parameters},type_id
filled-new-array-range {vx..vy},type_id
fill-array-data vx,array_data_offset

throw vx

goto target
goto/16 target
goto/32 target

packed-switch vx,table
sparse-switch vx,table

cmpl-float
cmpg-float vx, vy, vz
cmpl-double vx,vy,vz
cmpg-double vx, vy, vz
cmp-long vx, vy, vz

if-eq vx,vy,target
if-ne vx,vy,target
if-lt vx,vy,target
if-ge vx, vy,target
if-gt vx,vy,target
if-le vx,vy,target
if-eqz vx,target
if-nez vx,target
if-ltz vx,target
if-gez vx,target
if-gtz vx,target
if-lez vx,target

aget vx,vy,vz
aget-wide vx,vy,vz
aget-object vx,vy,vz
aget-boolean vx,vy,vz
aget-byte vx,vy,vz
aget-char vx, vy,vz

aget-short vx,vy,vz

aput vx,vy,vz
aput-wide vx,vy,vz
aput-object vx,vy,vz
aput-boolean vx,vy,vz
aput-byte vx,vy,vz
aput-char vx,vy,vz
aput-short vx,vy,vz

iget vx, vy, field_id
iget-wide vx,vy,field_id
iget-object vx,vy,field_id
iget-boolean vx,vy,field_id
iget-byte vx,vy,field_id
iget-char vx,vy,field_id
iget-short vx,vy,field_id

iput vx,vy, field_id
iput-wide vx,vy, field_id
iput-object vx,vy,field_id
iput-boolean vx,vy, field_id
iput-byte vx,vy,field_id
iput-char vx,vy,field_id
iput-short vx,vy,field_id

sget vx,field_id
sget-wide vx, field_id
sget-object vx,field_id
sget-boolean vx,field_id
sget-byte vx,field_id
sget-char vx,field_id
sget-short vx,field_id

sput vx, field_id
sput-wide vx, field_id
sput-object vx,field_id
sput-boolean vx,field_id
sput-byte vx,field_id
sput-char vx,field_id
sput-short vx,field_id

invoke-virtual { parameters },methodtocall
invoke-super {parameter},methodtocall
invoke-direct { parameters },methodtocall
invoke-static {parameters},methodtocall
invoke-interface {parameters},methodtocall

invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

add-int vx,vy,vz
sub-int vx,vy,vz
mul-int vx, vy, vz
div-int vx,vy,vz
rem-int vx,vy,vz

and-int vx, vy, vz
or-int vx, vy, vz
xor-int vx, vy, vz
shl-int vx, vy, vz
shr-int vx, vy, vz
ushr-int vx, vy, vz
add-long vx, vy, vz
sub-long vx,vy,vz
mul-long vx,vy,vz
div-long vx, vy, vz
rem-long vx,vy,vz
and-long vx, vy, vz
or-long vx, vy, vz
xor-long vx, vy, vz
shl-long vx, vy, vz
shr-long vx,vy,vz
ushr-long vx, vy, vz
add-float vx,vy,vz
sub-float vx,vy,vz
mul-float vx, vy, vz
div-float vx, vy, vz
rem-float vx,vy,vz
add-double vx,vy,vz
sub-double vx,vy,vz
mul-double vx, vy, vz
div-double vx, vy, vz
rem-double vx,vy,vz
add-int/2addr vx,vy
sub-int/2addr vx,vy
mul-int/2addr vx,vy
div-int/2addr vx,vy
rem-int/2addr vx,vy
and-int/2addr vx, vy
or-int/2addr vx, vy
xor-int/2addr vx, vy
shl-int/2addr vx, vy
shr-int/2addr vx, vy
ushr-int/2addr vx, vy
add-long/2addr vx,vy
sub-long/2addr vx,vy
mul-long/2addr vx,vy
div-long/2addr vx, vy
rem-long/2addr vx,vy
and-long/2addr vx, vy
or-long/2addr vx, vy
xor-long/2addr vx, vy
shl-long/2addr vx, vy
shr-long/2addr vx, vy
ushr-long/2addr vx, vy
add-float/2addr vx,vy
sub-float/2addr vx,vy
mul-float/2addr vx, vy
div-float/2addr vx, vy
rem-float/2addr vx,vy
add-double/2addr vx, vy
sub-double/2addr vx, vy
mul-double/2addr vx, vy
div-double/2addr vx,vy
rem-double/2addr vx,vy
add-int/lit16 vx,vy,lit16
sub-int/lit16 vx,vy,lit16
mul-int/lit16 vx,vy,lit16
div-int/lit16 vx,vy,lit16
rem-int/lit16 vx,vy,lit16
and-int/lit16 vx,vy,lit16
or-int/lit16 vx,vy,lit16
xor-int/lit16 vx,vy,lit16
add-int/lit8 vx,vy,lit8
sub-int/lit8 vx,vy,lit8
mul-int/lit8 vx,vy,lit8
div-int/lit8 vx,vy,lit8
rem-int/lit8 vx,vy,lit8
and-int/lit8 vx,vy,lit8
or-int/lit8 vx, vy, lit8
xor-int/lit8 vx, vy, lit8
shl-int/lit8 vx, vy, lit8
shr-int/lit8 vx, vy, lit8
ushr-int/lit8 vx, vy, lit8

A screenshot of a web browser window titled "Anandroid: a static analyzer". The address bar shows the URL "pegasus.cs.utah.edu:8080". The main content area displays the title "Anandroid: a static analyzer for Android malware detection" and a form for uploading an APK file. The form includes a "Choose File" button with the text "No file chosen" and a "Submit" button. Below the form, there is a list of instructions:

- Google Chrome is recommended, version 26.0.1410.43. (it is our testing environment), Safari works, you can try Firefox.
- Please enable Javascript to use Anandroid.

An android: a static analyzer x

pegasus.cs.utah.edu:8080/upload

An android: a static analyzer for Android malware detection

Configure TAPAS

Context-sensitivity K 1

Abstract Garbage Collection? True

Intra-procedural? False

Exception-flow analysis? False

Cut off states after number? No

Cut off states after some time? No

Regex to highlight states? No

Check list to match states? No

An android: a static analyzer x

pegasus.cs.utah.edu:8080/upload

An android: a static analyzer for Android malware detection

Configure TAPAS

Context-sensitivity K 1

Abstract Garbage Collection? True

Intra-procedural? False

Exception-flow analysis? False

Cut off states after number? No

Cut off states after some time? No

Regex to highlight states? No

Check list to match states? No

An android static analyzer

pegasus.cs.utah.edu:8080/upload

How to use:

1. **Context sensitivity k:** Last k call sites (0 to up to 2);
2. **Abstract garbage collection:** Garbage collect unreachable abstract addresses, can boost precision and performance. Live register analysis is also turned on when this option is on. It is recommended to turn this option.
3. **Intra-procedural? :** It is specialized to do intra-procedural analysis in the framework. Turning intra-procedural analysis can be really fast but very imprecise!!! (It is used for a subproject-Intent fuzzer)
4. : analyze exception-flows. The analyzer may be slowed down. This feature is experimental.
5. **Cut off states after number?:** Stop analyzer after some number of explored states. When this option is on, you will need to input a number in the input text field appeared next line;
6. **Cut off states after some time?:** Stop analyzer after after some minutes or hours. When this option is on, you are required to select the upper bound time limit in the selector appeared in the next line with the default value 5 minutes;
7. **Regex to highlight state?:** The regular expression to search the analysis results, matched states will be highlighted in the color number 8:

rdpu8 color scheme

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

If this option is off, state graph will use default color scheme to color states: 2 for normal states, 4 for tainted states, red for source or sinks states.

set312 color scheme

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

8. **Check list to match states?:** Similar to regex matching, this is handy to match analysis result with set of specific kinds of categories. A list of checkboxes will be popped following the option. To reduce confusion, it will use the same color scheme as regex matching do (color number 8 in rdpu8) to color matched states. Otherwise, default color scheme will apply;
9. **Start Anandroid: start analysis.**

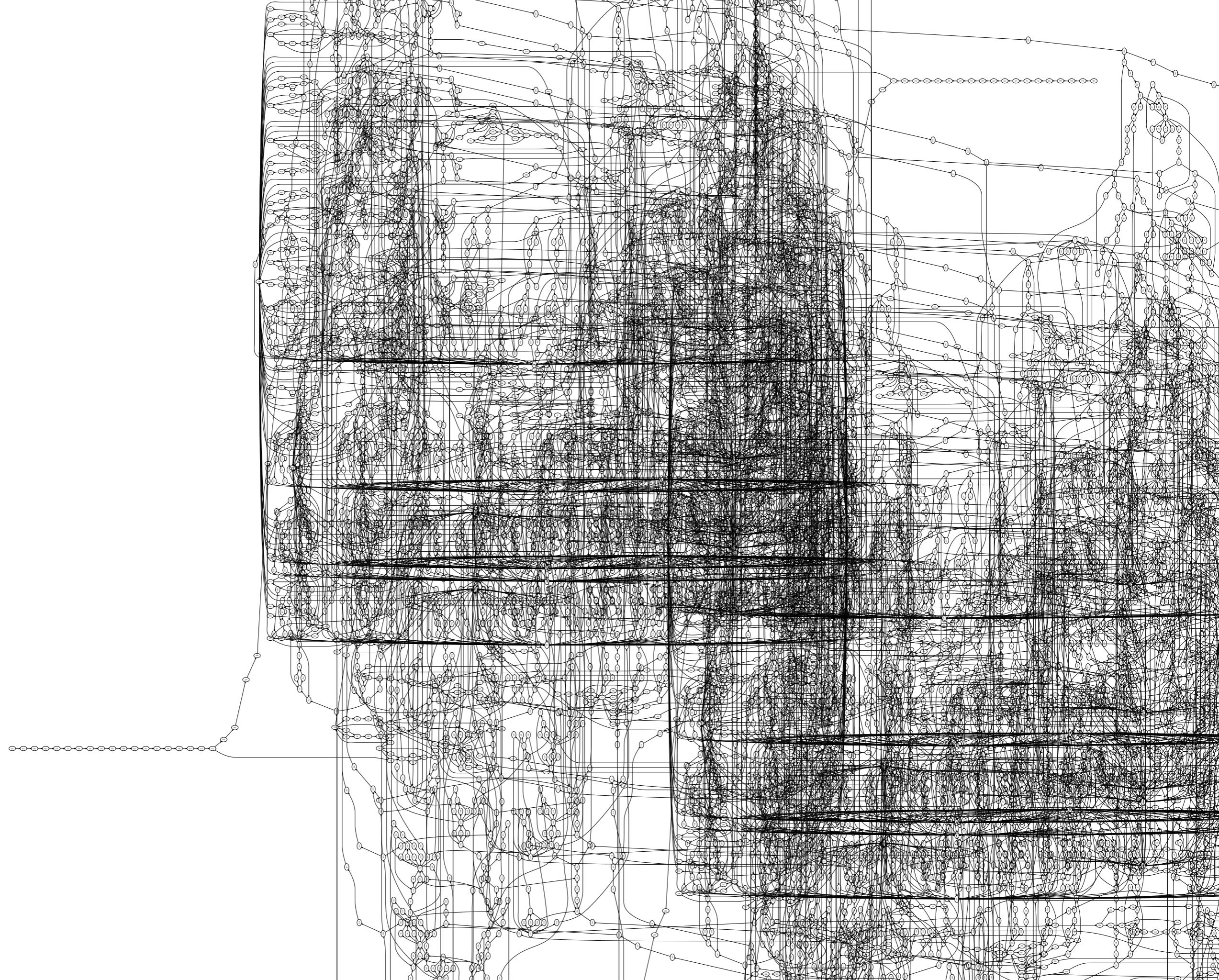
Additional note:

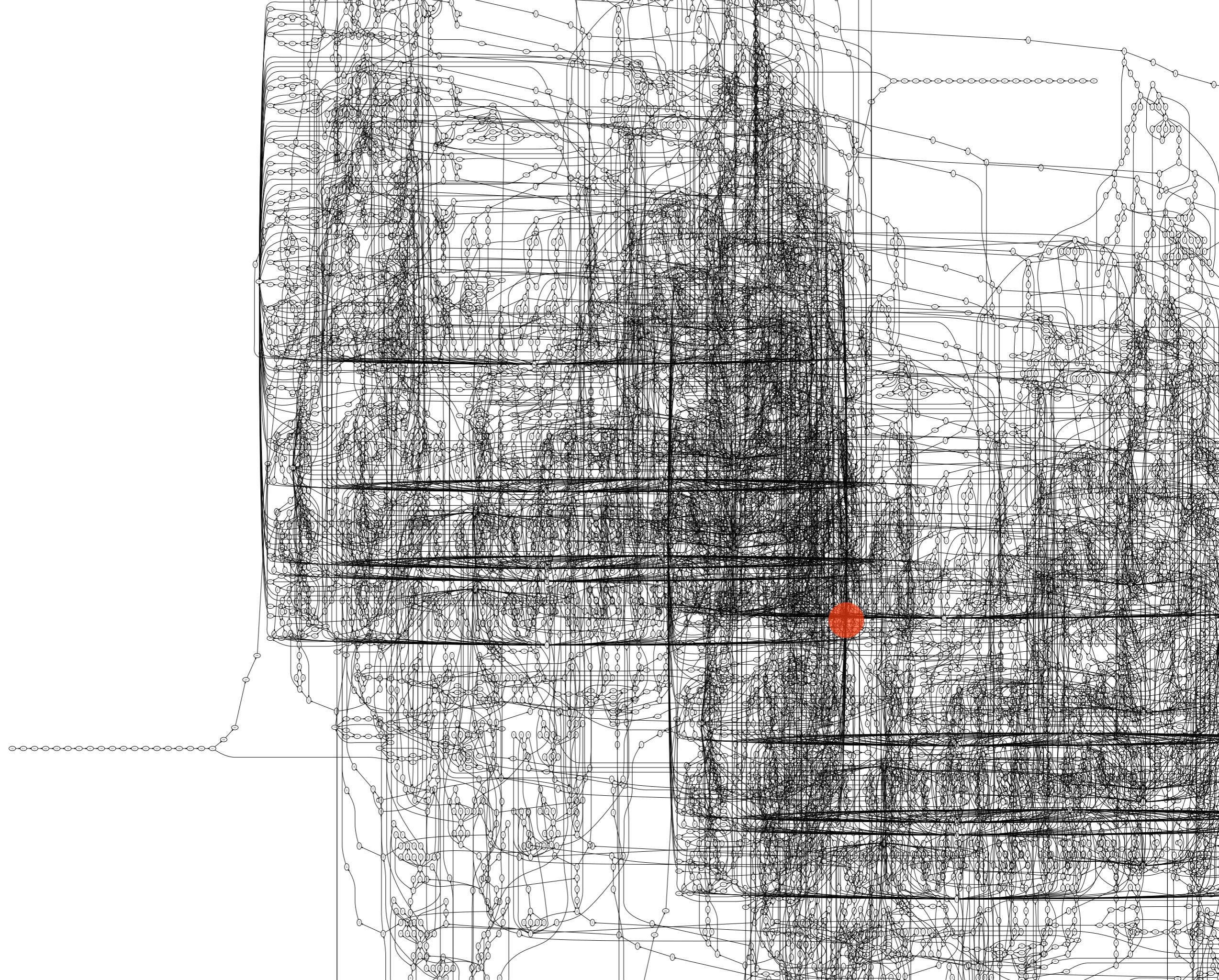




1TB







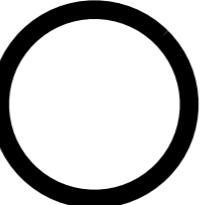
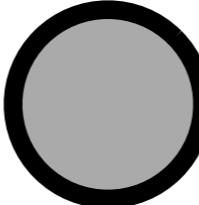
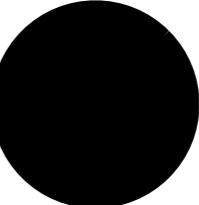


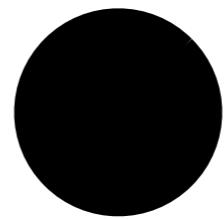
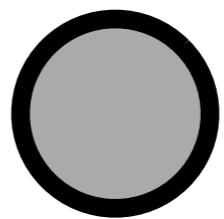
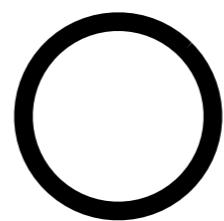
Abstract garbage collection

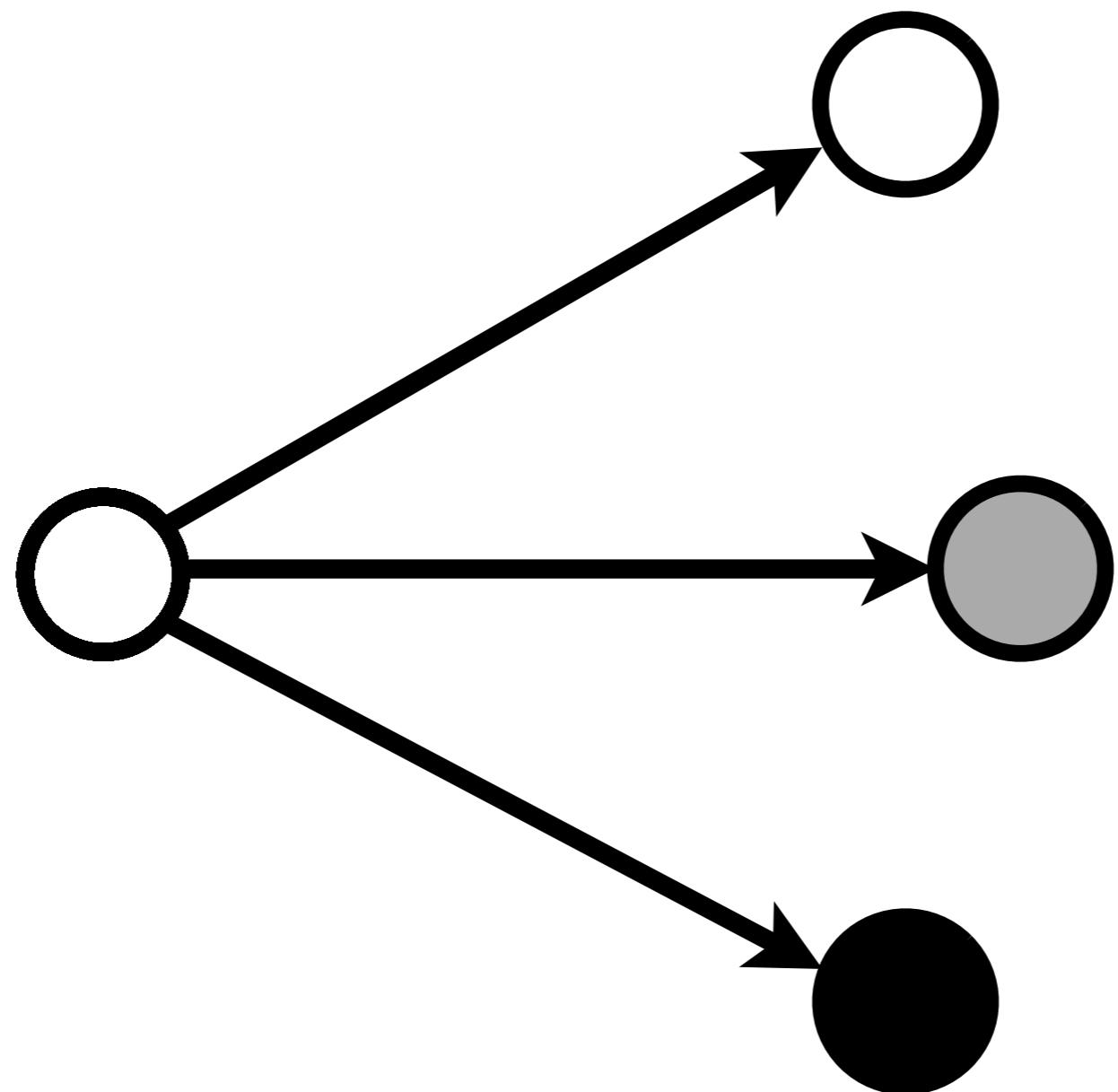
o.f ()

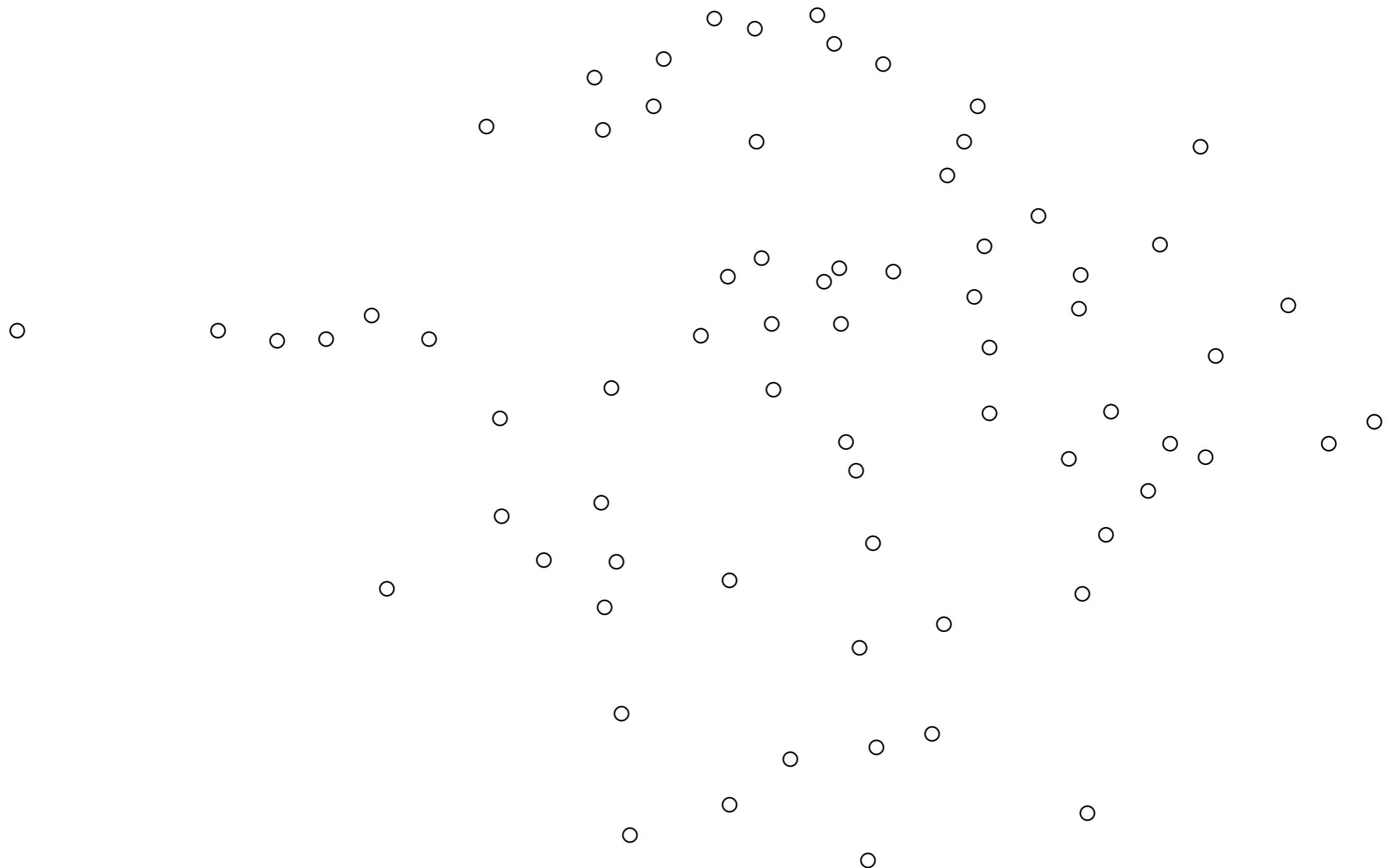
What is o?

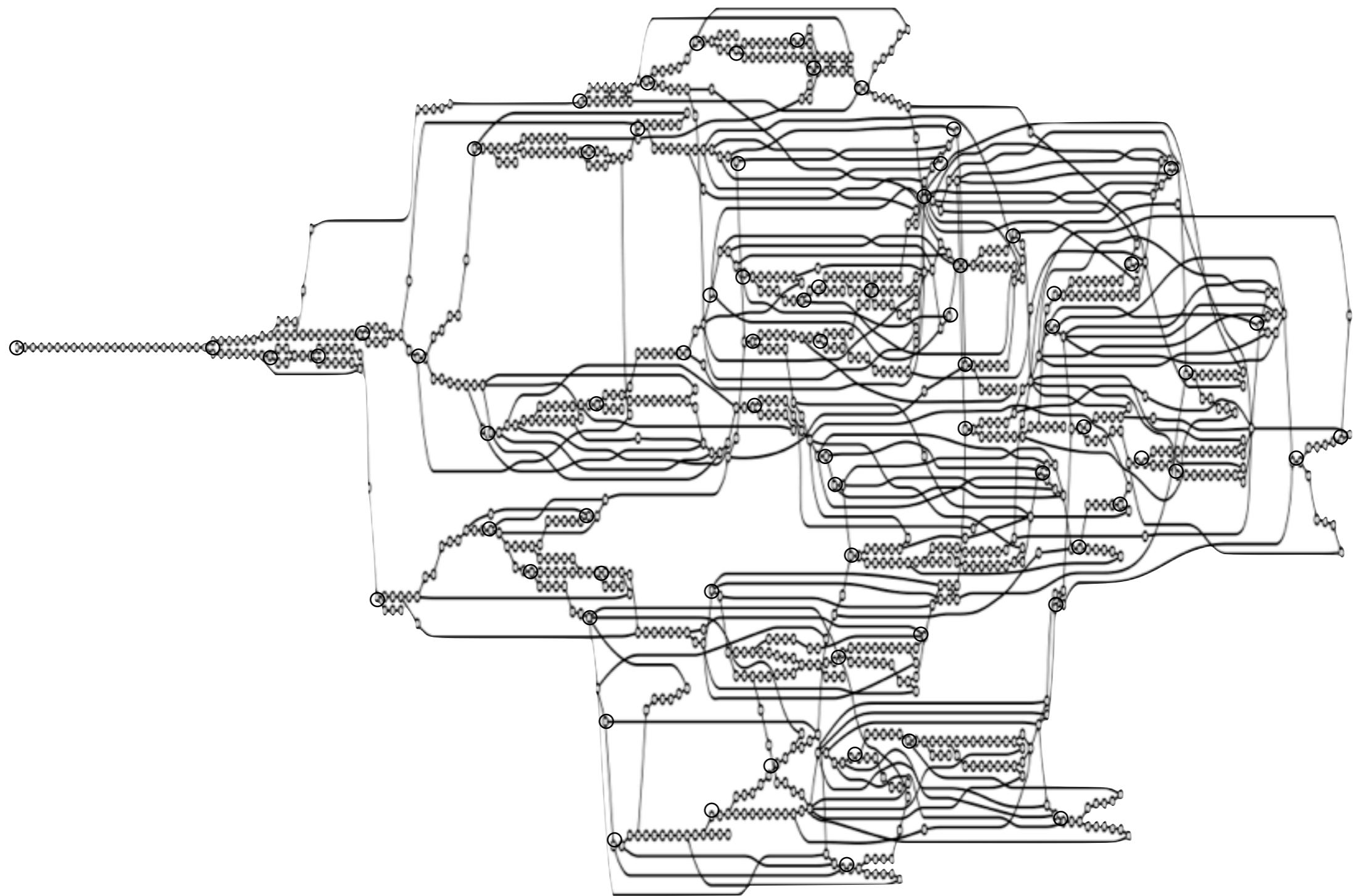
o is or or

o is  or  or 







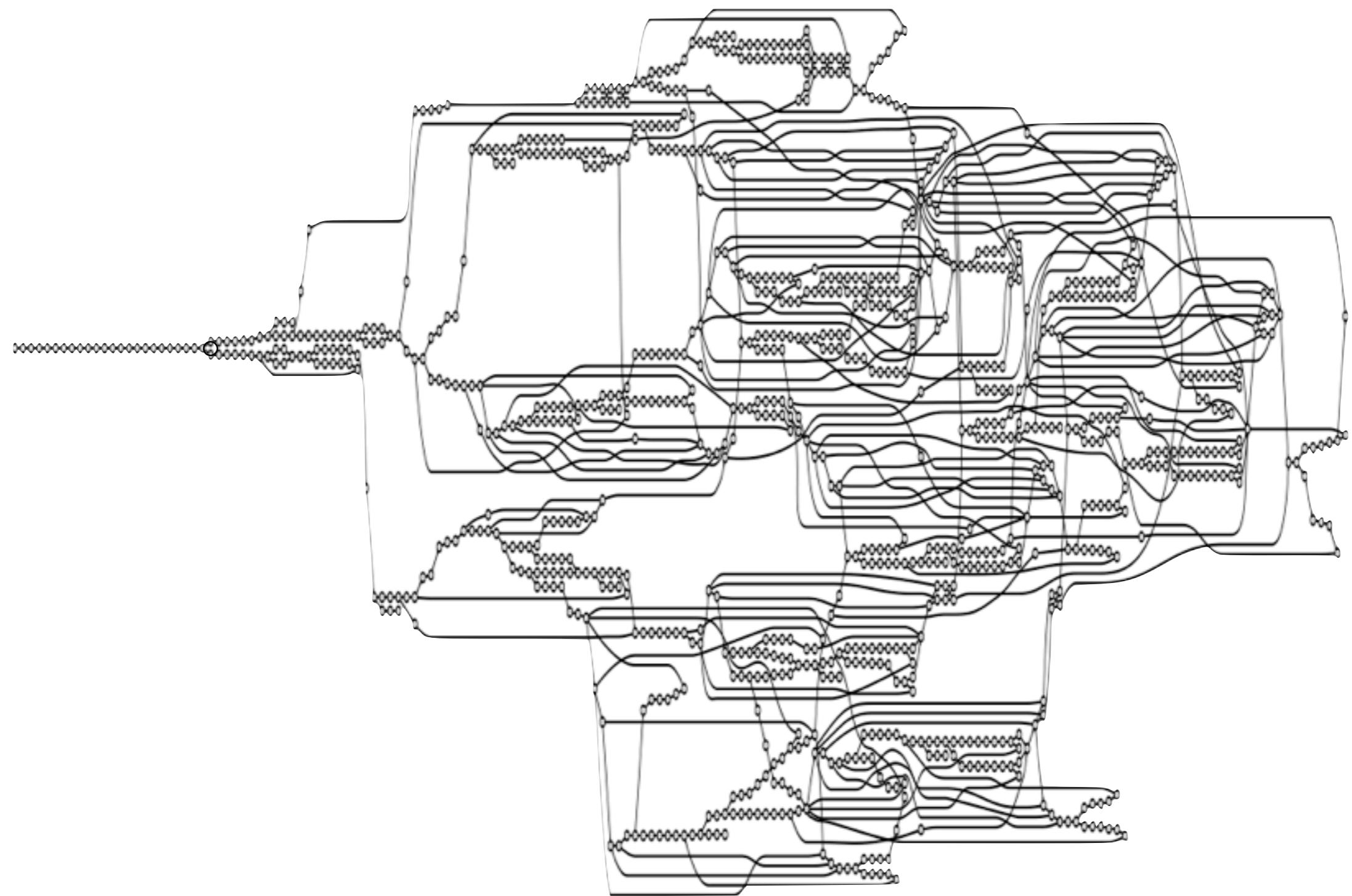


Problem?

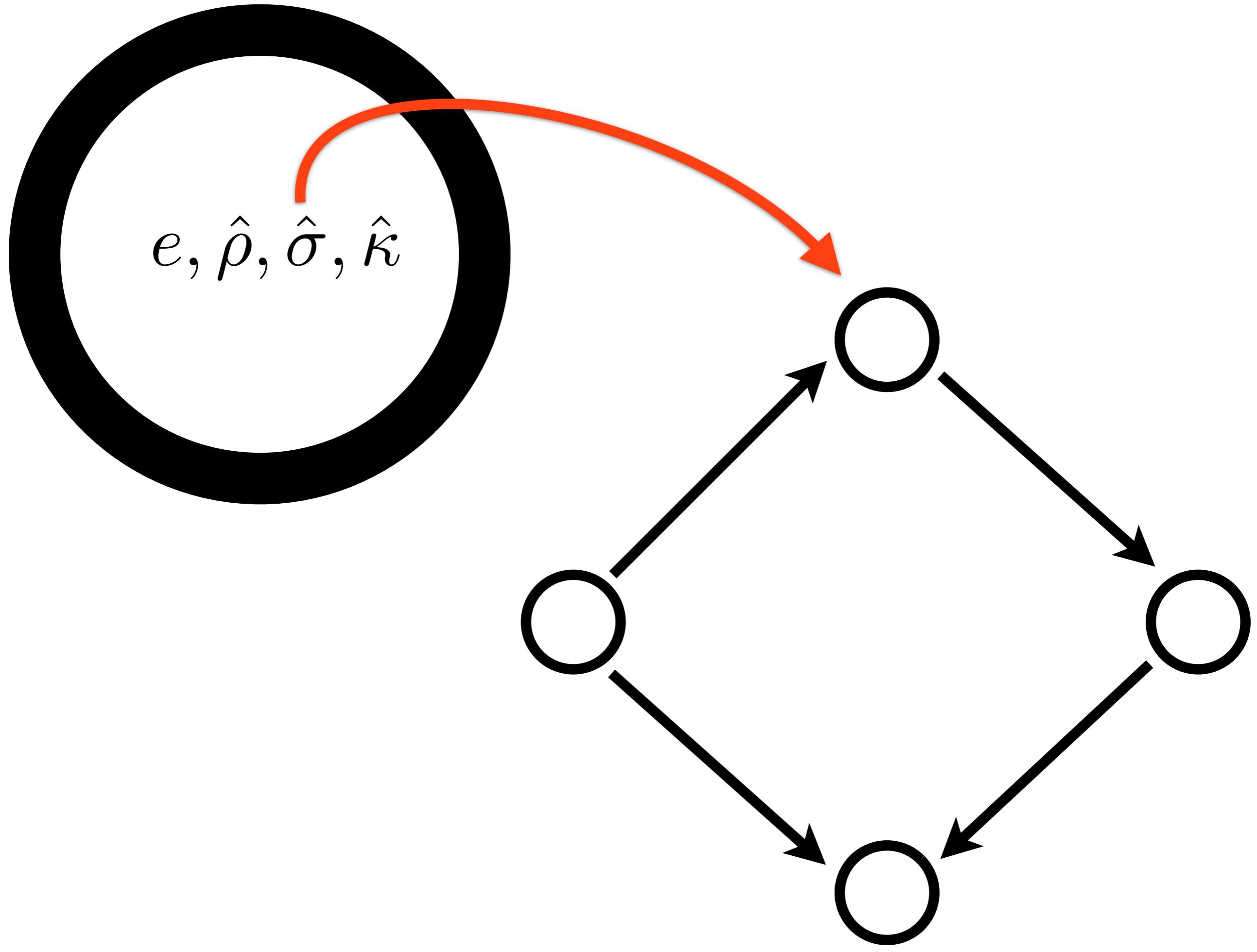
Finite heap.

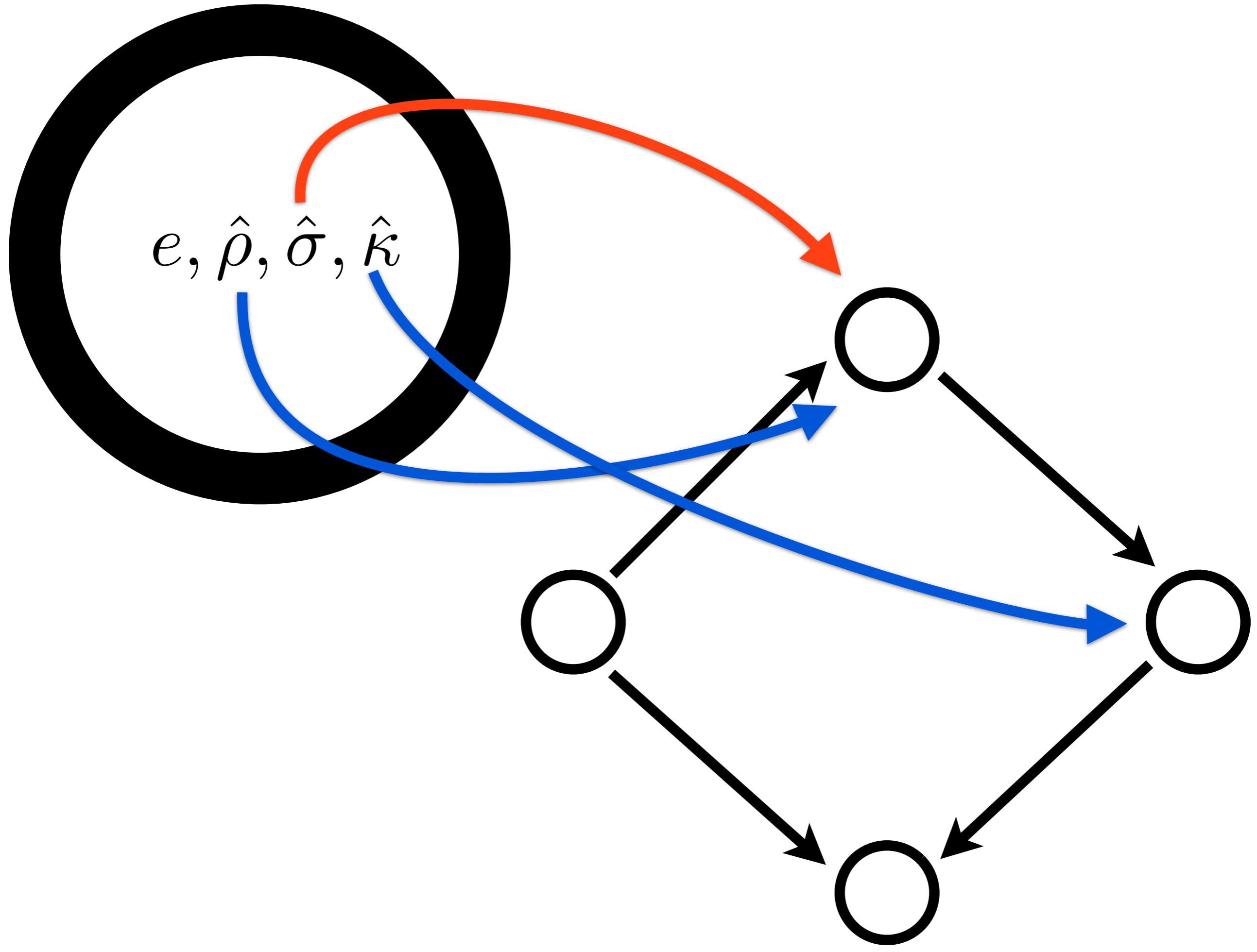
Solution?

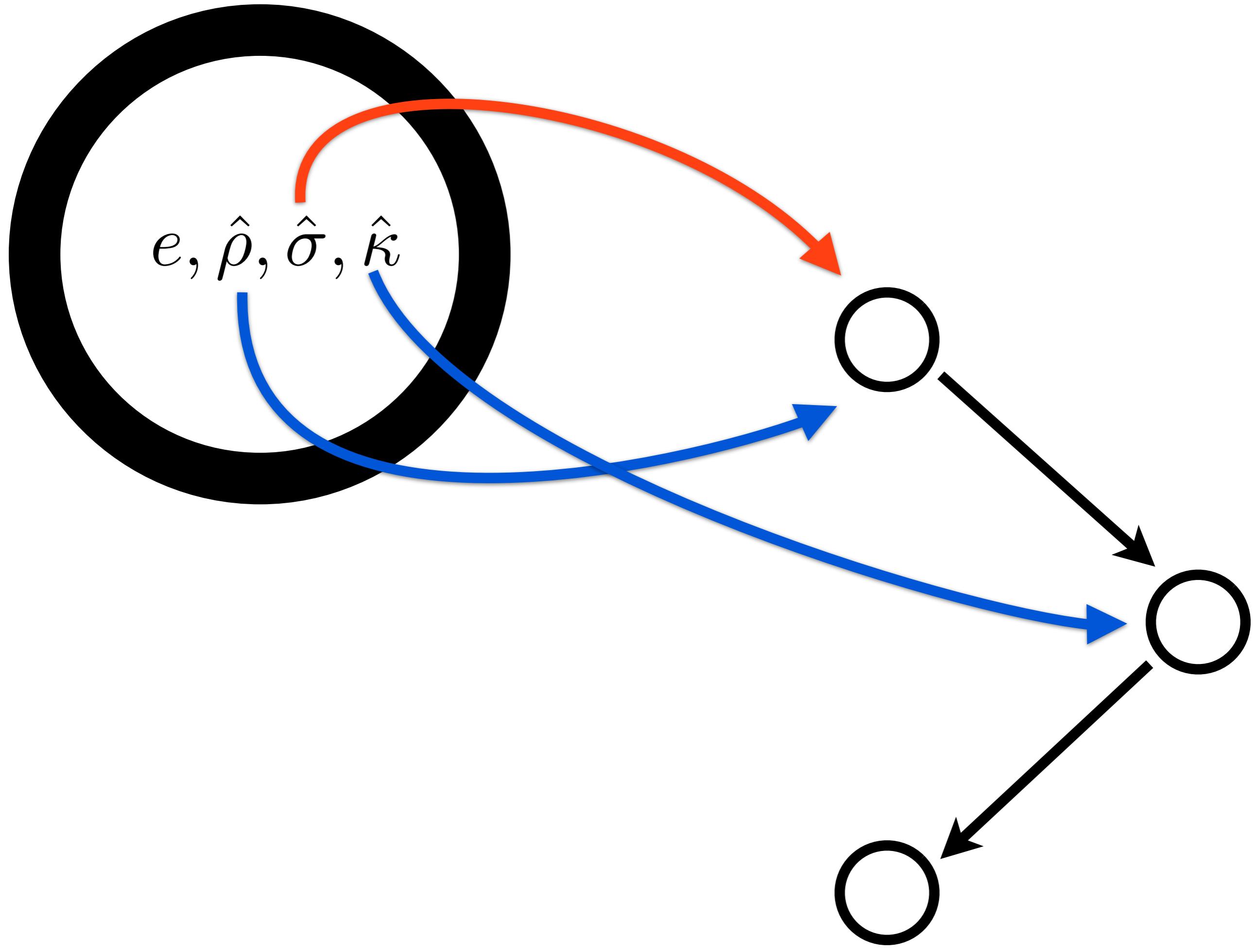
Toss garbage.



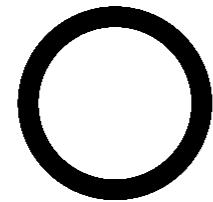
$e, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$

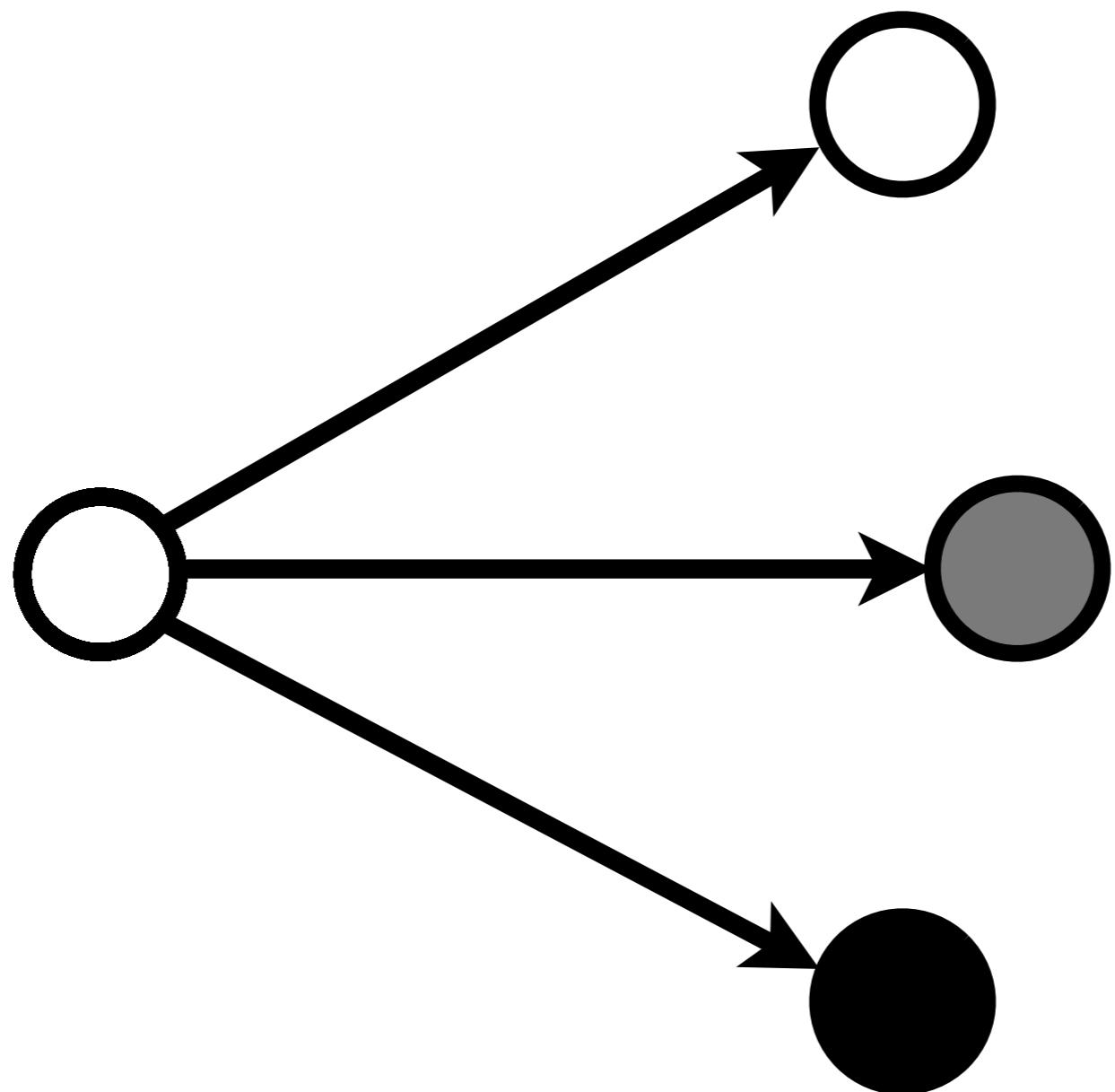






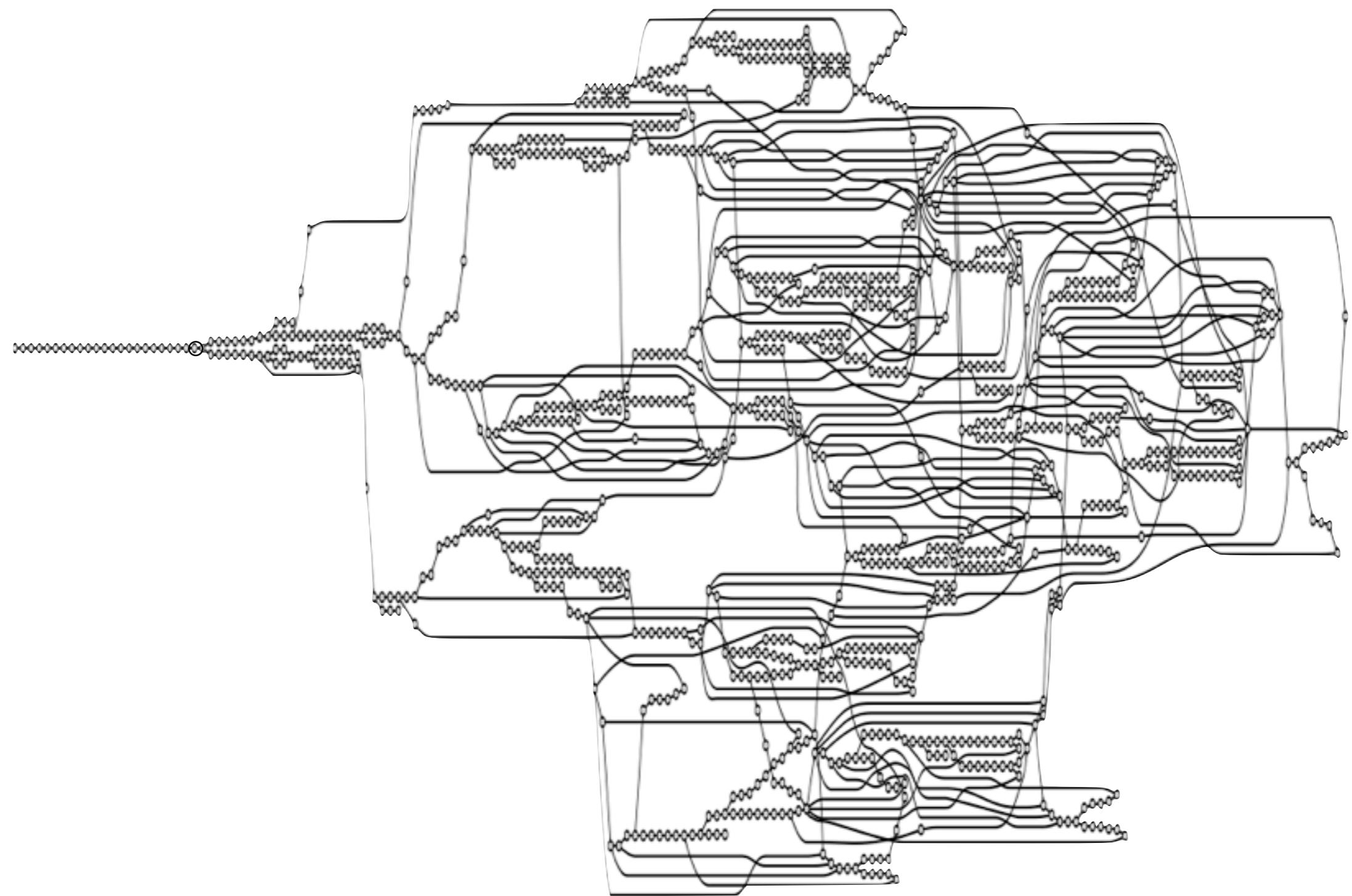
$e, \hat{\rho}, \hat{\sigma}', \hat{\kappa}$

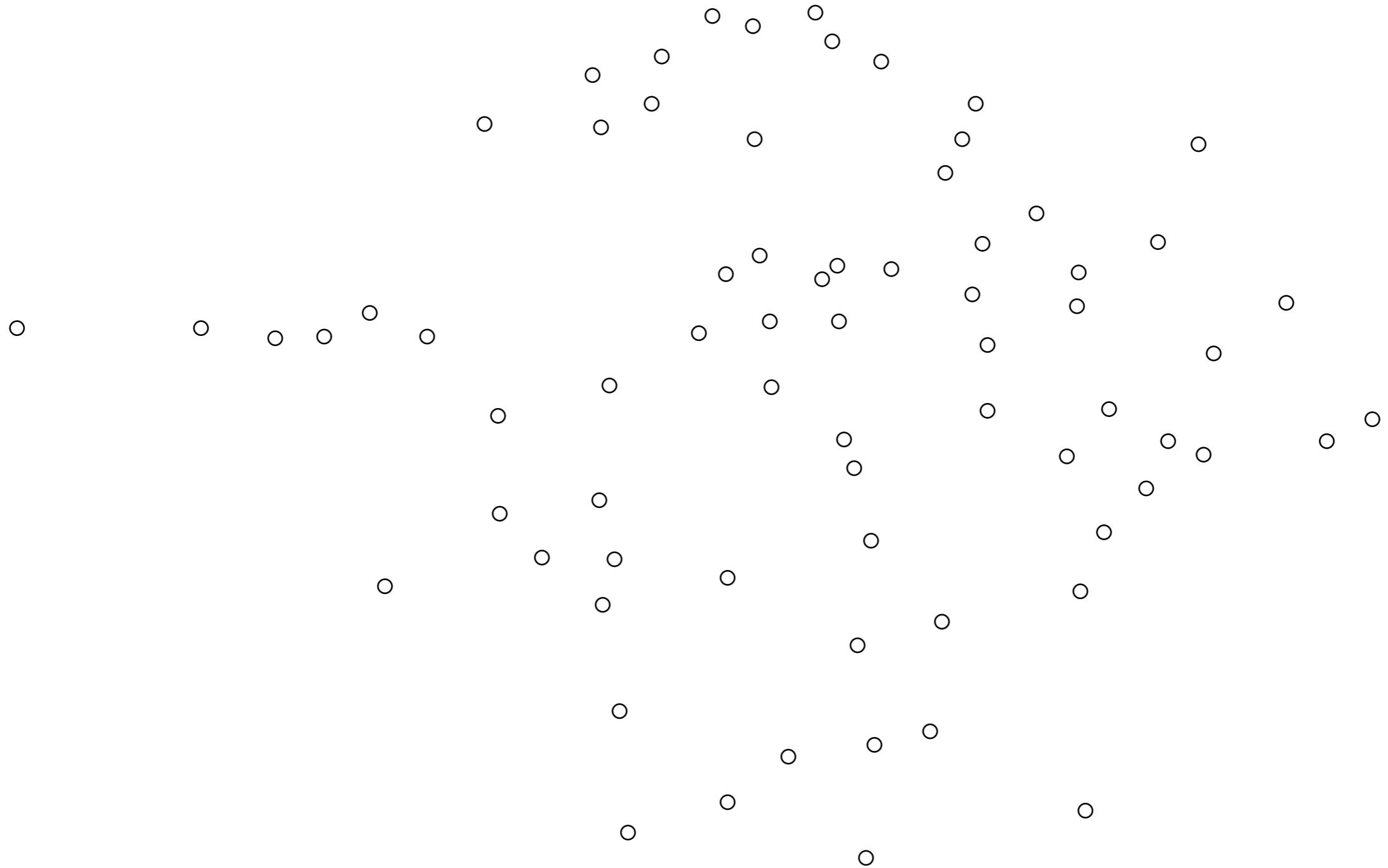


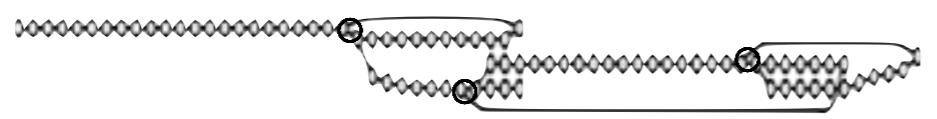




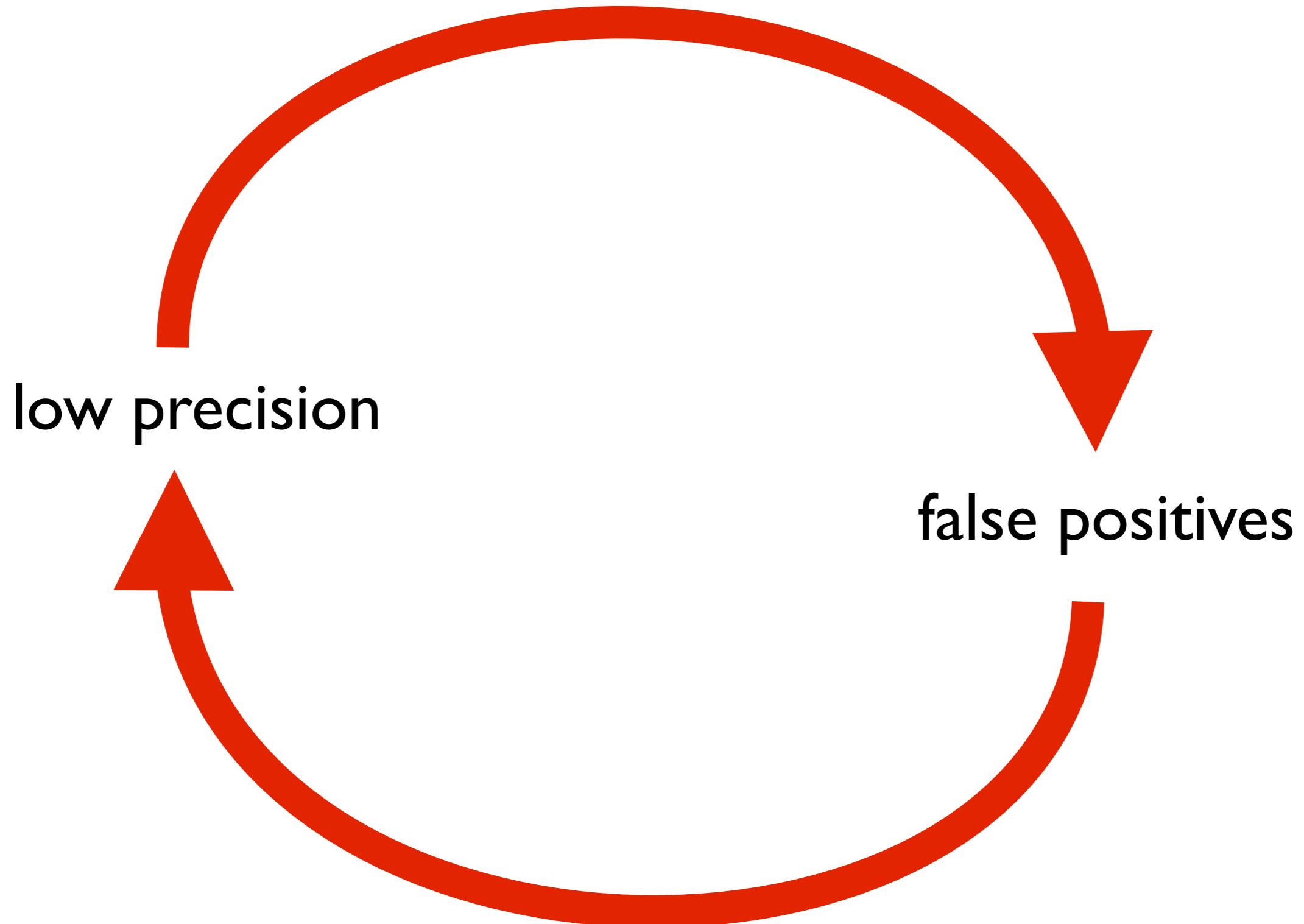


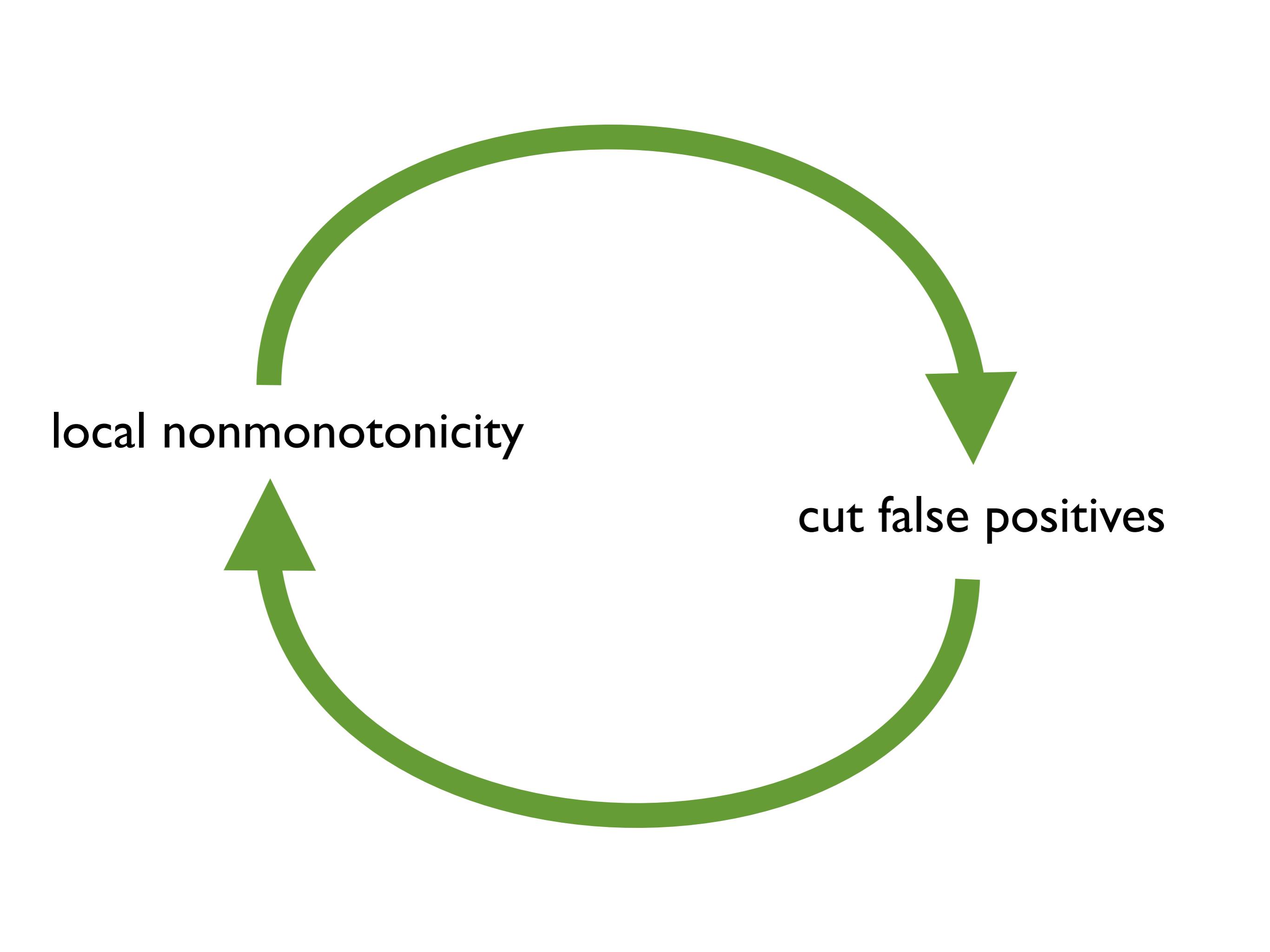






What's happening?





local nonmonotonicity

cut false positives

1 GB

Terminal — zsh — 82x20 — %1

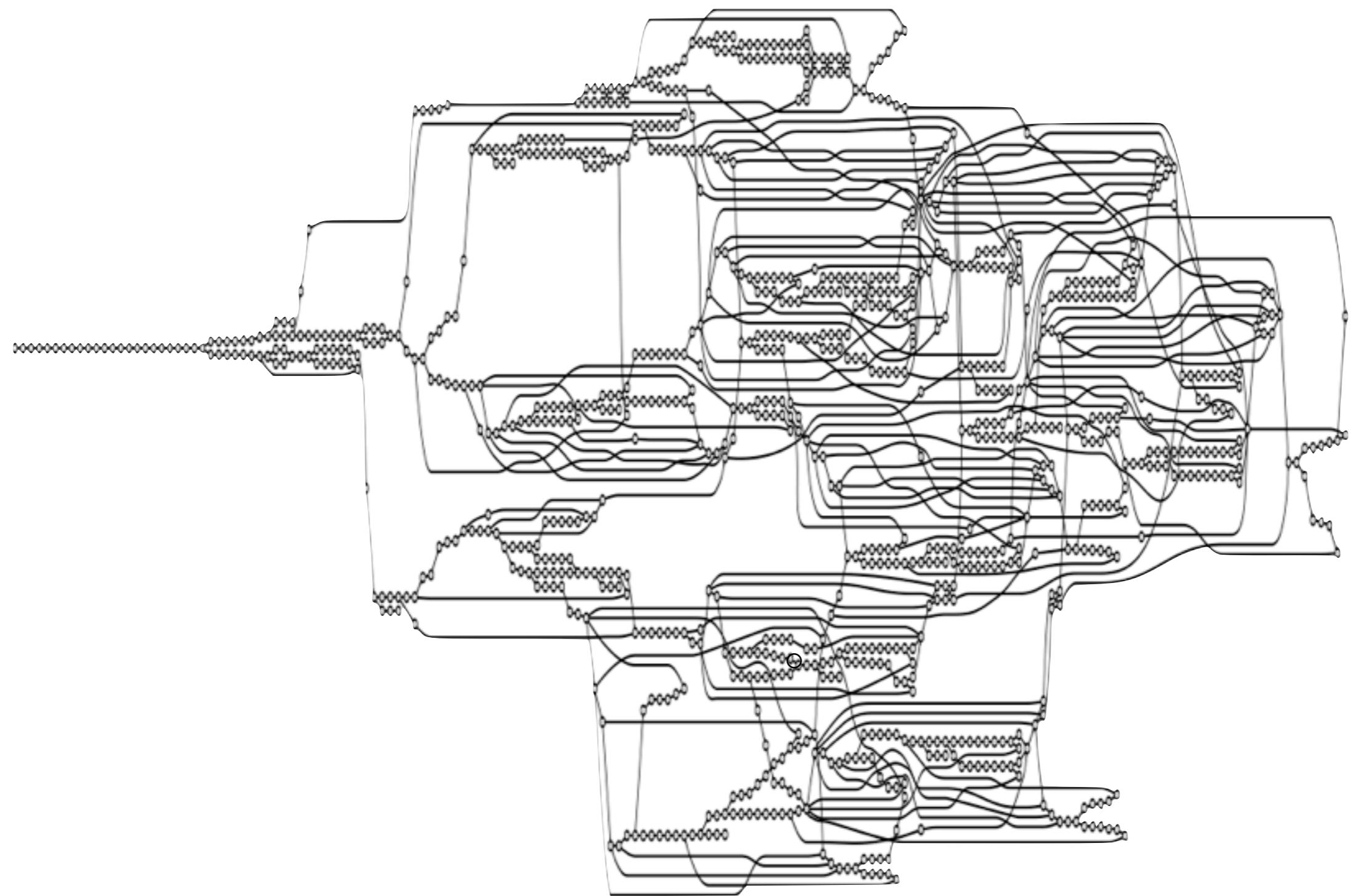
</0>

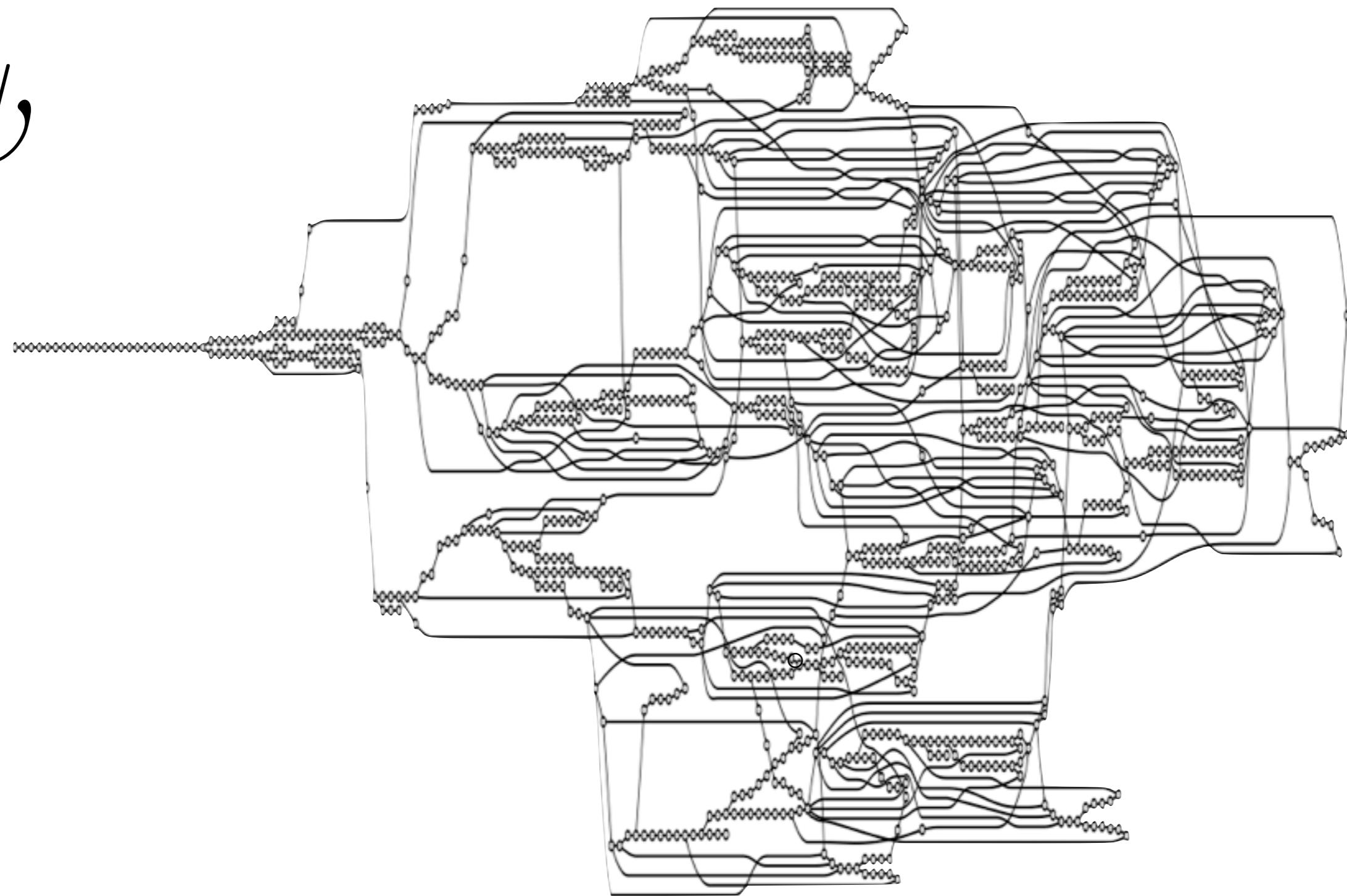
<282!matt@maptop:~/Copy/APAC-Demo/Anandroid-AWeather>

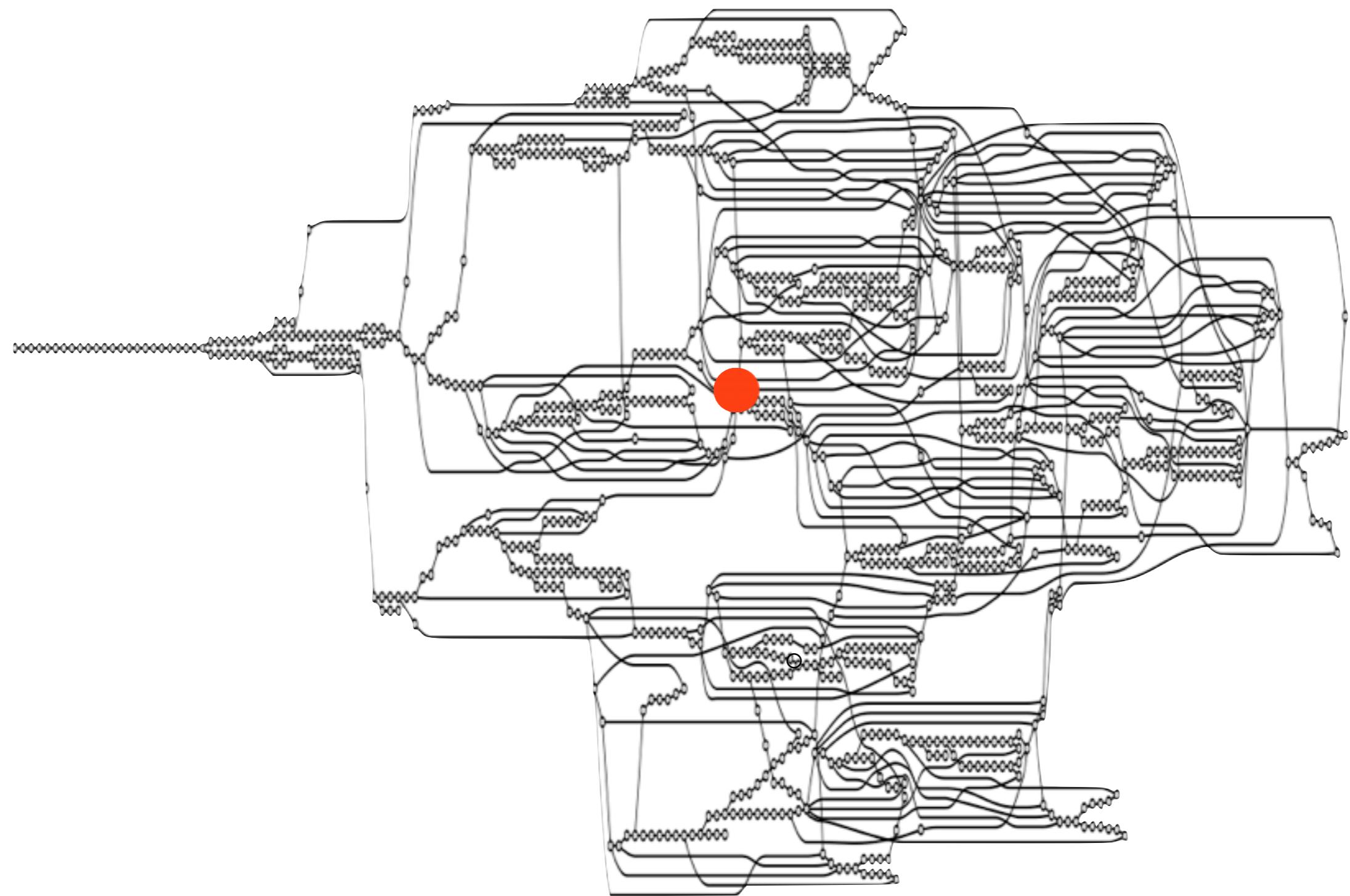
%

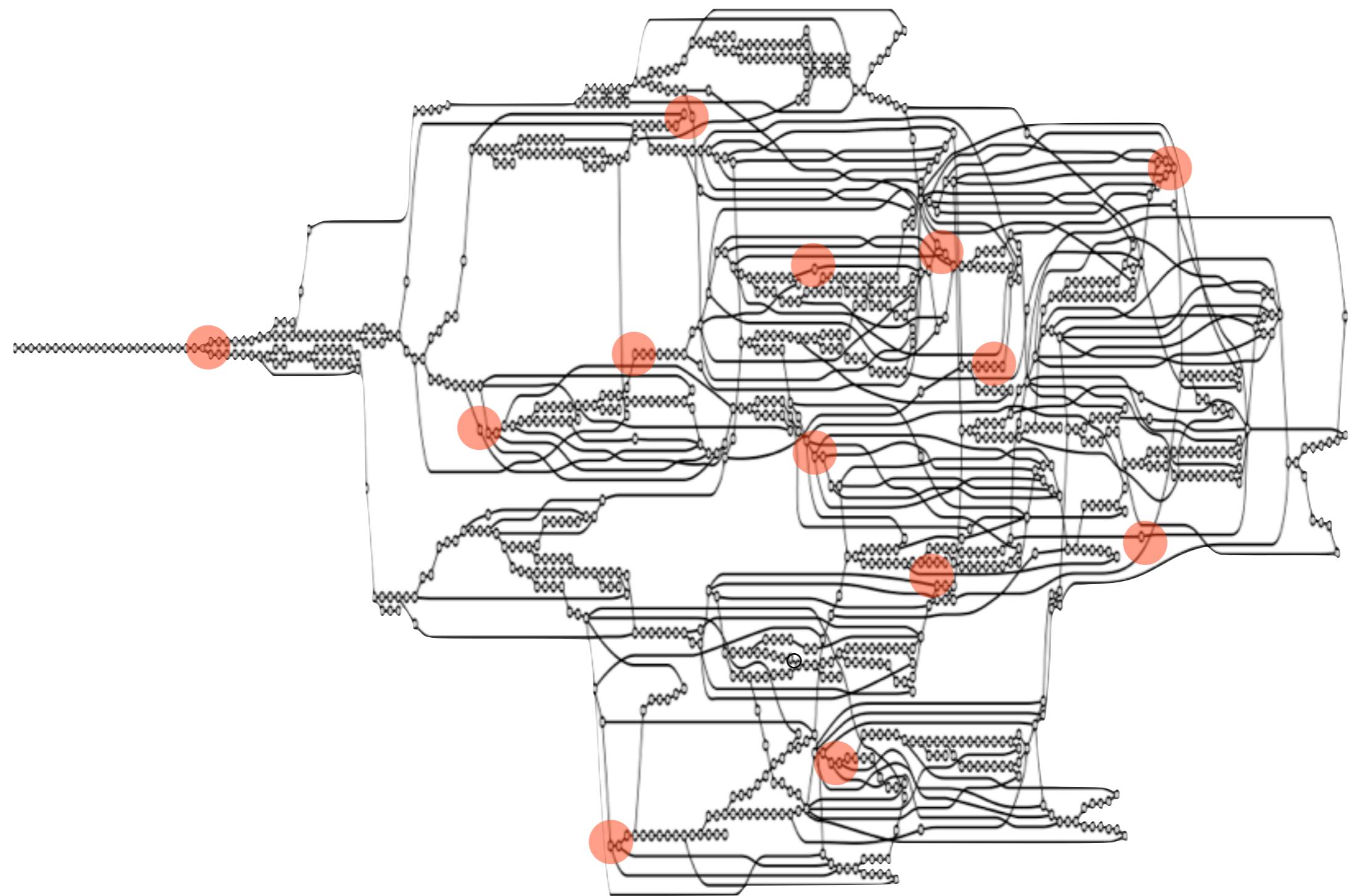
anandroid

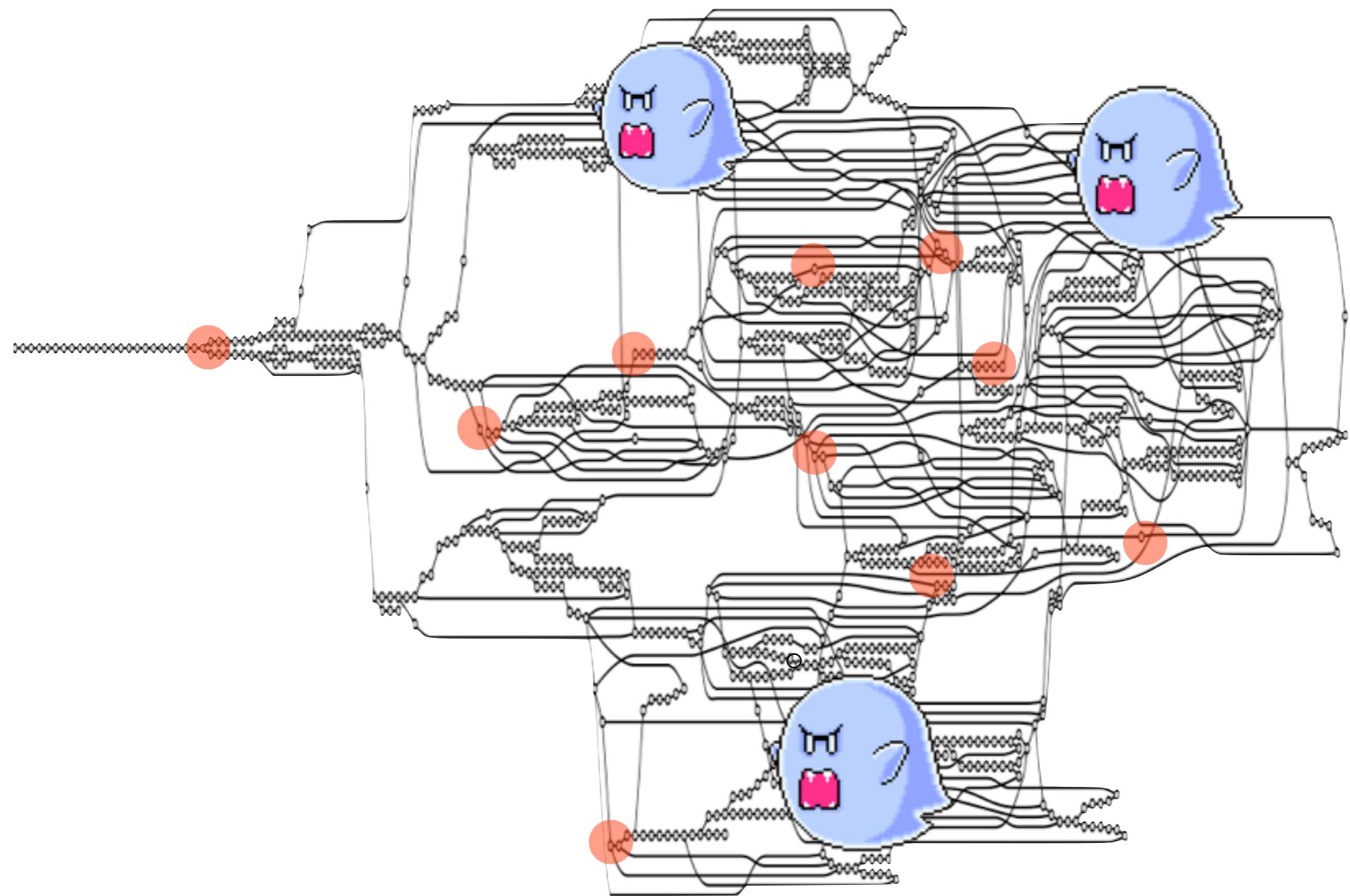
So then....

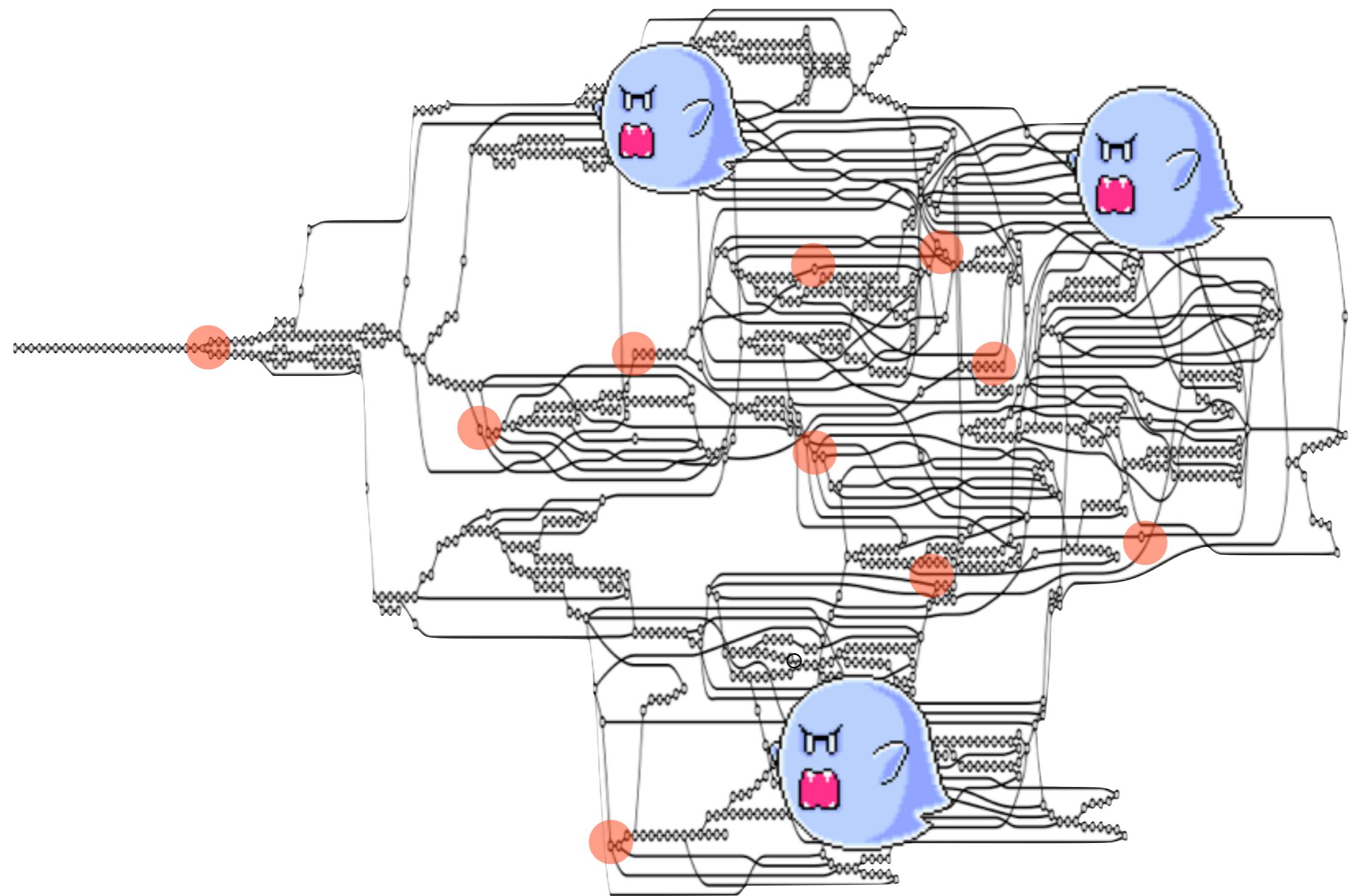


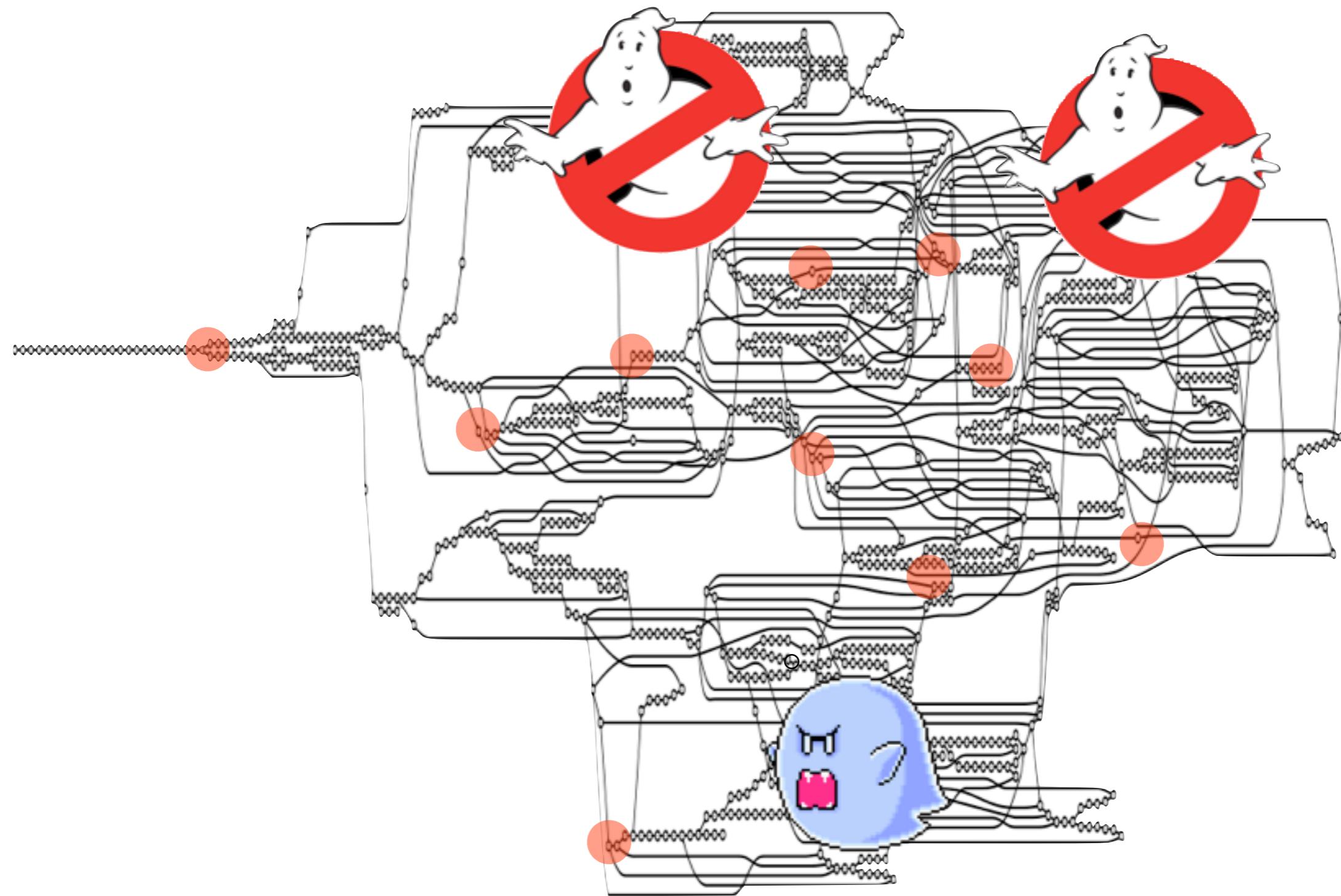
ψ 

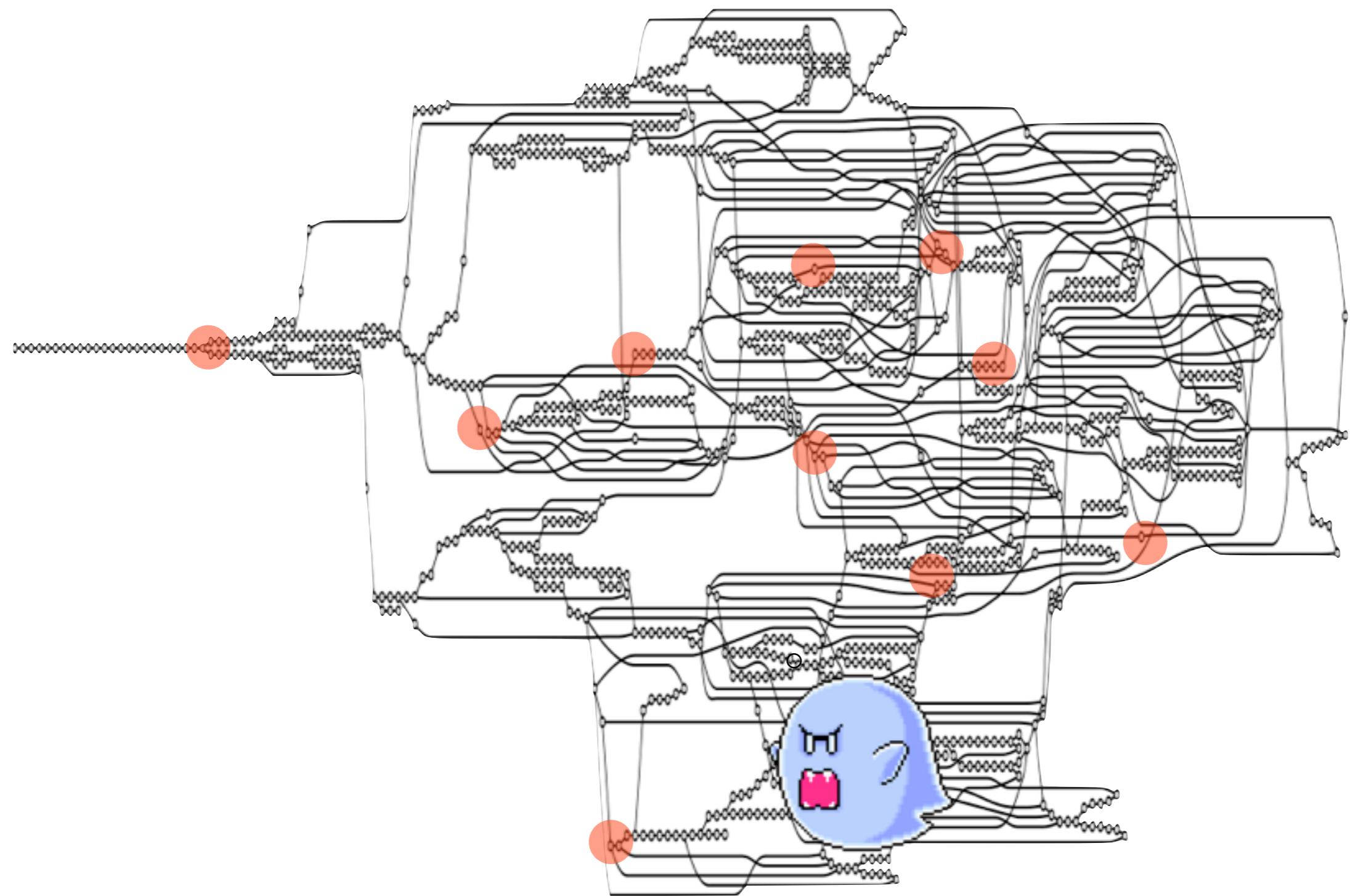


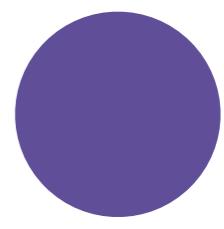
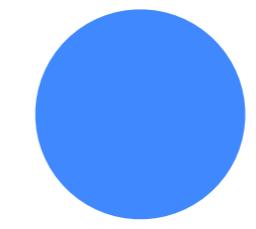
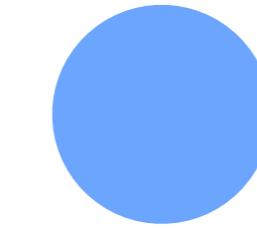
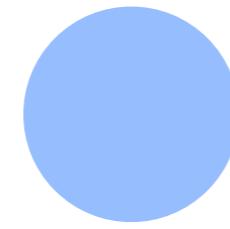
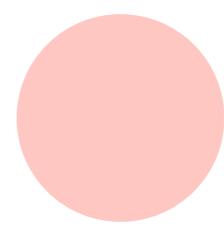
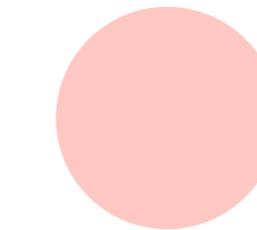
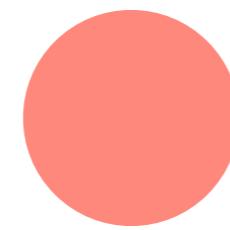
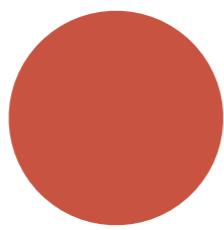
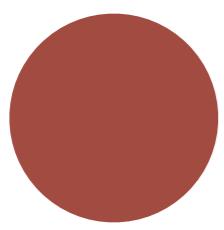


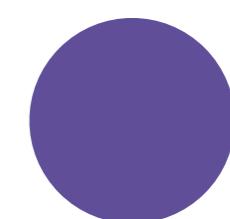
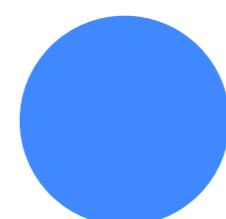
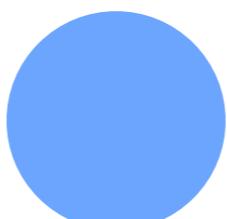
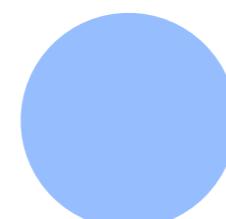
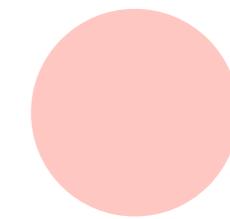
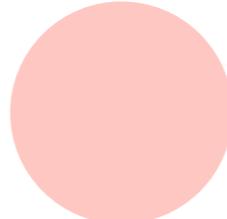
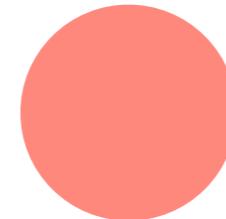
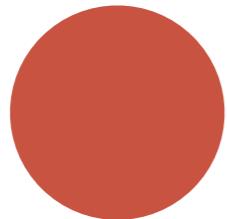
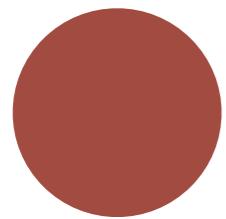


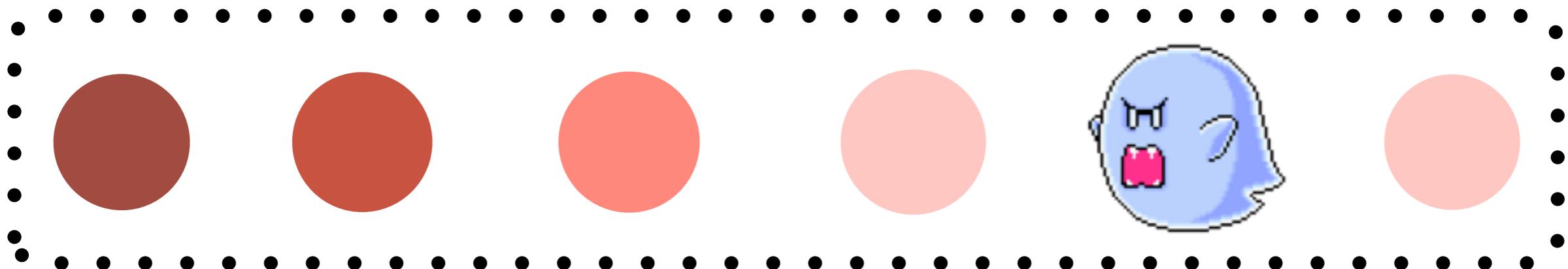


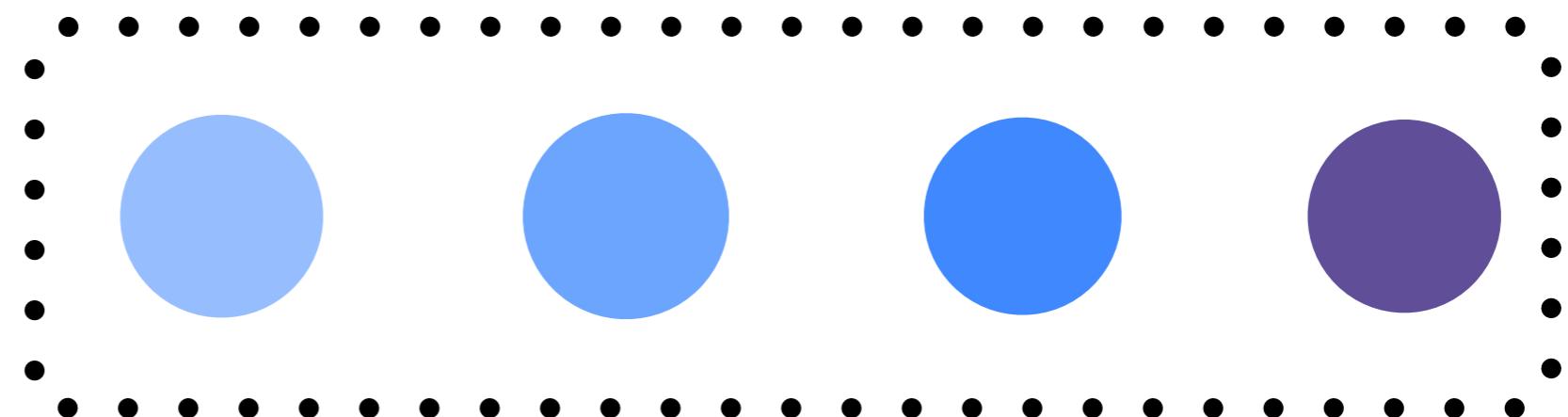
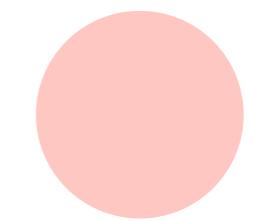
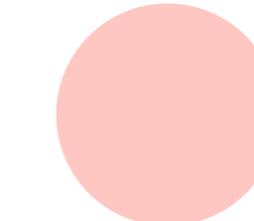
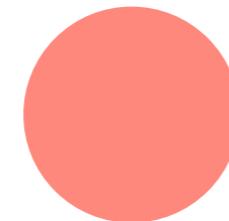
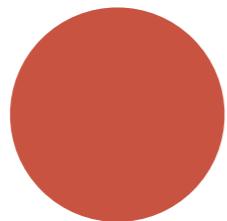
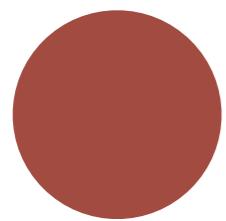












Suspicious?

network(location)

reflection(\top *)*

Observation

“Once you see it...”

Analysis result:    

pegasus.cs.utah.edu:8080/config?path=.%2Fpublic%2Fapks%2FAWeather-236545181%2FA...     

Analysis result:

- **Analysis Statistics**

You can try the following links manually if no links are shown after the time bound you set for the analyzer

 - All results: *homepage.e.g. http://pegasus.cs.utah.edu:9090/assets/apks/AWeather-236545181/AWeather/all.tar* (this can not be available due to the graph file generation)
 - Text reports: *homepage.e.g. http://pegasus.cs.utah.edu:9090/assets/apks/AWeather-236545181/AWeather/reports/reports.tar* (all files except graphs)
- **Risk Ranking - Classes**
- **Risk Ranking - Methods**
- **Risk Ranking - Statements**
- **Permission Report**

You can try the following links manually if no links are shown after the time bound you set for the analyzer

 - All results: *homepage.e.g. http://pegasus.cs.utah.edu:9090/assets/apks/AWeather-236545181/AWeather/all.tar* (this can not be available due to the graph file generation)
 - Text reports: *homepage.e.g. http://pegasus.cs.utah.edu:9090/assets/apks/AWeather-236545181/AWeather/reports/reports.tar* (all files except graphs)
- **Information flow Report in brief text**

Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Android-AWeather>

%

rank report

90%

(Challenge 3A)

Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

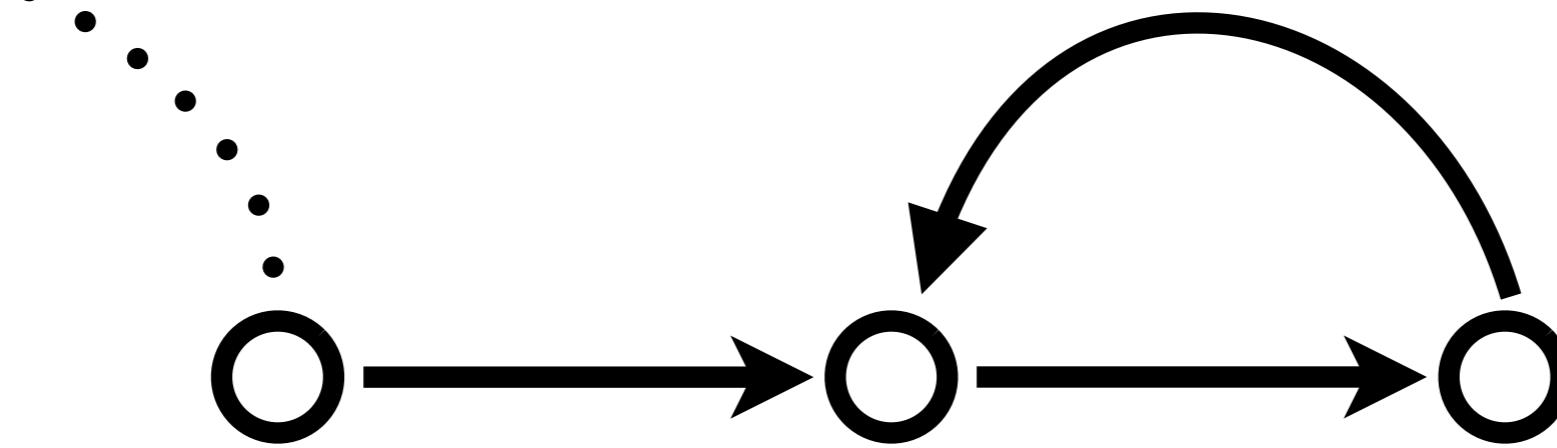
%

analyst

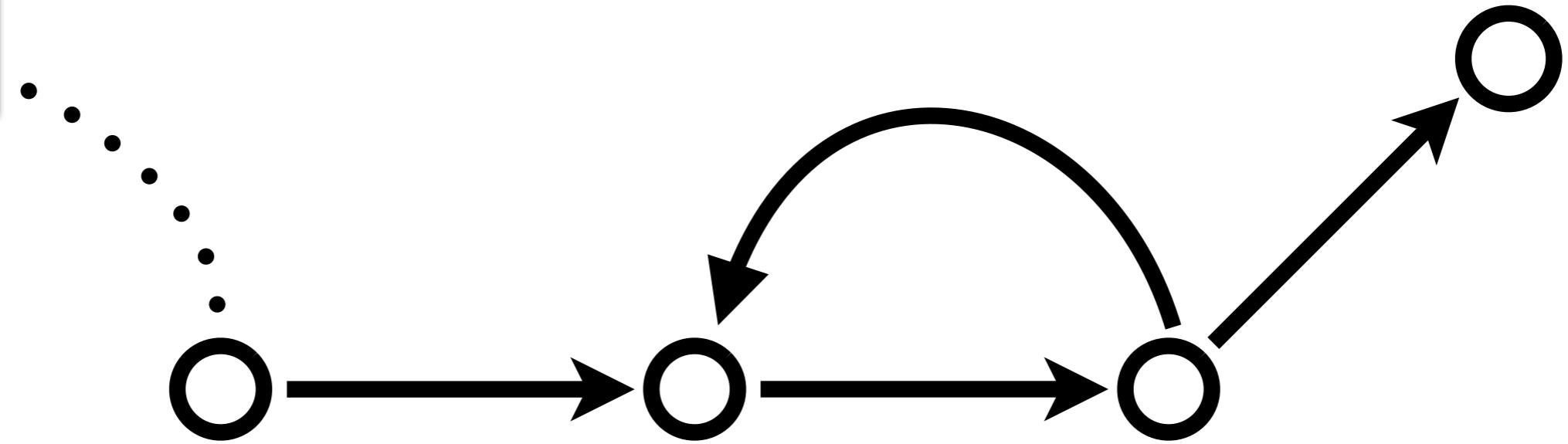
Trick |

```
source: D:\work\git\services\service1  
source: D:\work\git\services\service1  
source: D:\work\git\services\service1  
import React, {Component, useState}  
import {Link} from 'react-router-dom'  
class Home extends Component {  
  state: {  
    count: number,  
    history: History  
  } = {  
    count: 0,  
    history: null  
  };  
  
  componentDidMount(): void {  
    this.setState({  
      count: 10  
    });  
  }  
  
  render(): JSX.Element {  
    const {count, history} = this.state; // Get state  
  
    return (  
      <div>  
        <h1>Welcome to Service 1</h1>  
        <p>Count: {count}</p>  
        <button>Increment</button>  
        <button>Decrement</button>  
        <Link to="/about">About</Link>  
      </div>  
    );  
  }  
}  
  
export default Home;
```

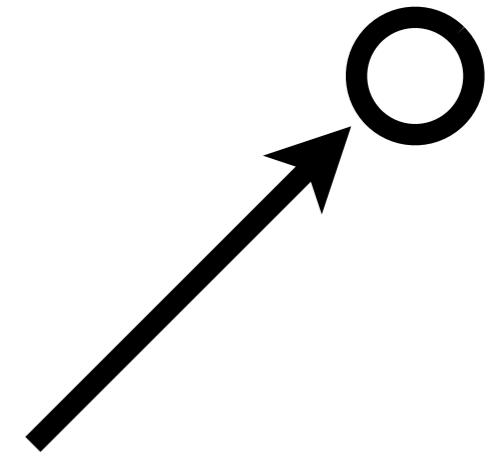
```
source: https://github.com/.../src/main/java/com/.../service/BaseService.java  
source: https://github.com/.../src/main/java/com/.../service/BaseServiceTest.java  
import com...;  
public class BaseServiceTest {  
    private BaseService baseService;  
    private BaseMapper baseMapper;  
    private User user;  
    private User user2;  
    private User user3;  
    private User user4;  
    private User user5;  
    private User user6;  
    private User user7;  
    private User user8;  
    private User user9;  
    private User user10;  
    private User user11;  
    private User user12;  
    private User user13;  
    private User user14;  
    private User user15;  
    private User user16;  
    private User user17;  
    private User user18;  
    private User user19;  
    private User user20;  
    private User user21;  
    private User user22;  
    private User user23;  
    private User user24;  
    private User user25;  
    private User user26;  
    private User user27;  
    private User user28;  
    private User user29;  
    private User user30;  
    private User user31;  
    private User user32;  
    private User user33;  
    private User user34;  
    private User user35;  
    private User user36;  
    private User user37;  
    private User user38;  
    private User user39;  
    private User user40;  
    private User user41;  
    private User user42;  
    private User user43;  
    private User user44;  
    private User user45;  
    private User user46;  
    private User user47;  
    private User user48;  
    private User user49;  
    private User user50;  
    private User user51;  
    private User user52;  
    private User user53;  
    private User user54;  
    private User user55;  
    private User user56;  
    private User user57;  
    private User user58;  
    private User user59;  
    private User user60;  
    private User user61;  
    private User user62;  
    private User user63;  
    private User user64;  
    private User user65;  
    private User user66;  
    private User user67;  
    private User user68;  
    private User user69;  
    private User user70;  
    private User user71;  
    private User user72;  
    private User user73;  
    private User user74;  
    private User user75;  
    private User user76;  
    private User user77;  
    private User user78;  
    private User user79;  
    private User user80;  
    private User user81;  
    private User user82;  
    private User user83;  
    private User user84;  
    private User user85;  
    private User user86;  
    private User user87;  
    private User user88;  
    private User user89;  
    private User user90;  
    private User user91;  
    private User user92;  
    private User user93;  
    private User user94;  
    private User user95;  
    private User user96;  
    private User user97;  
    private User user98;  
    private User user99;  
    private User user100;  
    private User user101;  
    private User user102;  
    private User user103;  
    private User user104;  
    private User user105;  
    private User user106;  
    private User user107;  
    private User user108;  
    private User user109;  
    private User user110;  
    private User user111;  
    private User user112;  
    private User user113;  
    private User user114;  
    private User user115;  
    private User user116;  
    private User user117;  
    private User user118;  
    private User user119;  
    private User user120;  
    private User user121;  
    private User user122;  
    private User user123;  
    private User user124;  
    private User user125;  
    private User user126;  
    private User user127;  
    private User user128;  
    private User user129;  
    private User user130;  
    private User user131;  
    private User user132;  
    private User user133;  
    private User user134;  
    private User user135;  
    private User user136;  
    private User user137;  
    private User user138;  
    private User user139;  
    private User user140;  
    private User user141;  
    private User user142;  
    private User user143;  
    private User user144;  
    private User user145;  
    private User user146;  
    private User user147;  
    private User user148;  
    private User user149;  
    private User user150;  
    private User user151;  
    private User user152;  
    private User user153;  
    private User user154;  
    private User user155;  
    private User user156;  
    private User user157;  
    private User user158;  
    private User user159;  
    private User user160;  
    private User user161;  
    private User user162;  
    private User user163;  
    private User user164;  
    private User user165;  
    private User user166;  
    private User user167;  
    private User user168;  
    private User user169;  
    private User user170;  
    private User user171;  
    private User user172;  
    private User user173;  
    private User user174;  
    private User user175;  
    private User user176;  
    private User user177;  
    private User user178;  
    private User user179;  
    private User user180;  
    private User user181;  
    private User user182;  
    private User user183;  
    private User user184;  
    private User user185;  
    private User user186;  
    private User user187;  
    private User user188;  
    private User user189;  
    private User user190;  
    private User user191;  
    private User user192;  
    private User user193;  
    private User user194;  
    private User user195;  
    private User user196;  
    private User user197;  
    private User user198;  
    private User user199;  
    private User user200;  
    private User user201;  
    private User user202;  
    private User user203;  
    private User user204;  
    private User user205;  
    private User user206;  
    private User user207;  
    private User user208;  
    private User user209;  
    private User user210;  
    private User user211;  
    private User user212;  
    private User user213;  
    private User user214;  
    private User user215;  
    private User user216;  
    private User user217;  
    private User user218;  
    private User user219;  
    private User user220;  
    private User user221;  
    private User user222;  
    private User user223;  
    private User user224;  
    private User user225;  
    private User user226;  
    private User user227;  
    private User user228;  
    private User user229;  
    private User user230;  
    private User user231;  
    private User user232;  
    private User user233;  
    private User user234;  
    private User user235;  
    private User user236;  
    private User user237;  
    private User user238;  
    private User user239;  
    private User user240;  
    private User user241;  
    private User user242;  
    private User user243;  
    private User user244;  
    private User user245;  
    private User user246;  
    private User user247;  
    private User user248;  
    private User user249;  
    private User user250;  
    private User user251;  
    private User user252;  
    private User user253;  
    private User user254;  
    private User user255;  
    private User user256;  
    private User user257;  
    private User user258;  
    private User user259;  
    private User user260;  
    private User user261;  
    private User user262;  
    private User user263;  
    private User user264;  
    private User user265;  
    private User user266;  
    private User user267;  
    private User user268;  
    private User user269;  
    private User user270;  
    private User user271;  
    private User user272;  
    private User user273;  
    private User user274;  
    private User user275;  
    private User user276;  
    private User user277;  
    private User user278;  
    private User user279;  
    private User user280;  
    private User user281;  
    private User user282;  
    private User user283;  
    private User user284;  
    private User user285;  
    private User user286;  
    private User user287;  
    private User user288;  
    private User user289;  
    private User user290;  
    private User user291;  
    private User user292;  
    private User user293;  
    private User user294;  
    private User user295;  
    private User user296;  
    private User user297;  
    private User user298;  
    private User user299;  
    private User user300;
```

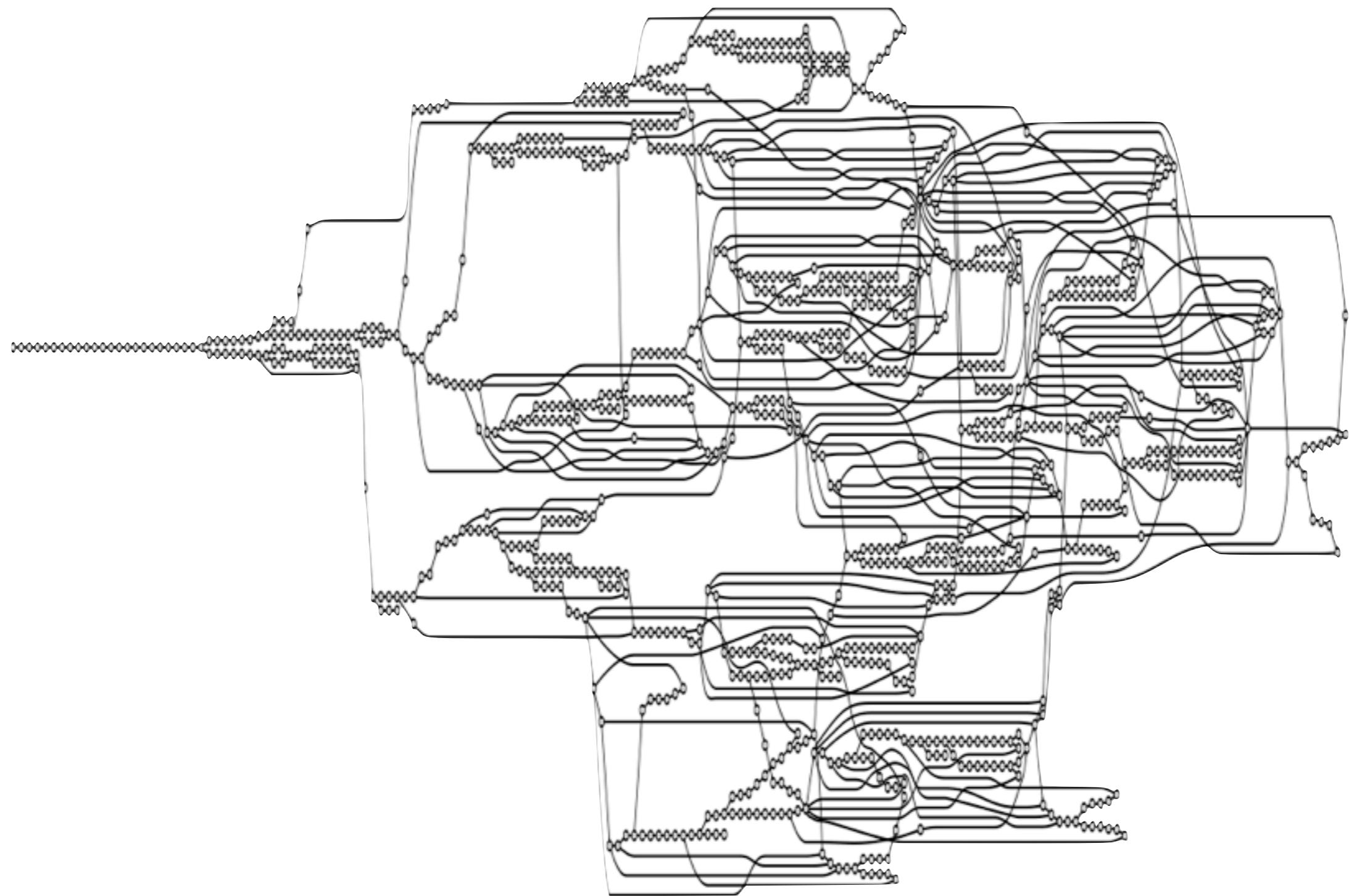
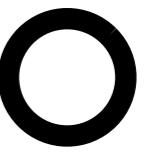


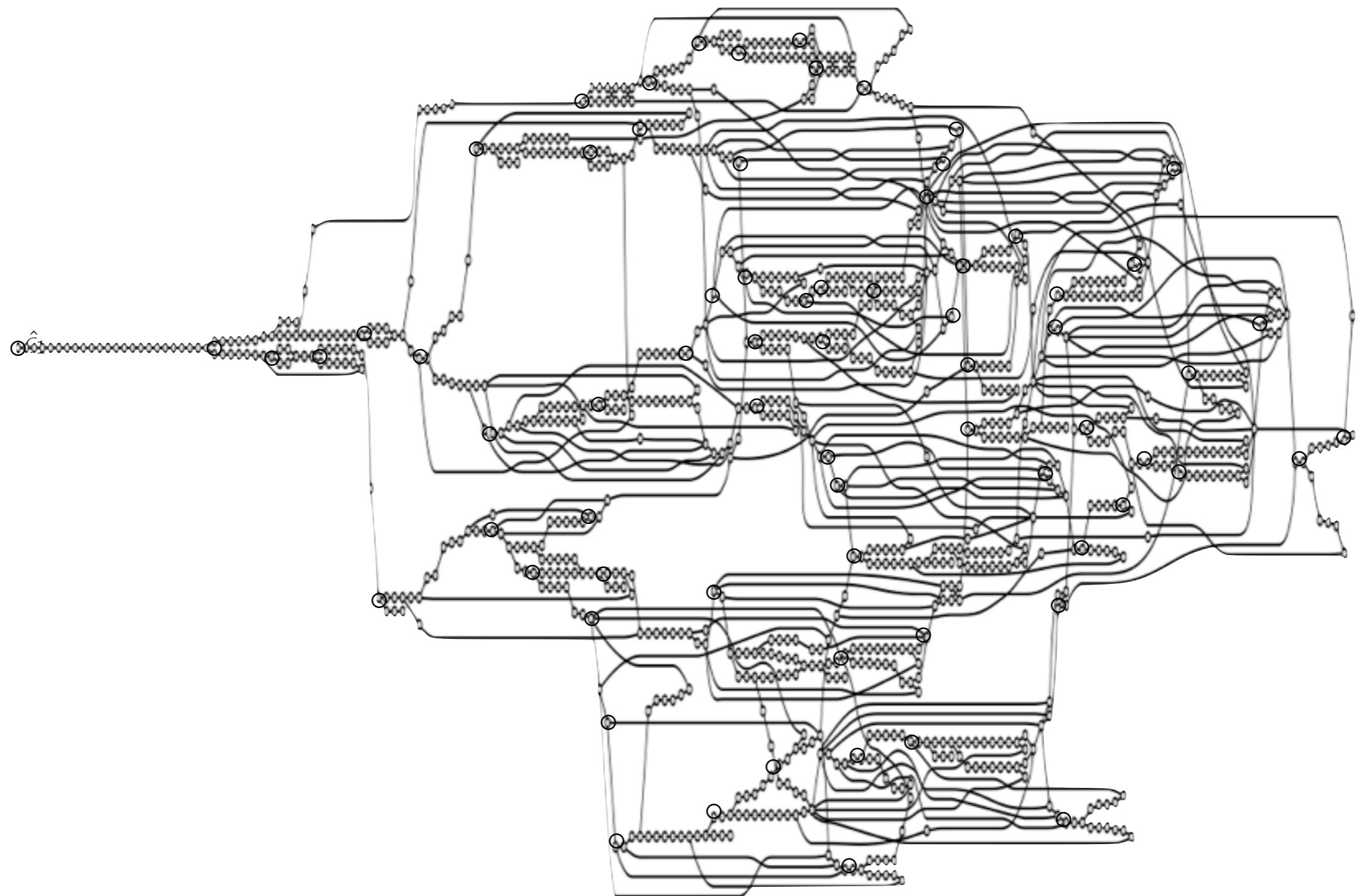
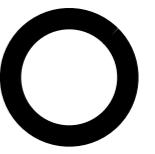
```
source: D:\Users\Hans\OneDrive\Documents\GitHub\Java\src\main\java\com\hans\graph\Graph.java
public class Graph {
    public void addNode() {
        // Add code here
    }
}
```

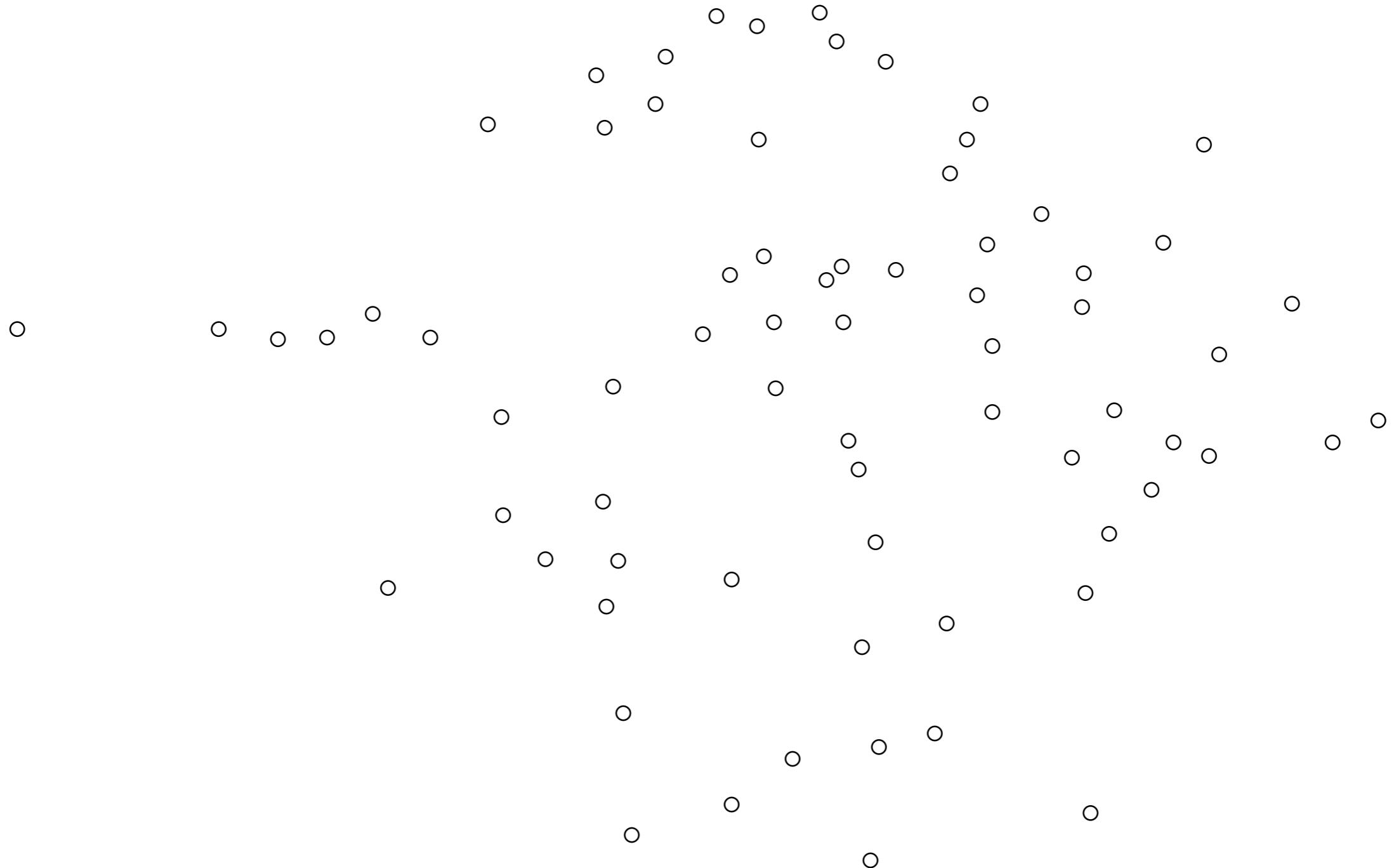
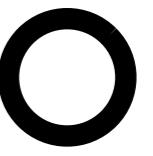


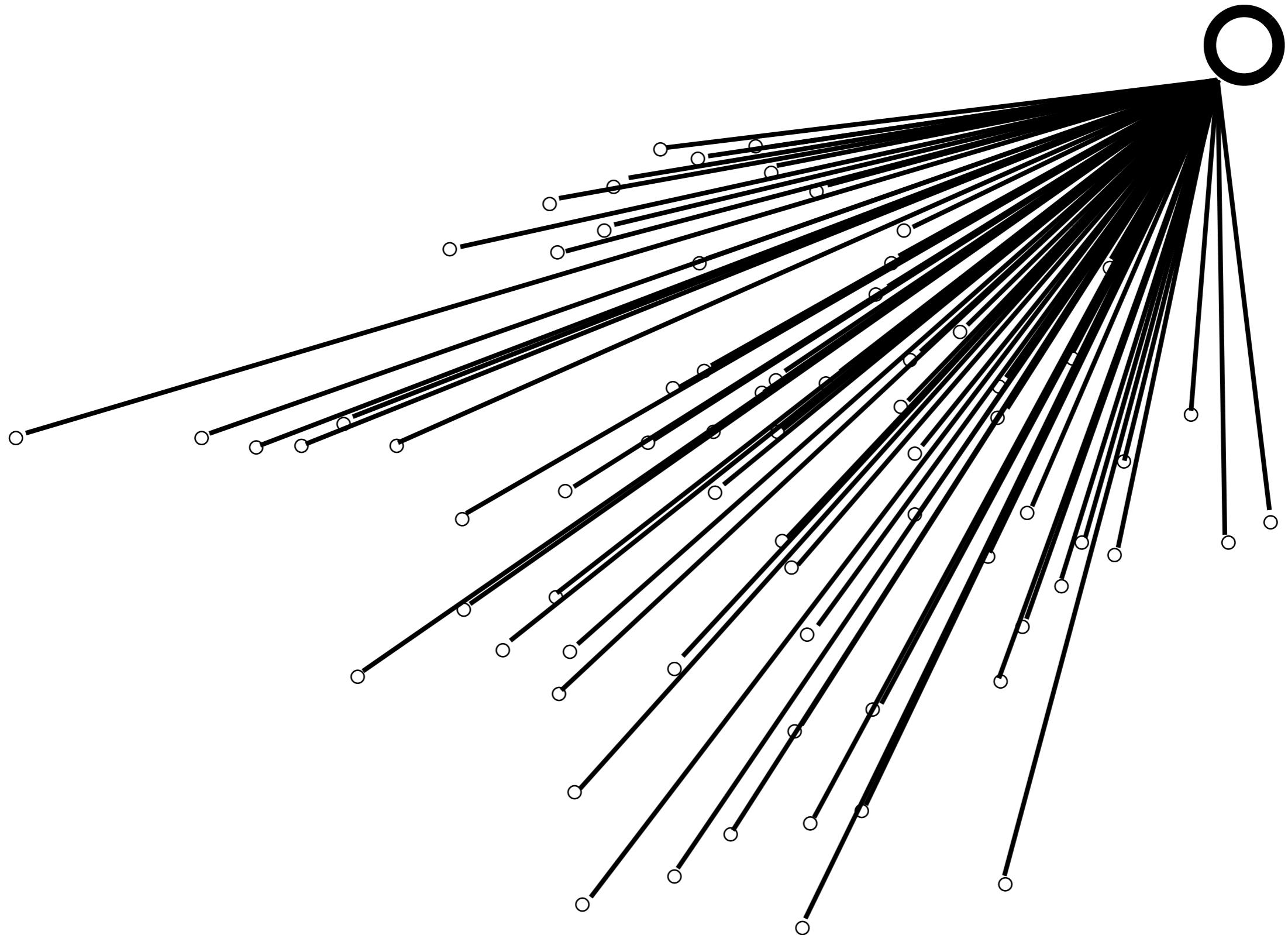
Problem

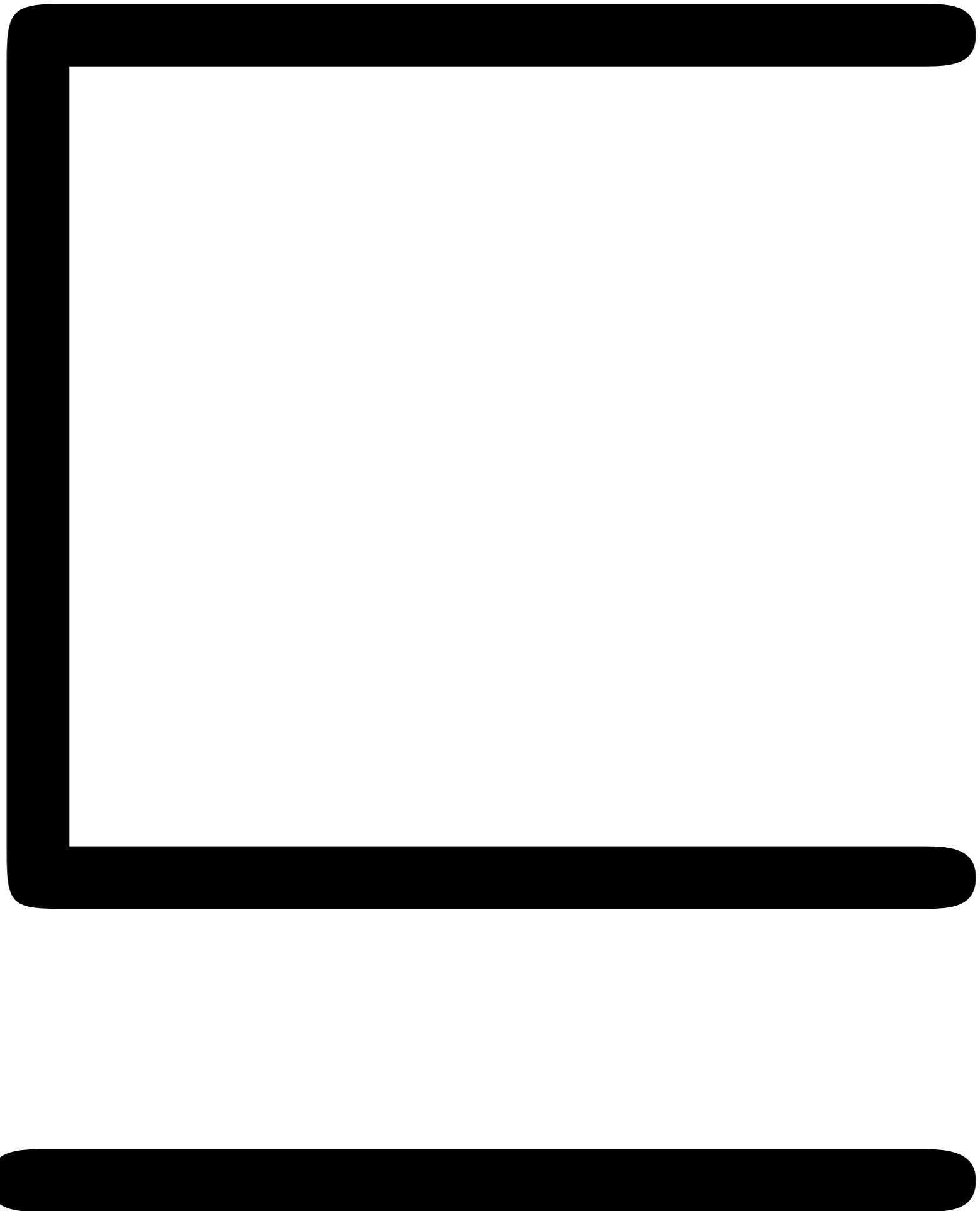


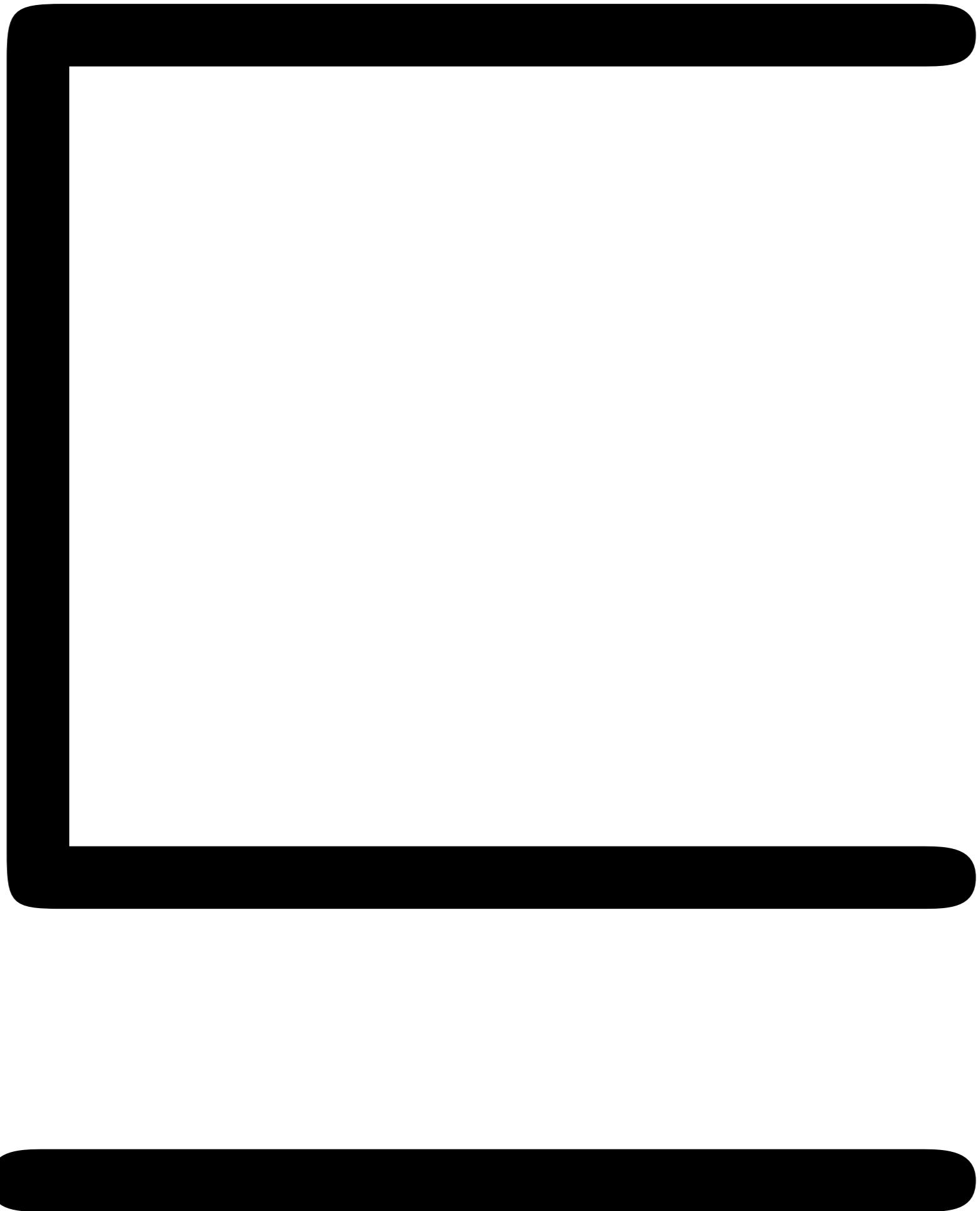






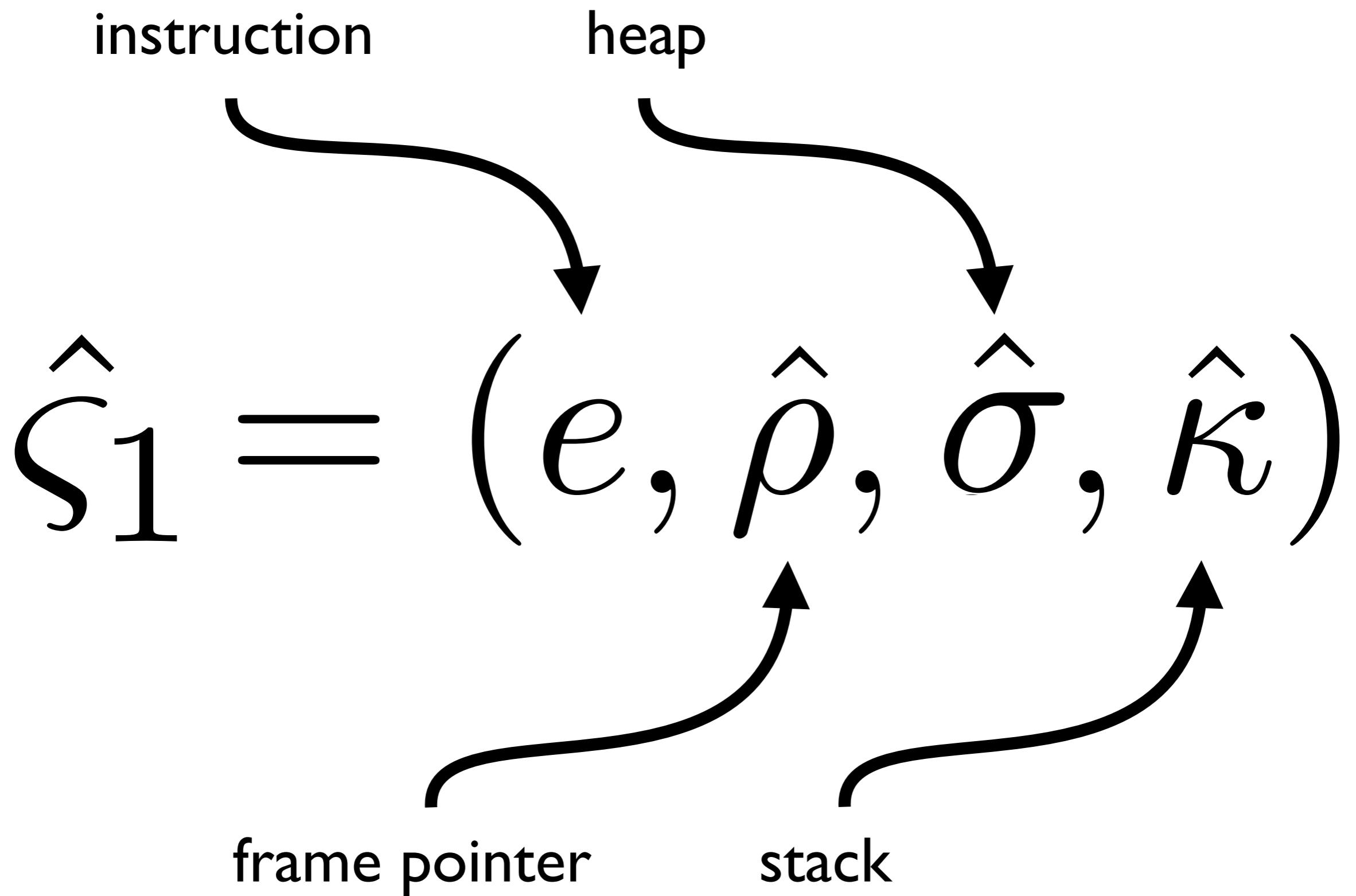


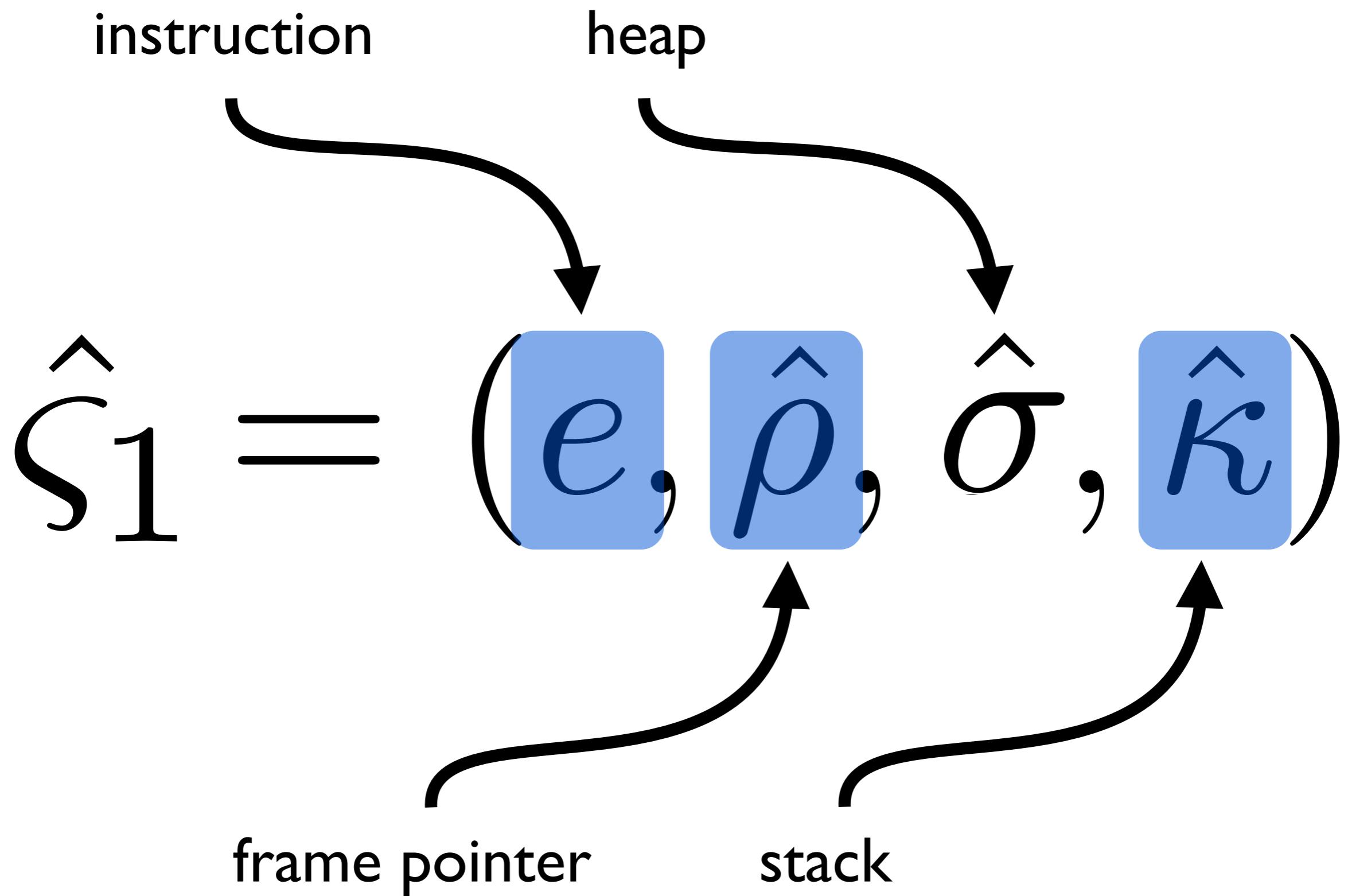


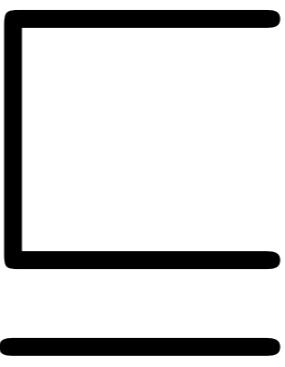


\hat{S}_1 \square \hat{S}_2

$$\hat{S}_1=(e,\hat{\rho},\hat{\sigma},\hat{\kappa})$$

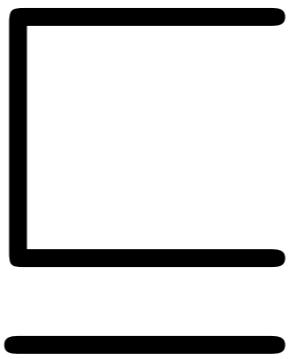




\hat{S}_1  \hat{S}_2

BEST PAPER

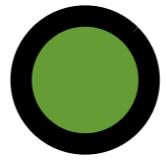
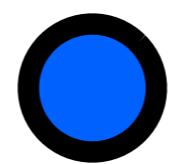
\hat{S}_1

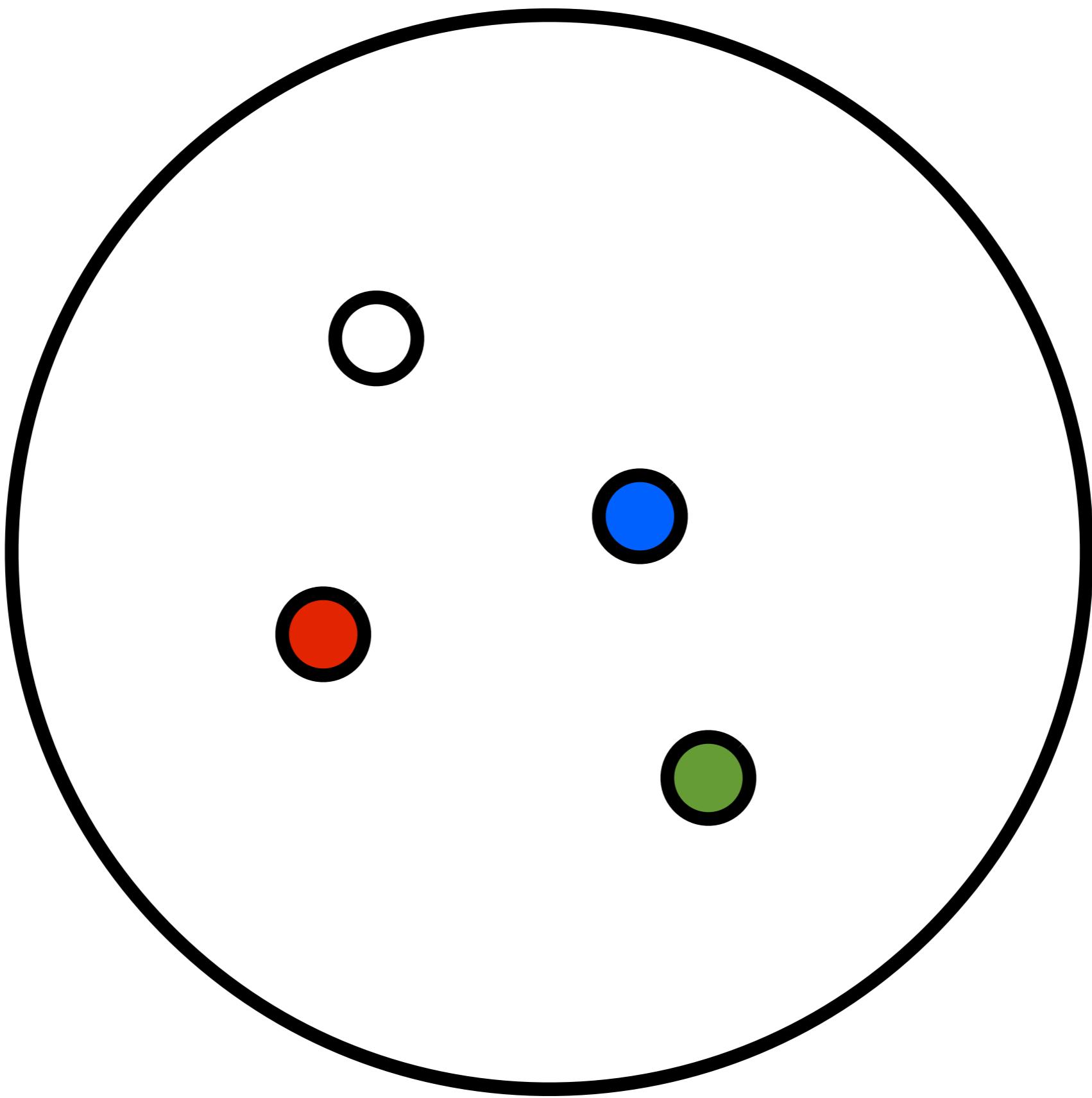


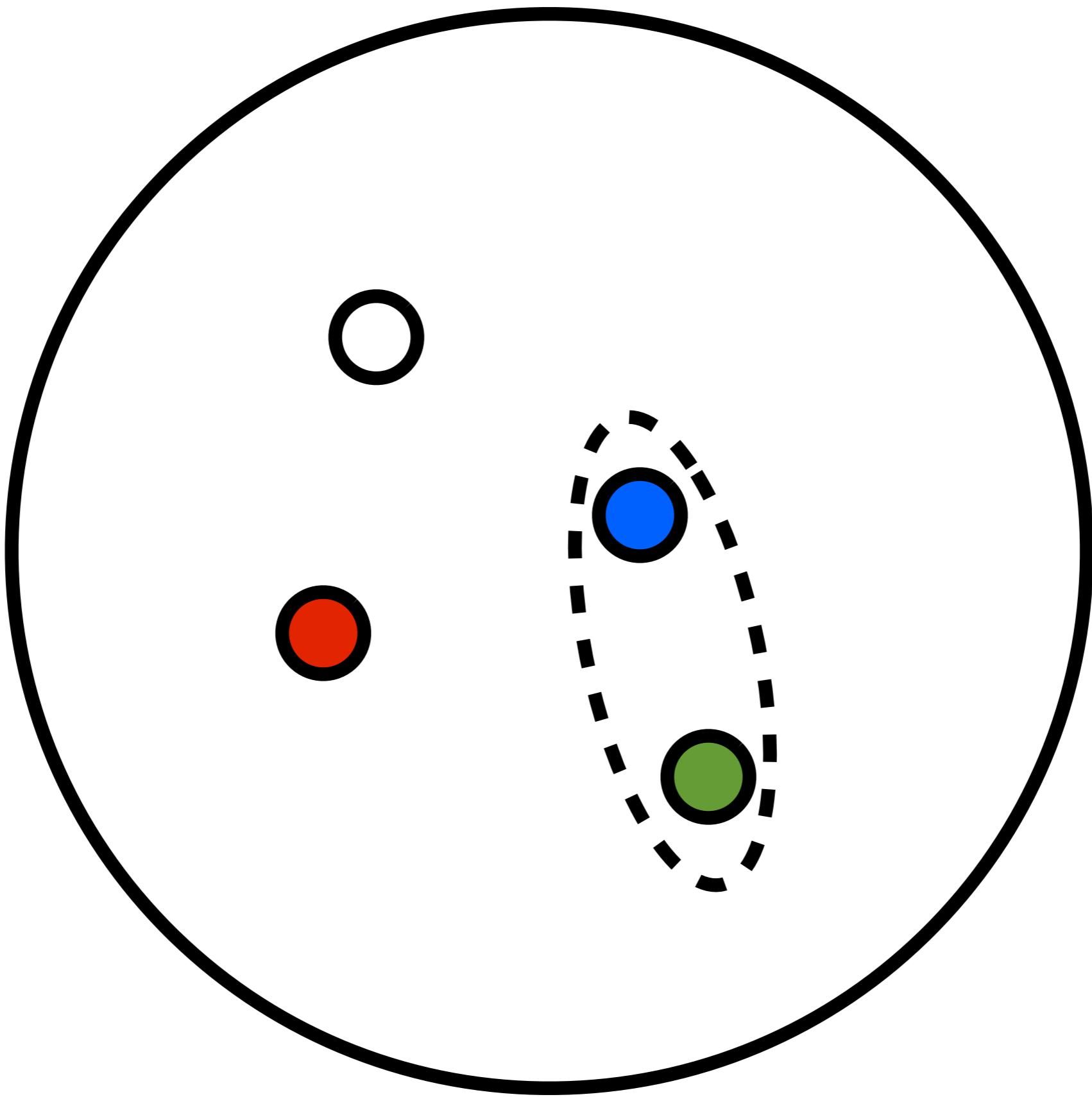
\hat{S}_2

First: Hash sets

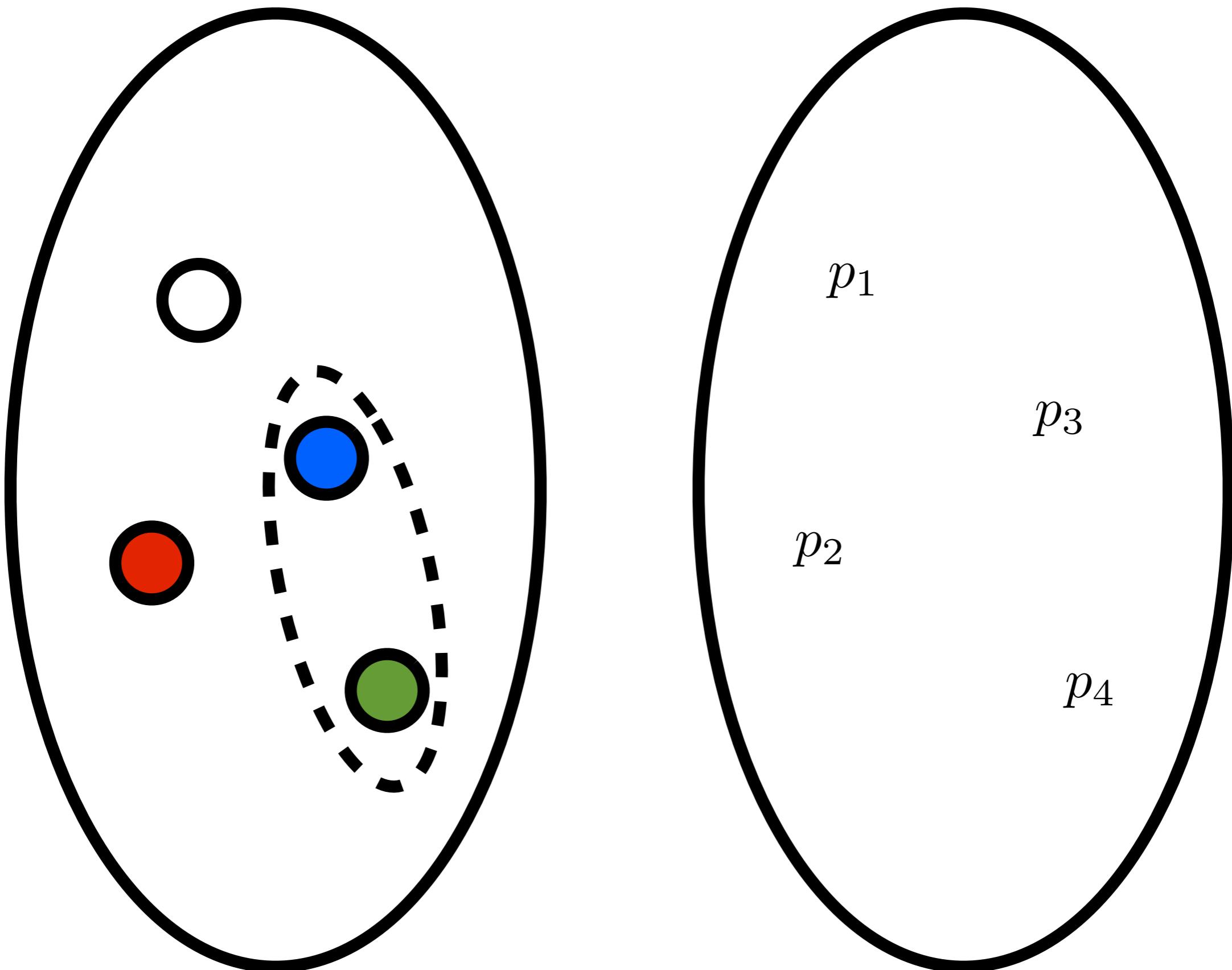
Prime decomposition



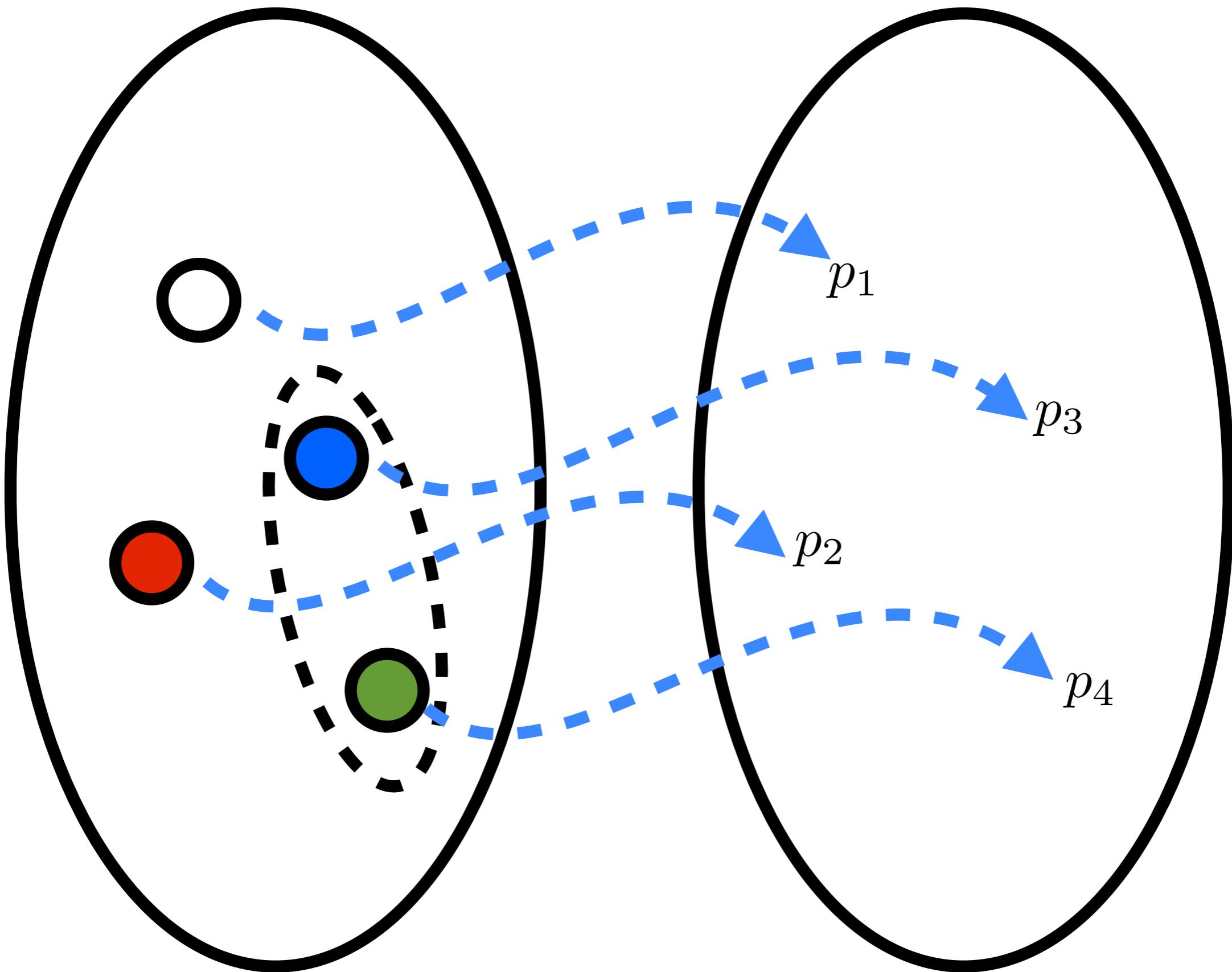


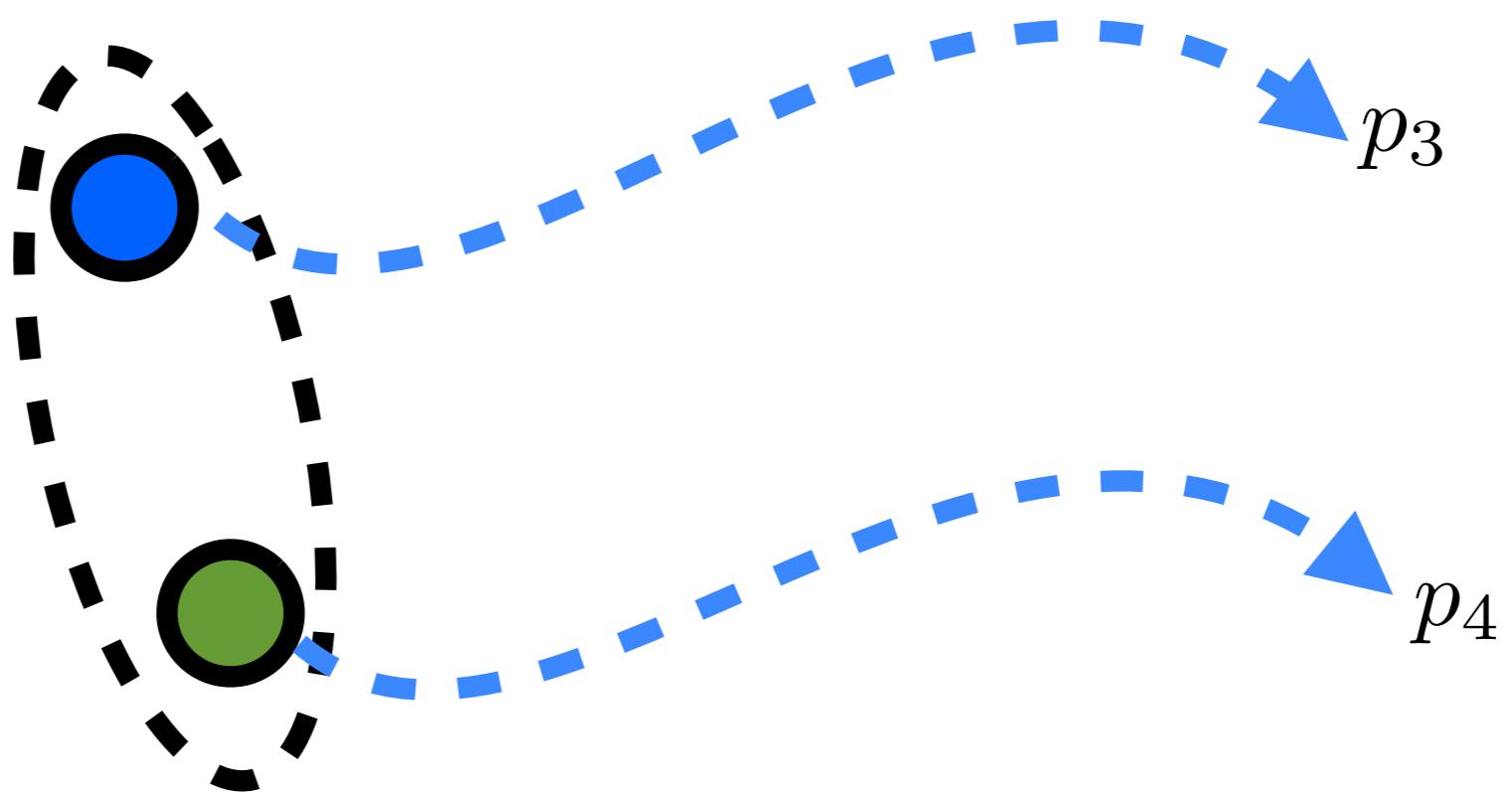


Primes



Primes

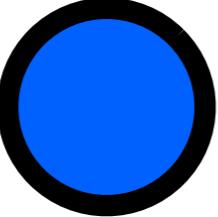
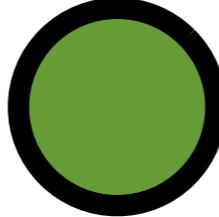


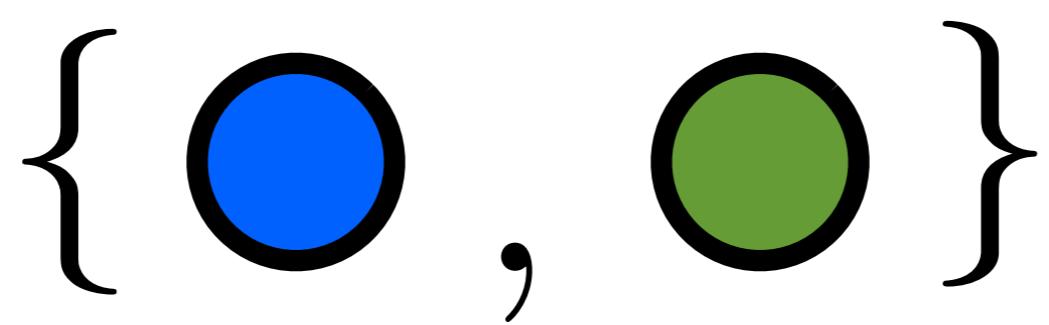


p_3

p_4

$p_3 \times p_4$

{  ,  }



$$A\subseteq \underline{B}$$

$$[[B]] \bmod [[A]] = 0$$

$$A\cap B$$

$$\gcd(\llbracket A \rrbracket, \llbracket B \rrbracket)$$

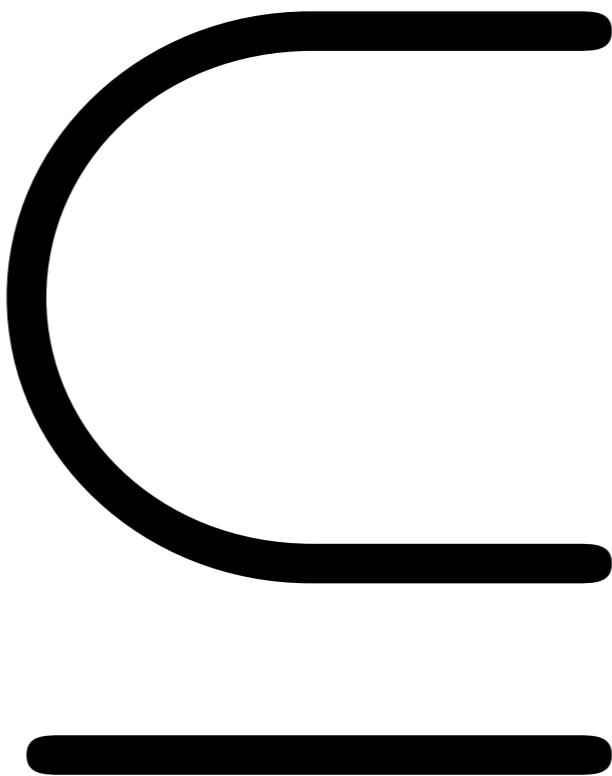
$$\mathrm{lcm}(\llbracket A \rrbracket, \llbracket B \rrbracket)$$

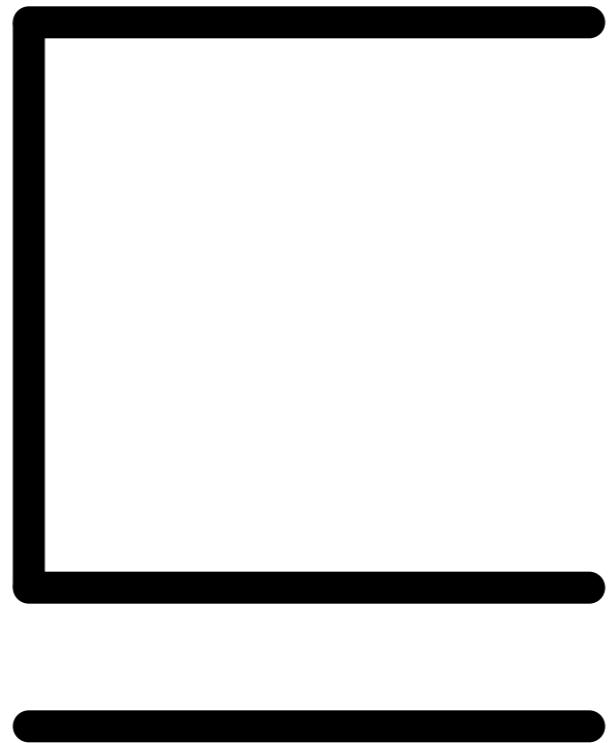
$A \cup B$

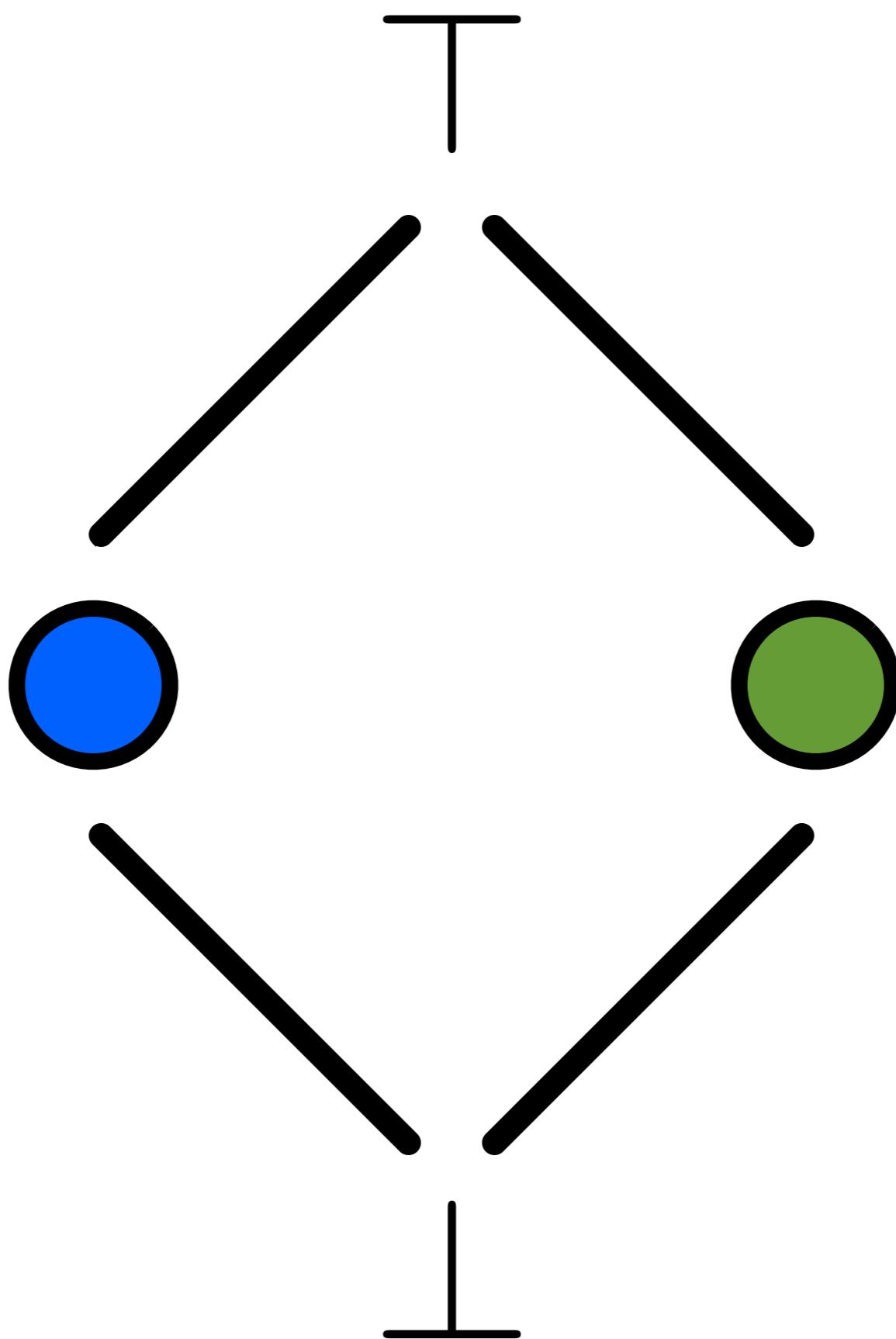
A ∪ *B*

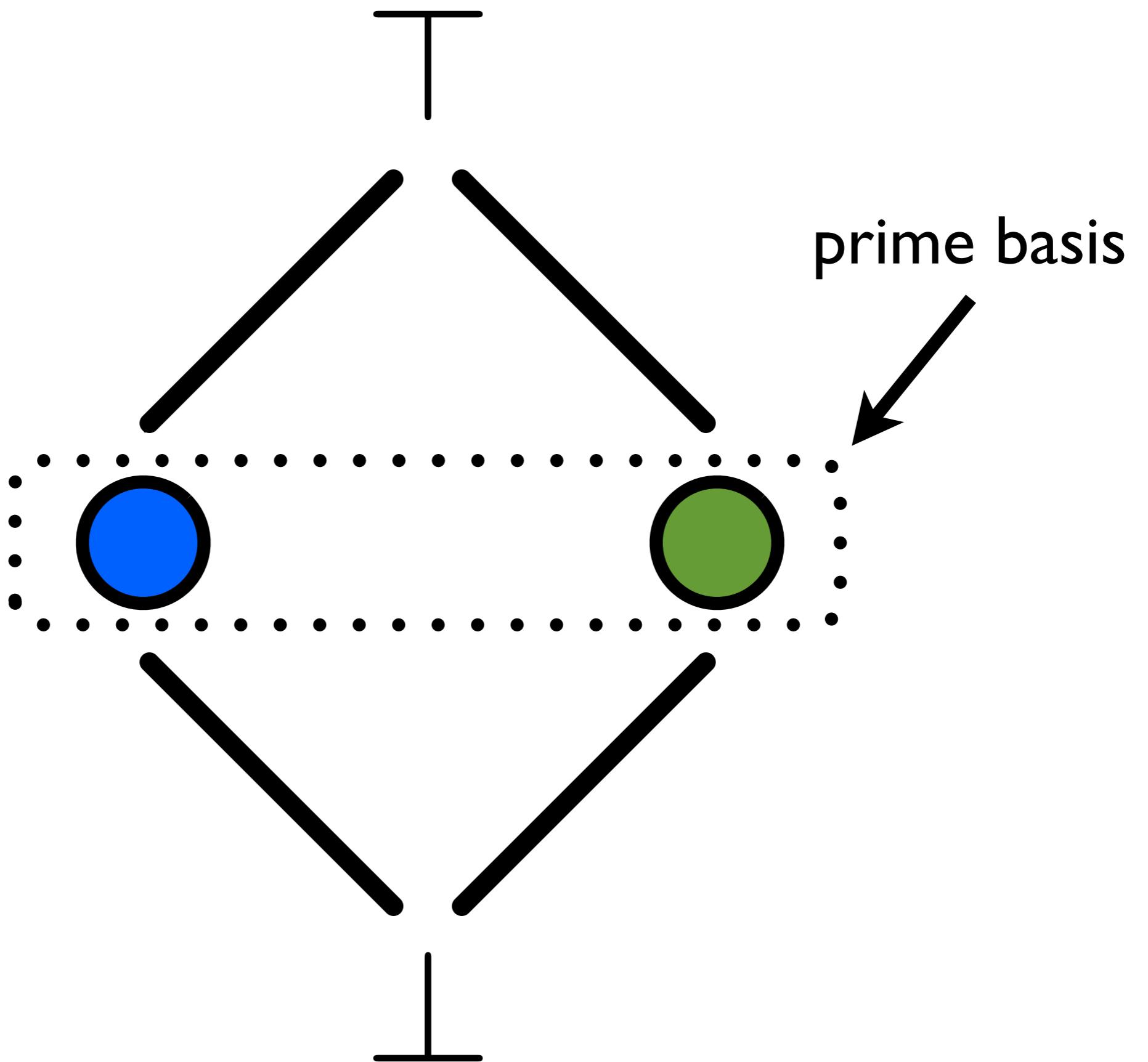
A — *B*

$$[[A]]/\gcd ([[A]],[[B]])$$



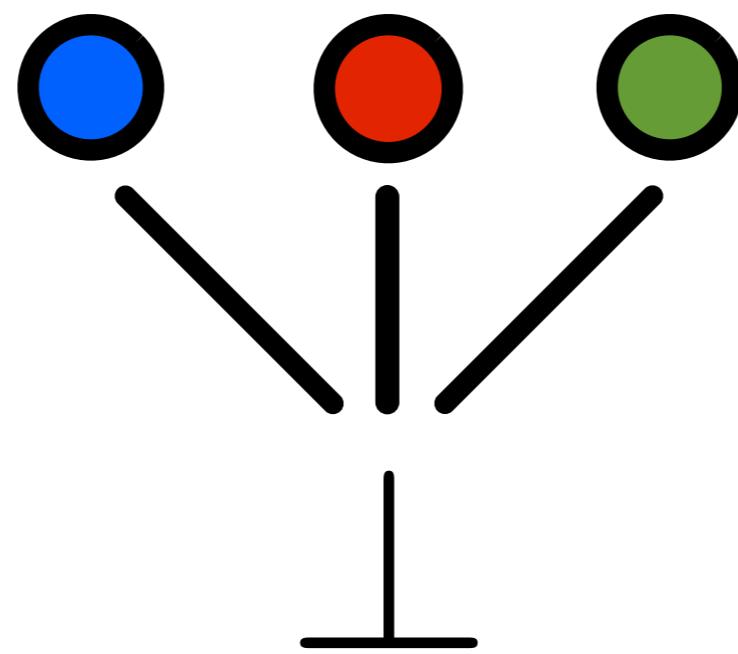


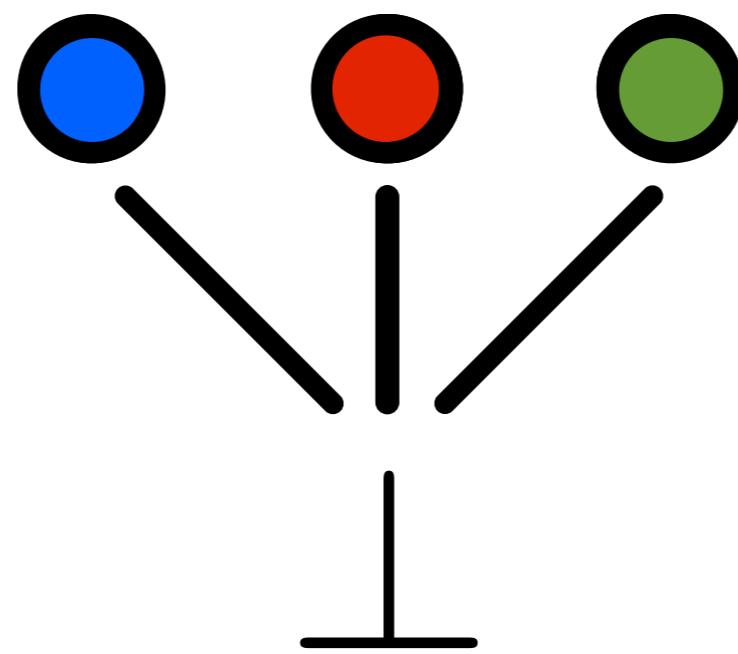


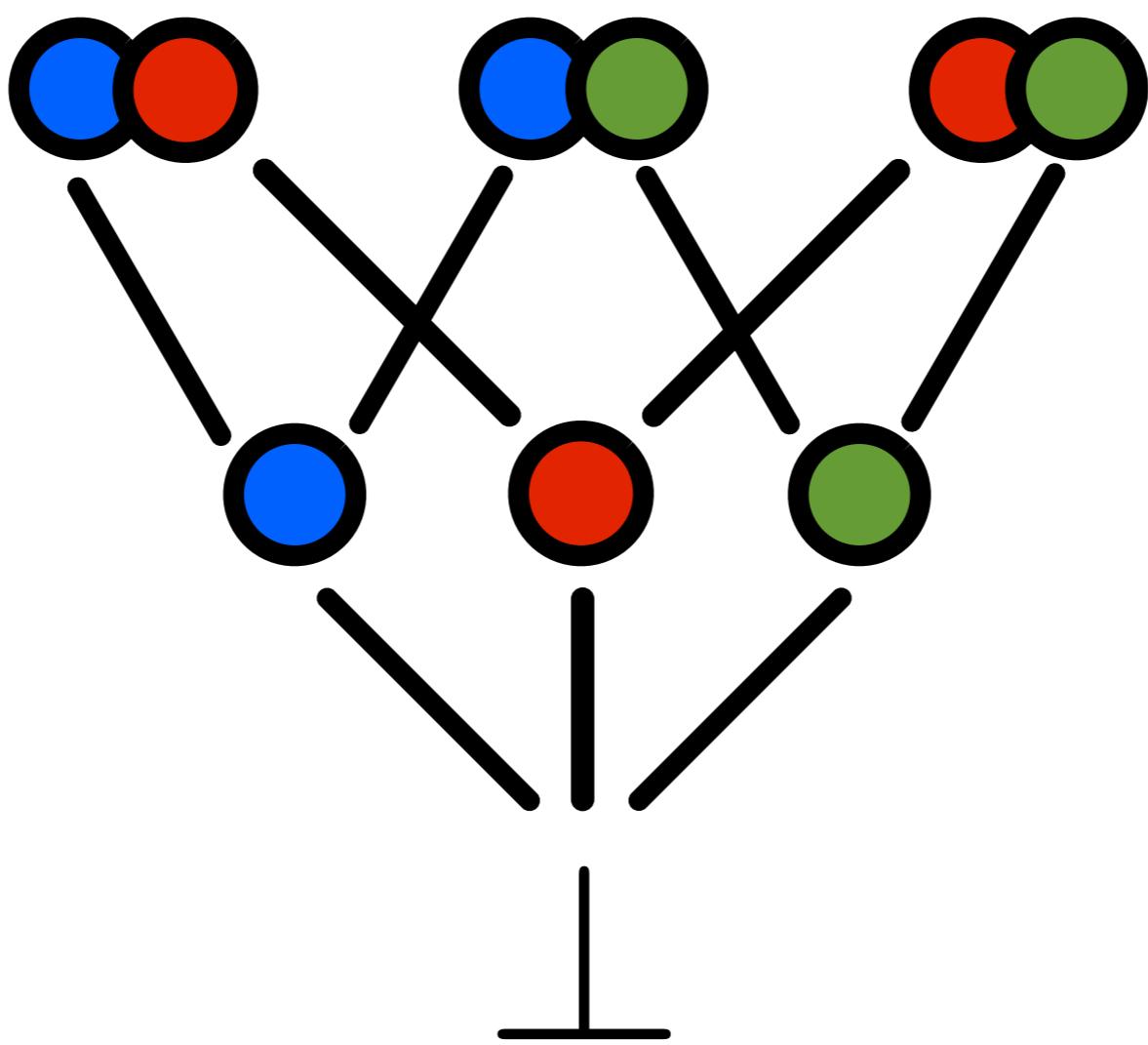


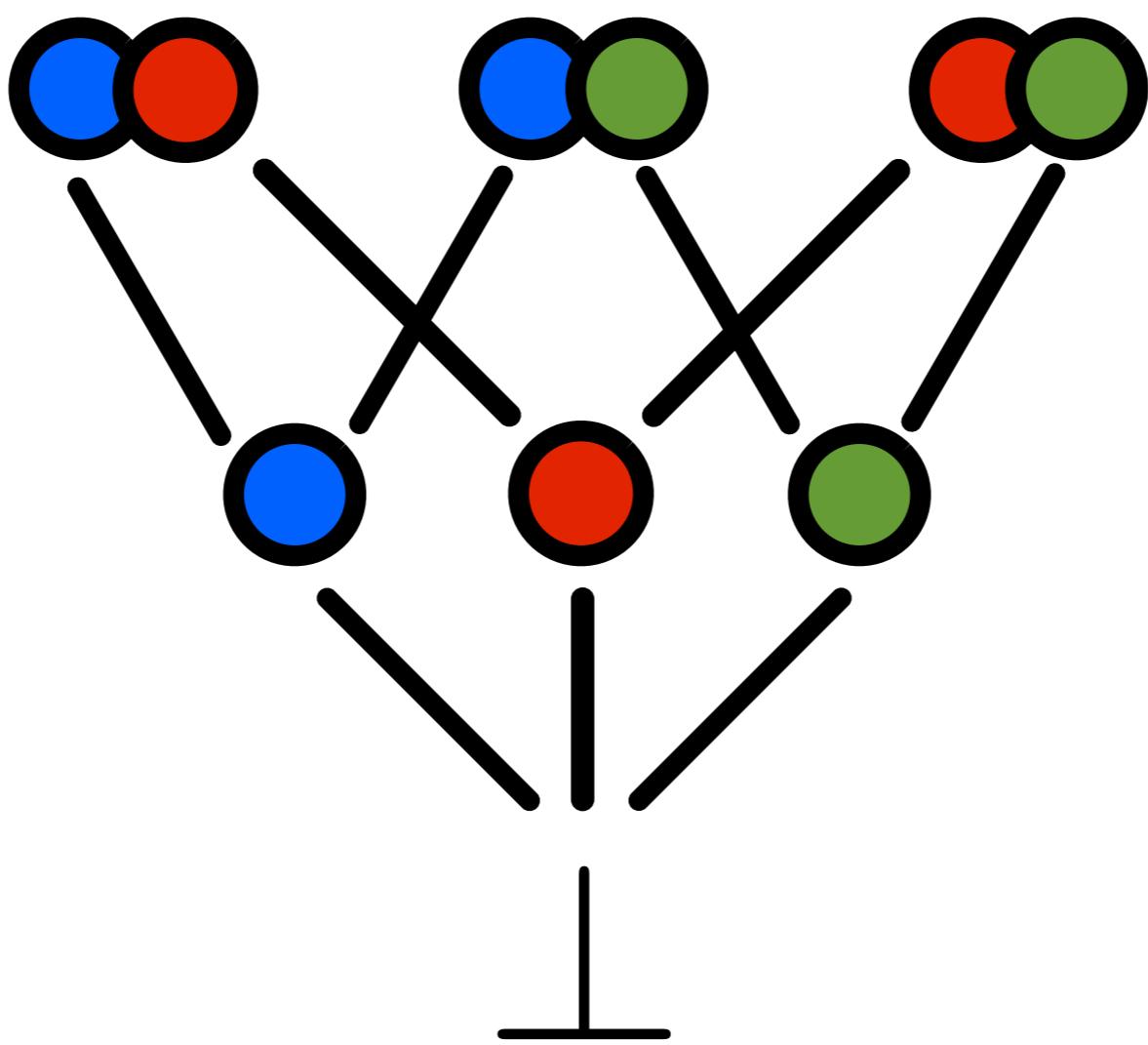
$$n=p_1^{m_1}p_2^{m_2}p_3^{m_3}\cdots$$

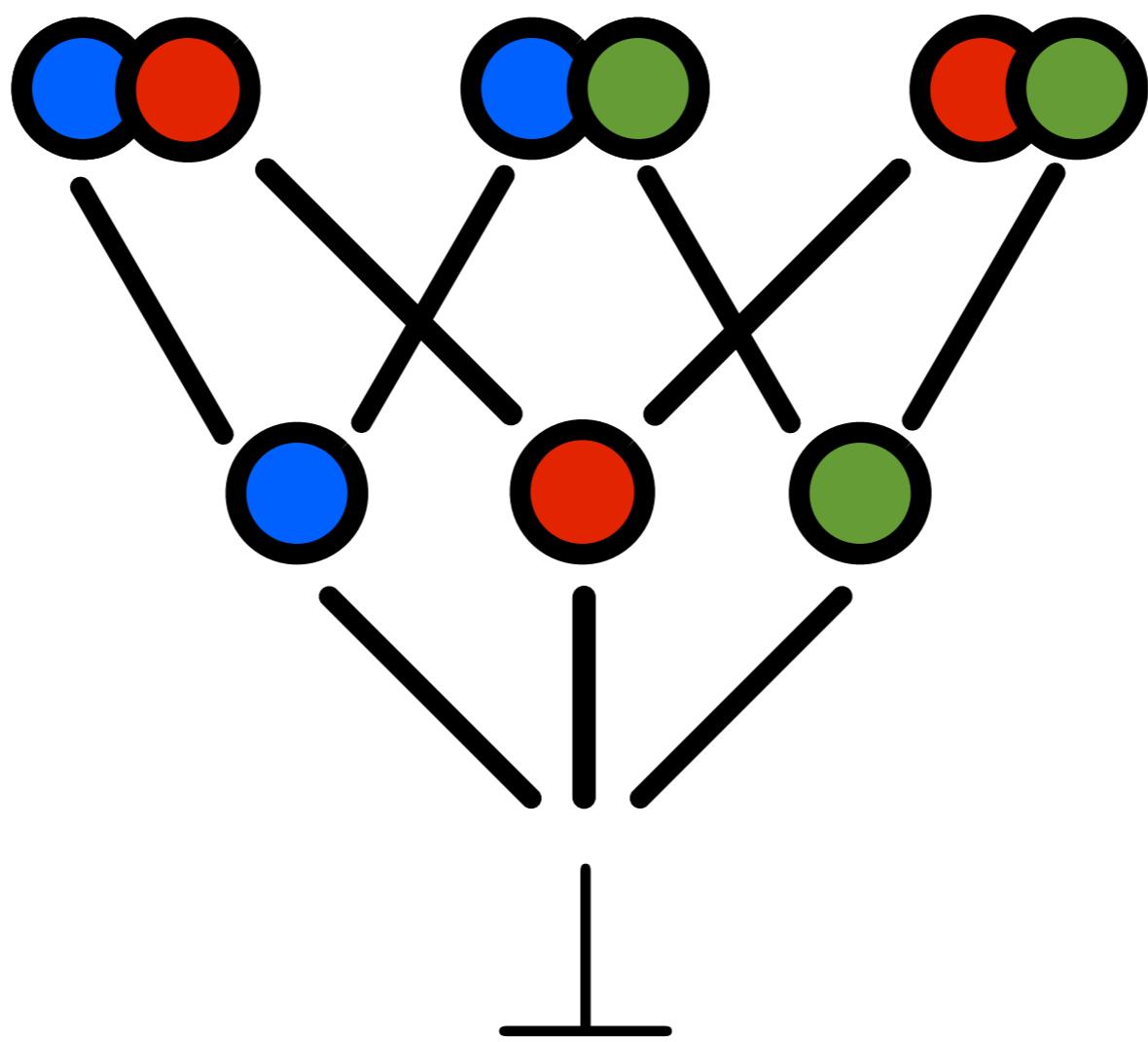
$$n = \sqcup \left\{ \begin{array}{c} \text{green circle} \\ , \\ \text{blue circle} \\ , \\ \text{orange circle} \end{array} \right\}$$

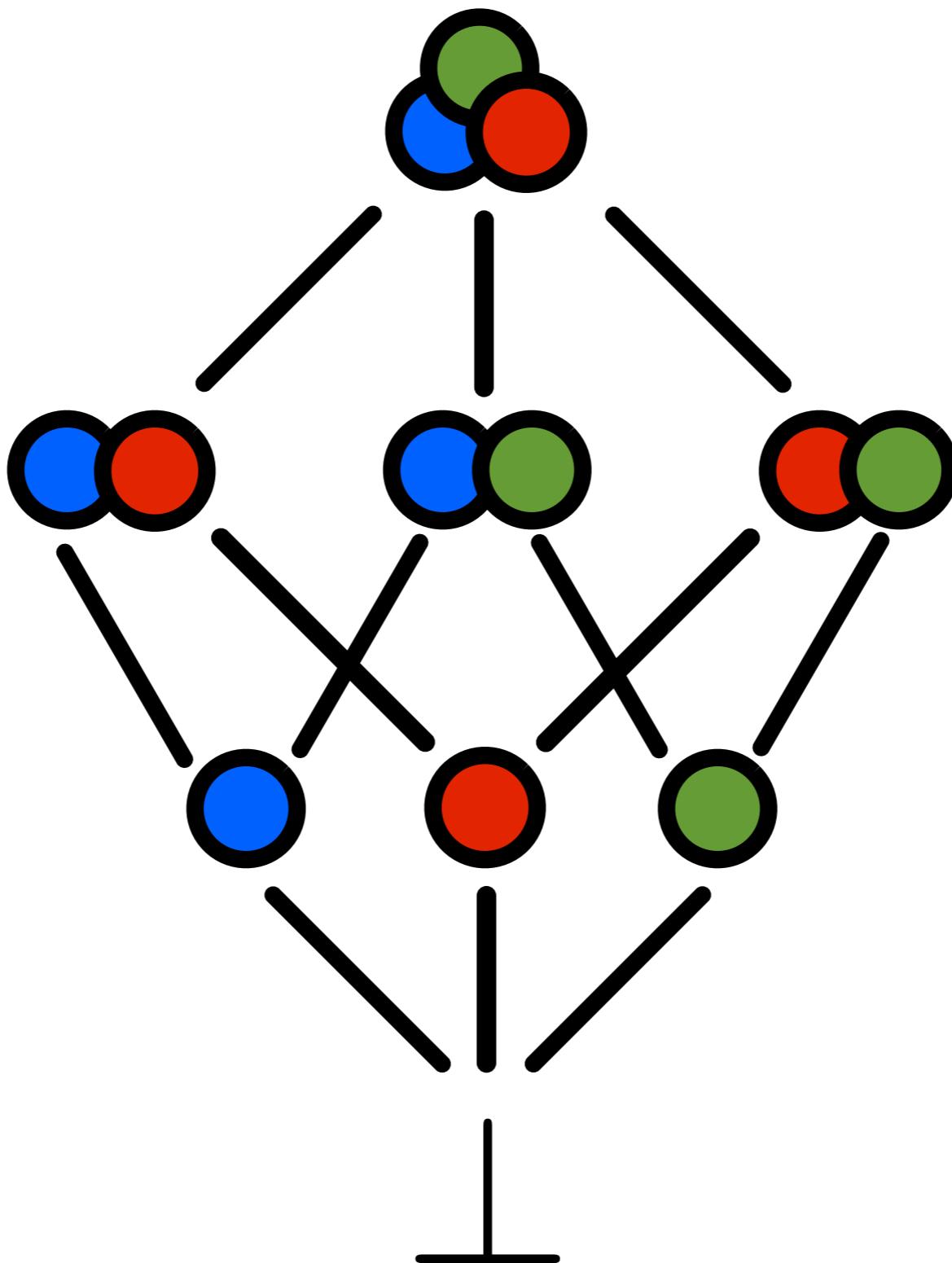


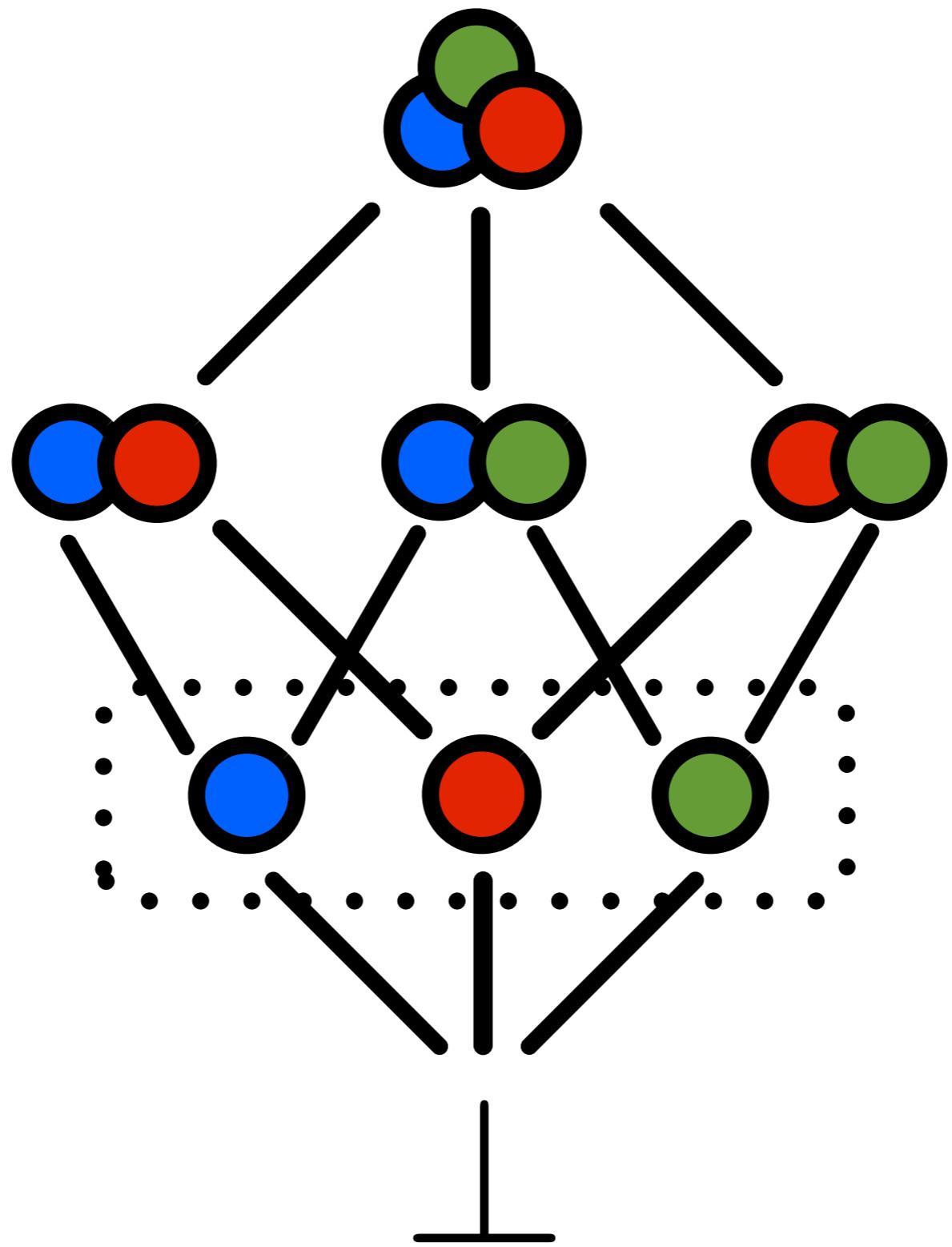


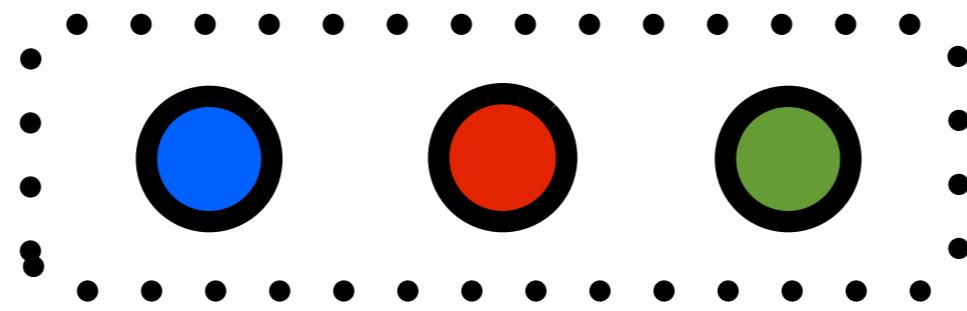


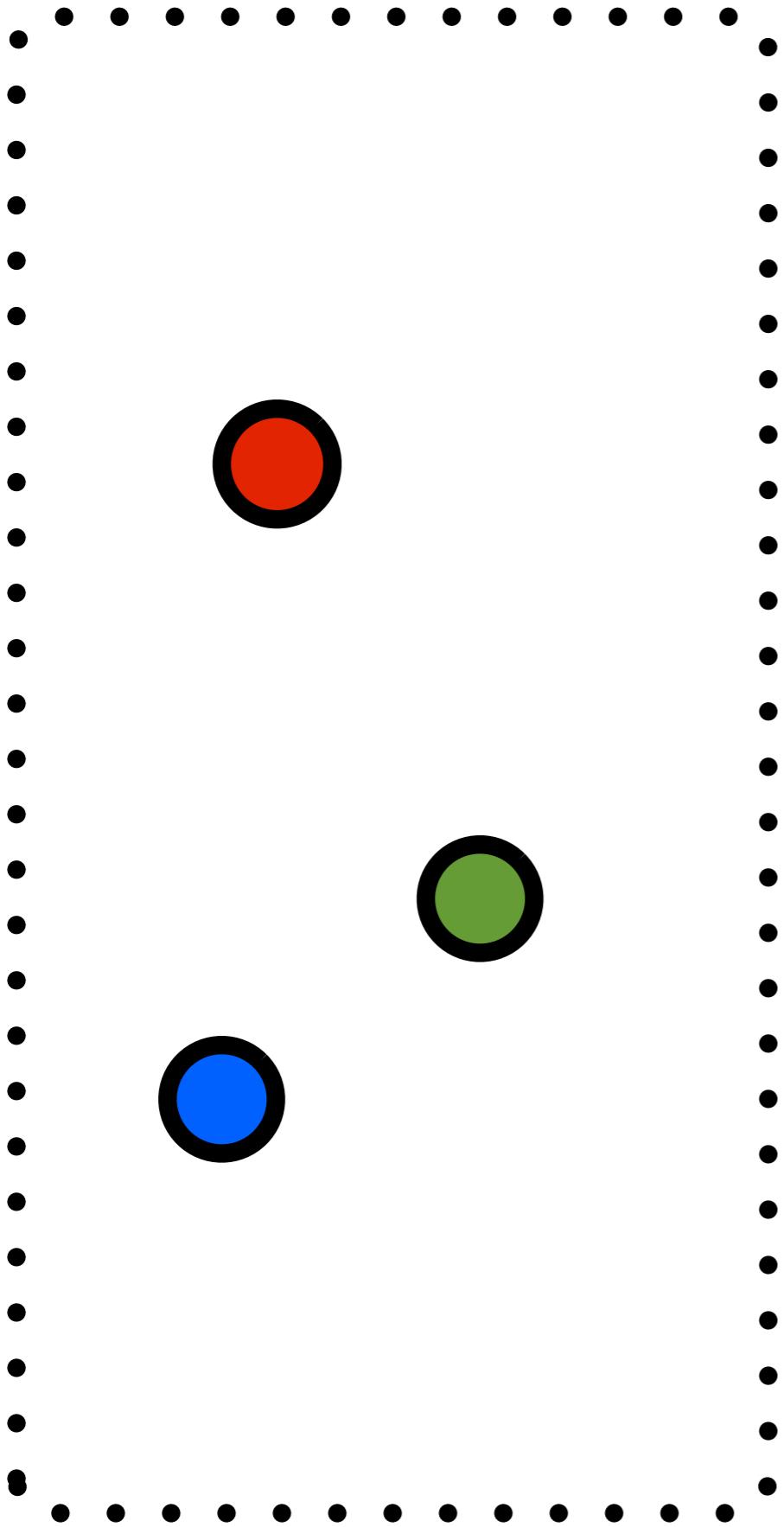








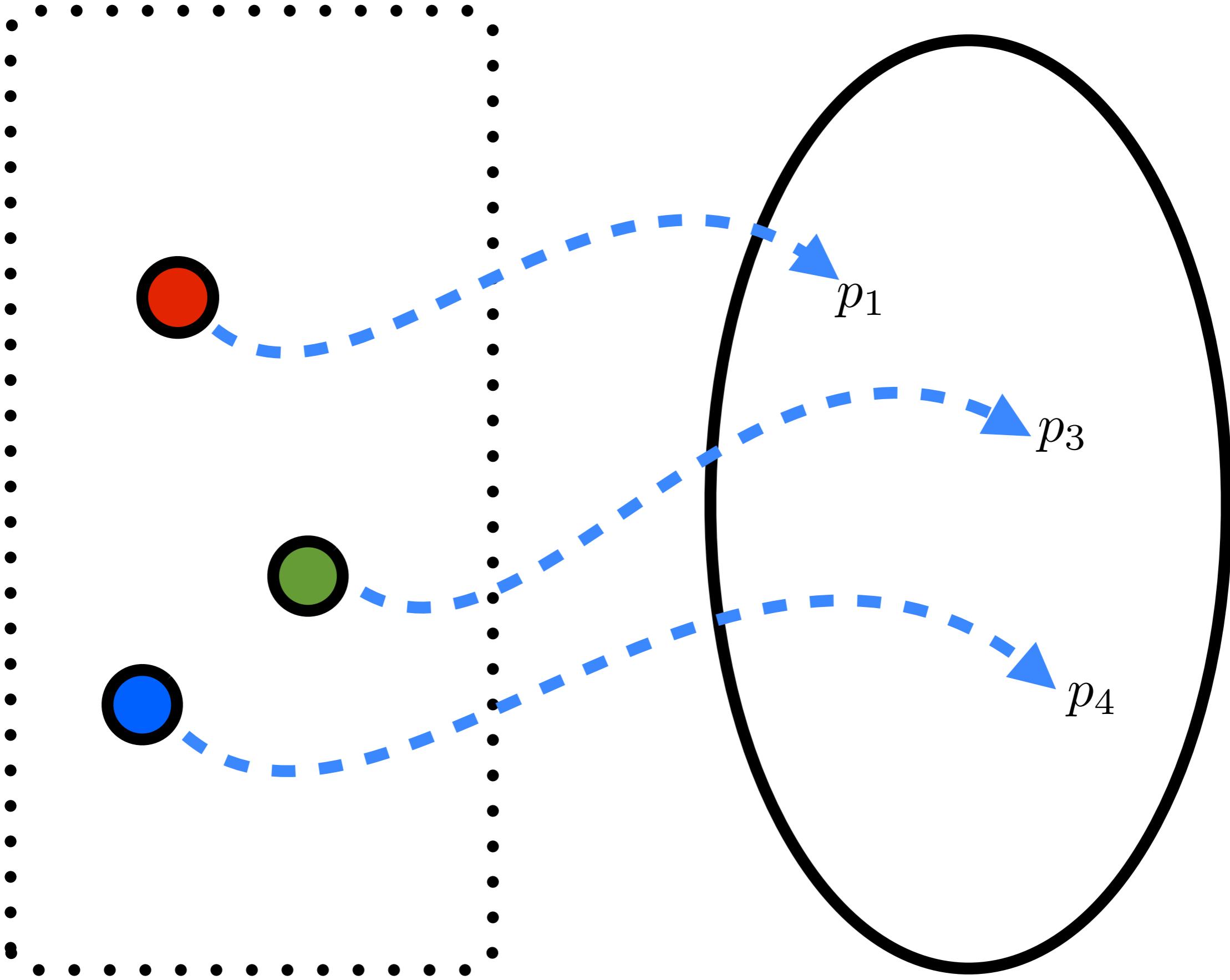




p_1

p_3

p_4



Trick 2

Control-flow still forks.

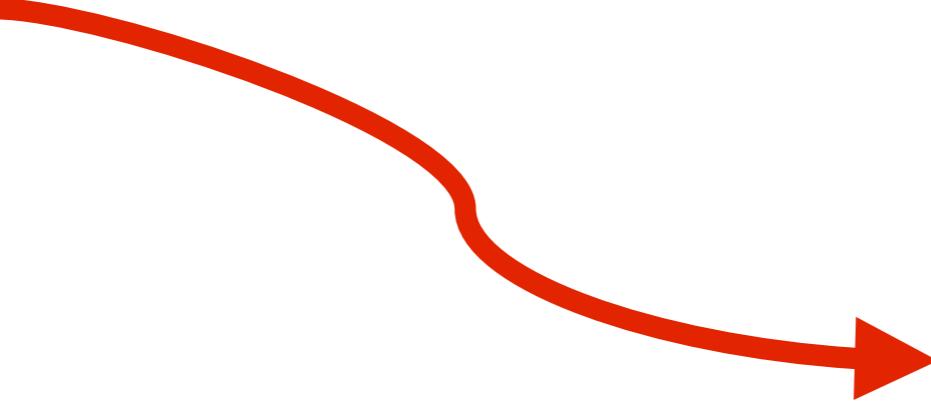
Return-flow still forks.

a.foo()

```
method foo() {  
    return ; }
```

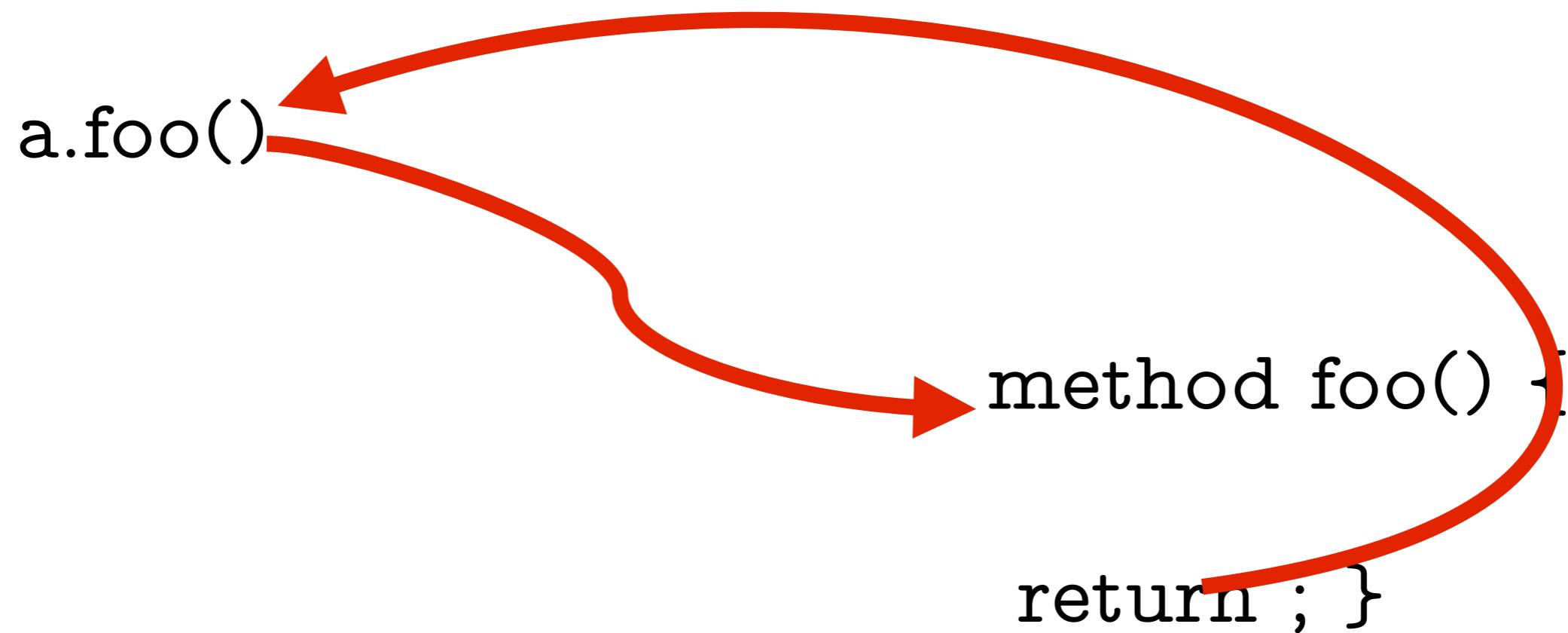
b.foo()

a.foo()

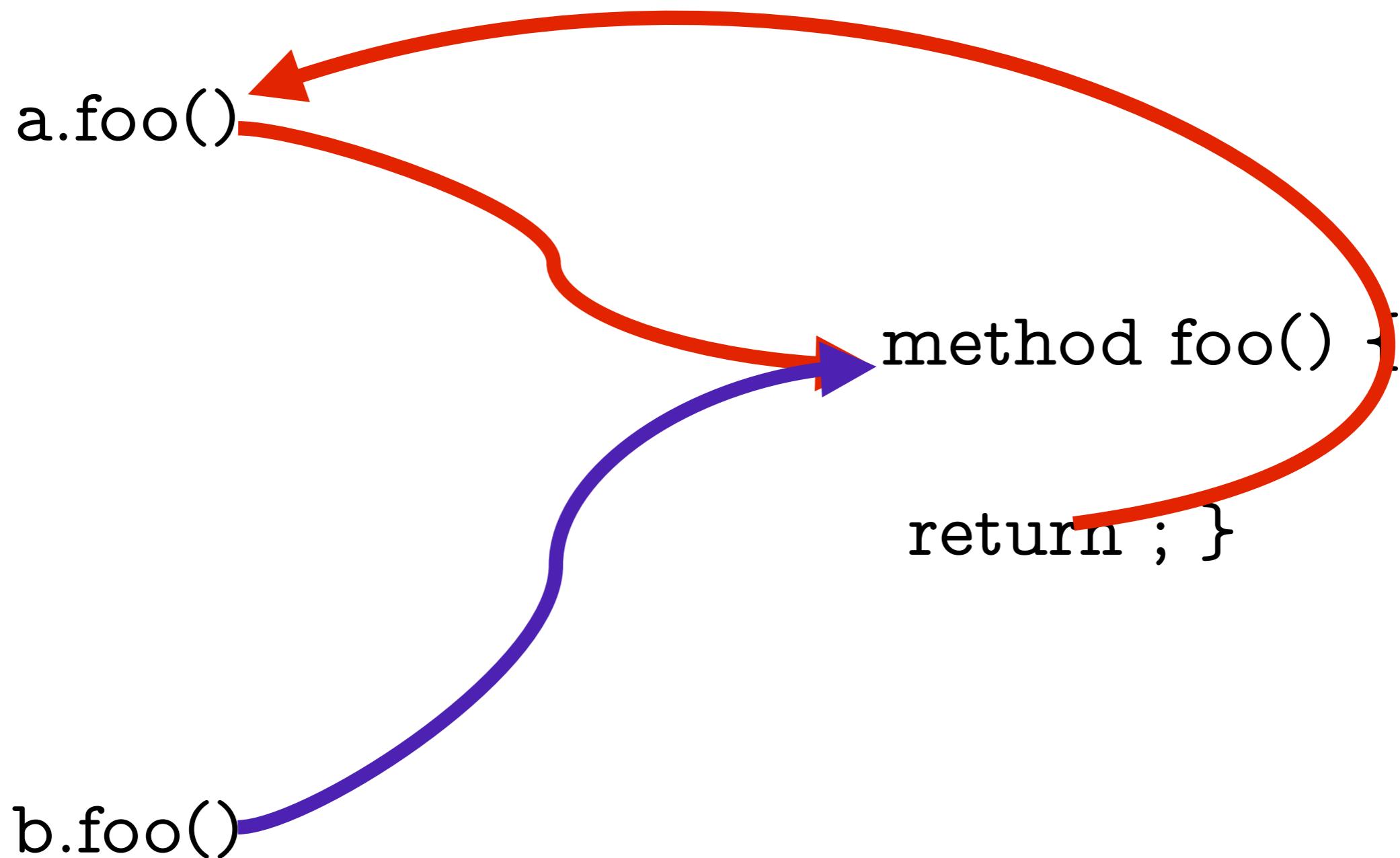


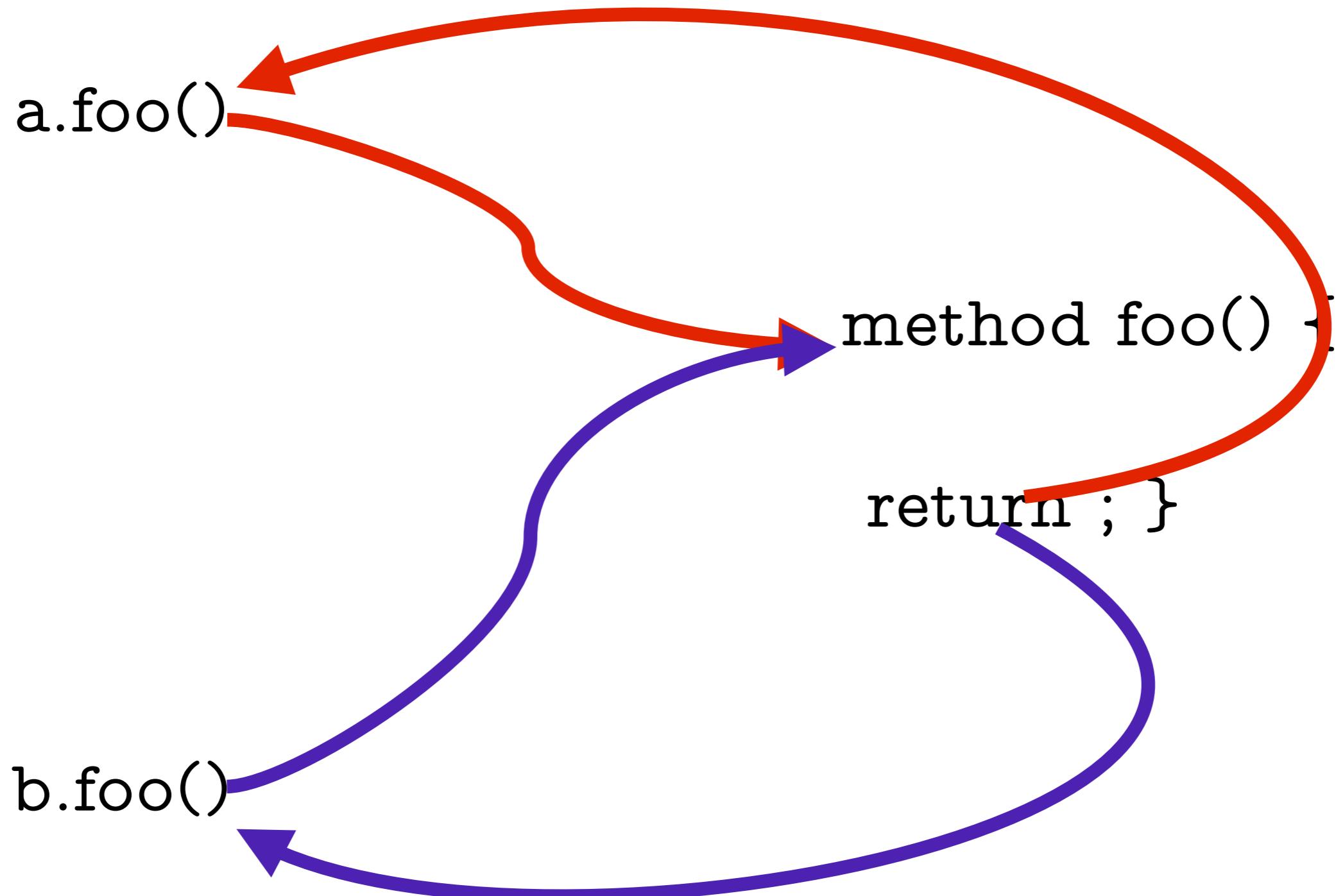
```
method foo() {  
    return ; }
```

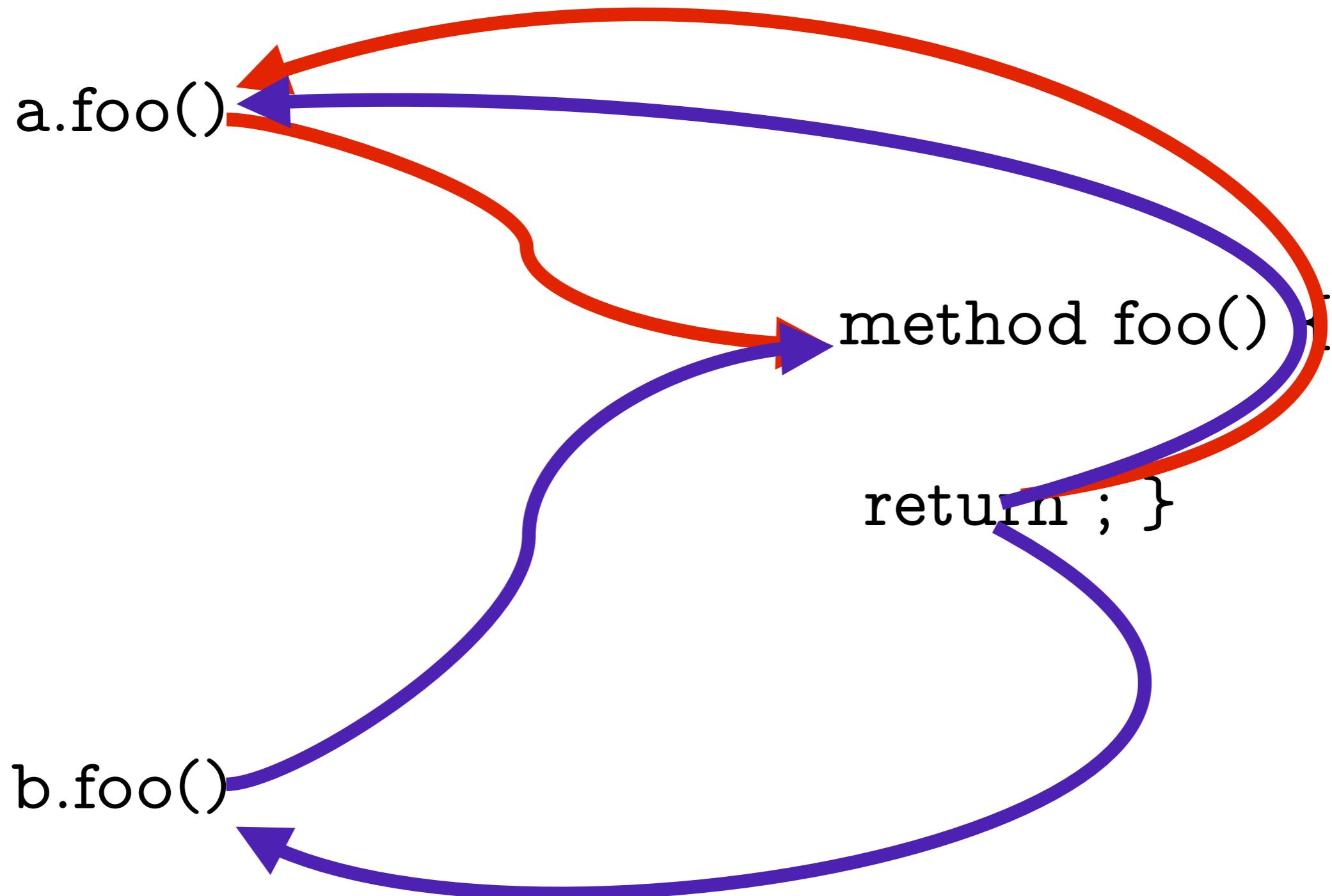
b.foo()



b.foo()







CESK

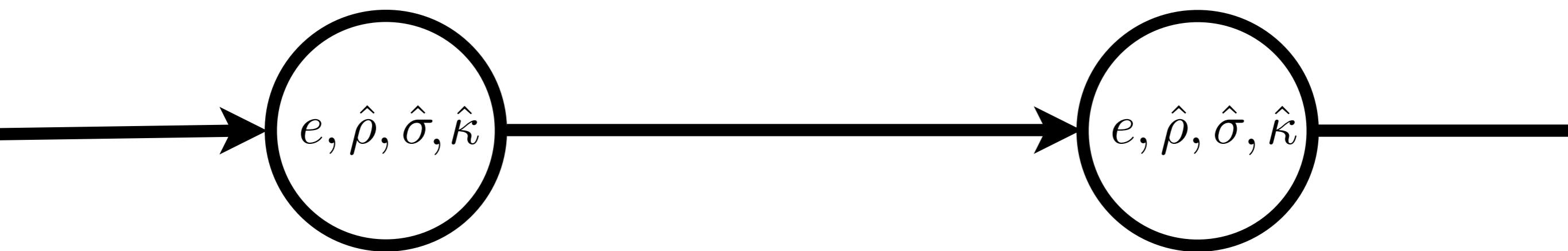
CES K

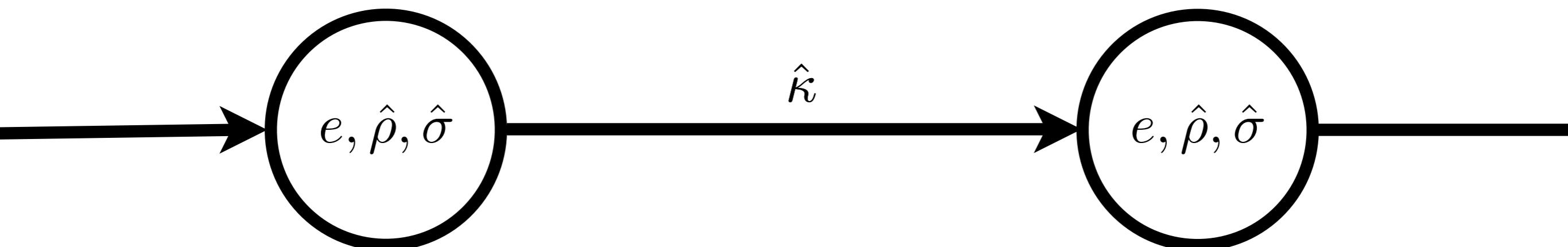
CÉS K

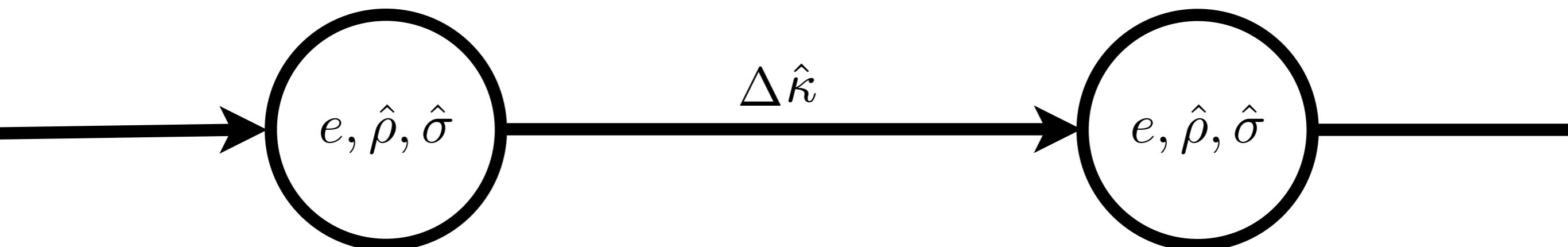


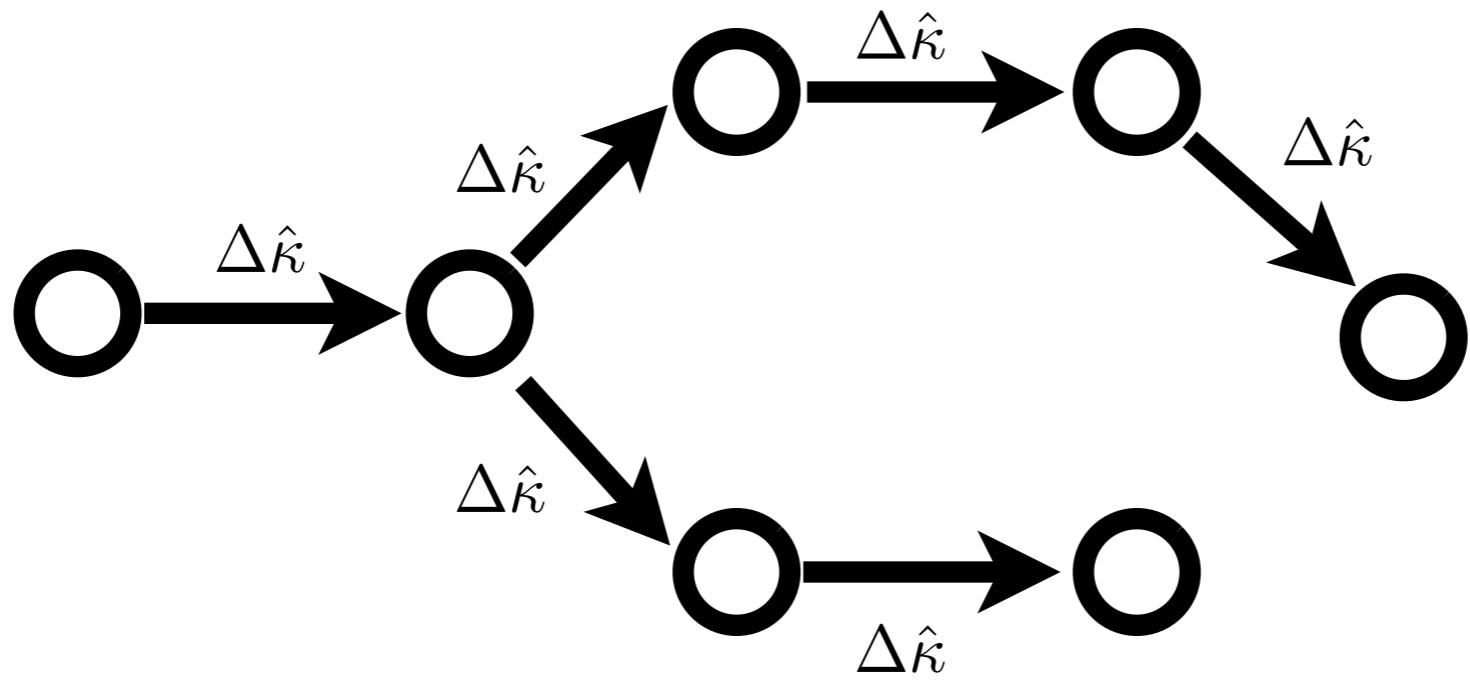


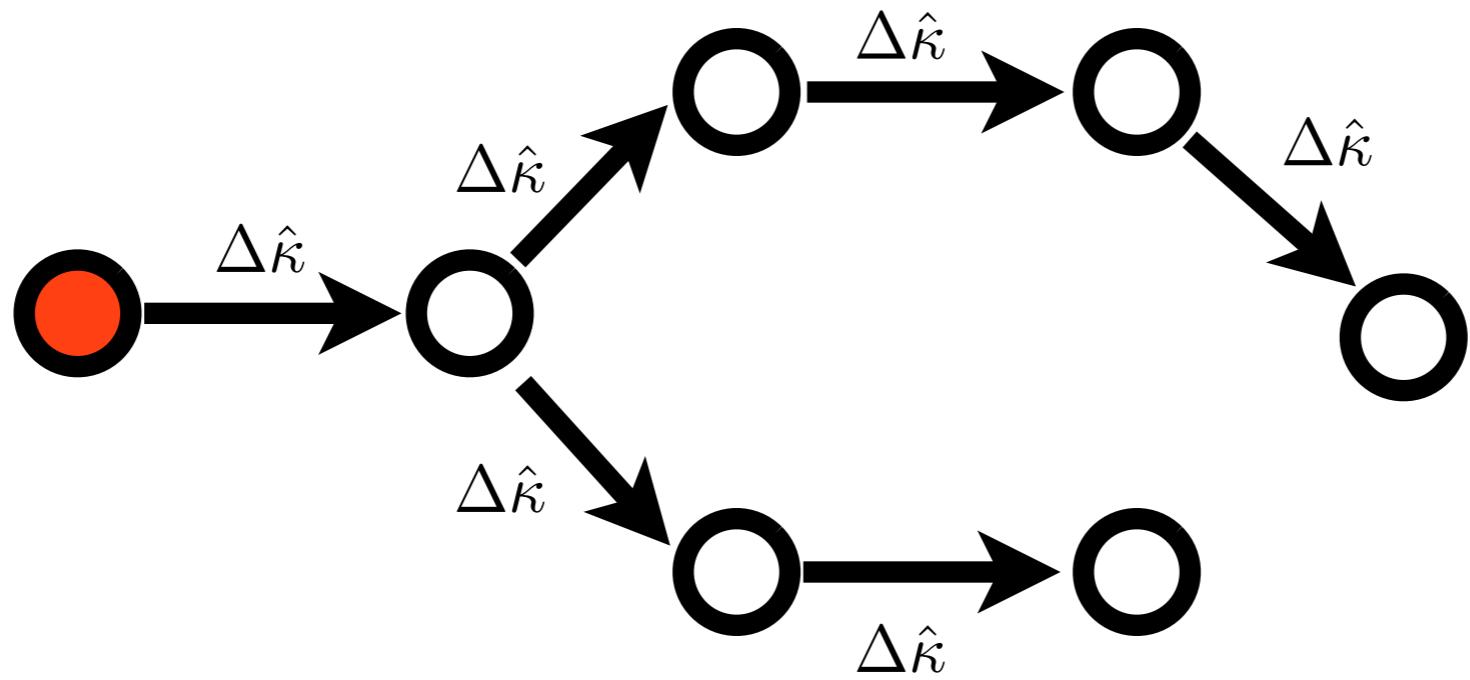
control state + stack = pushdown

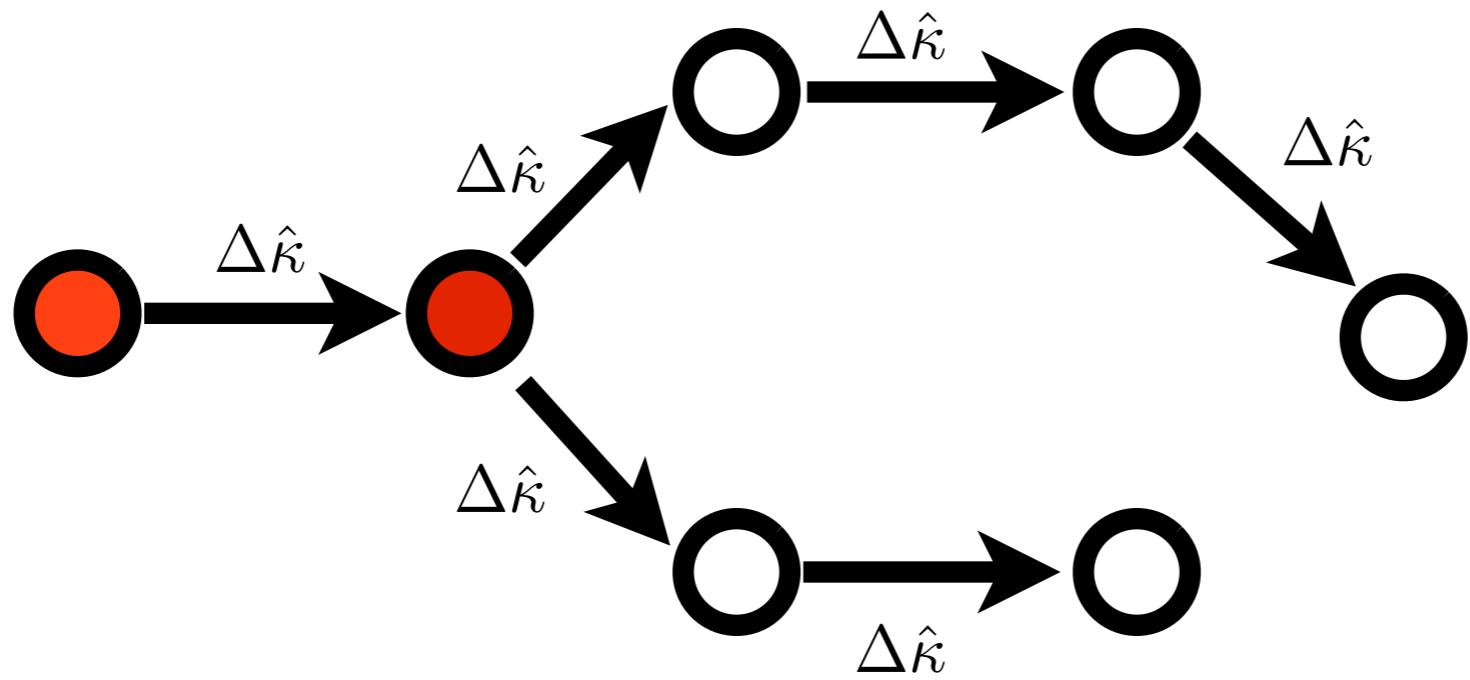


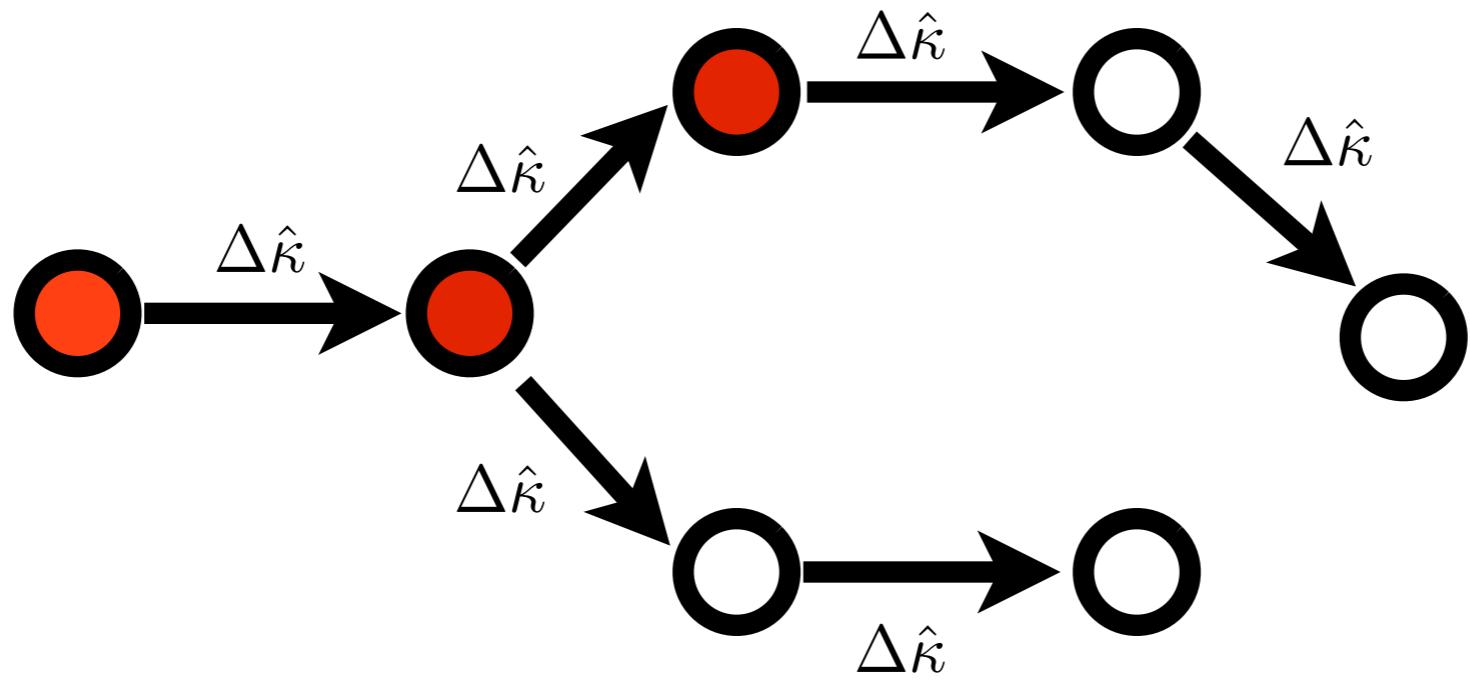


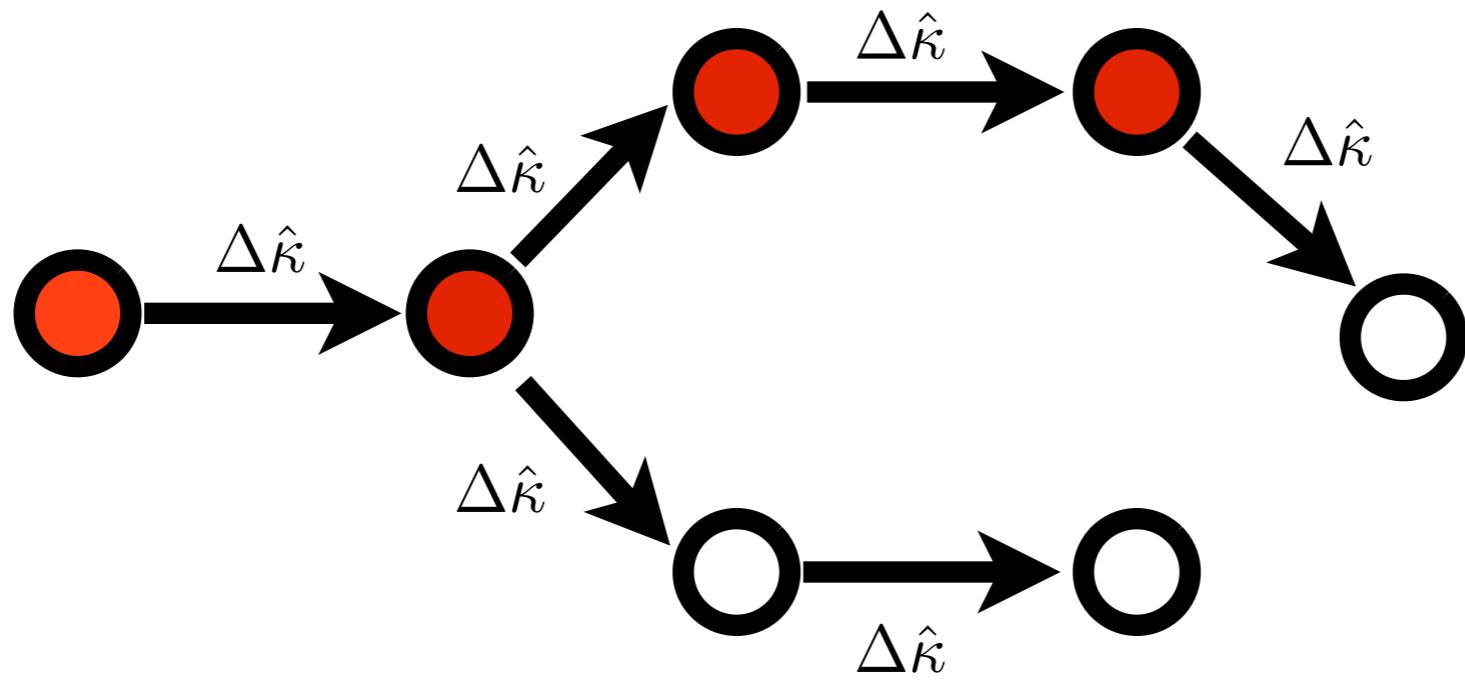


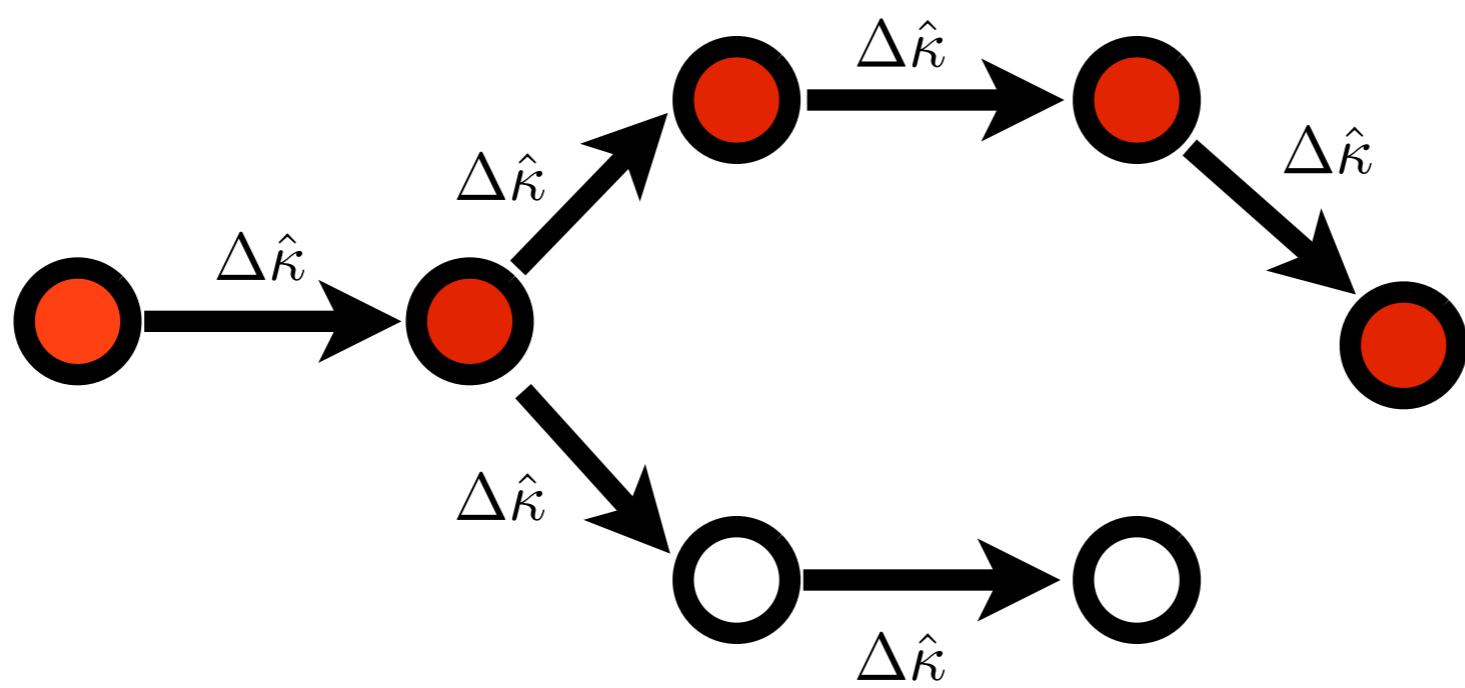


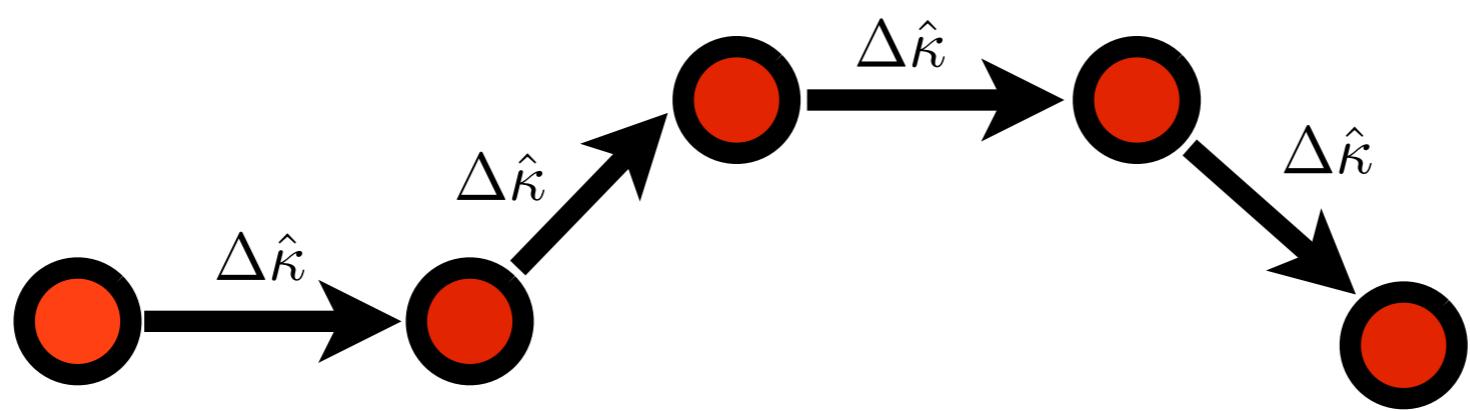


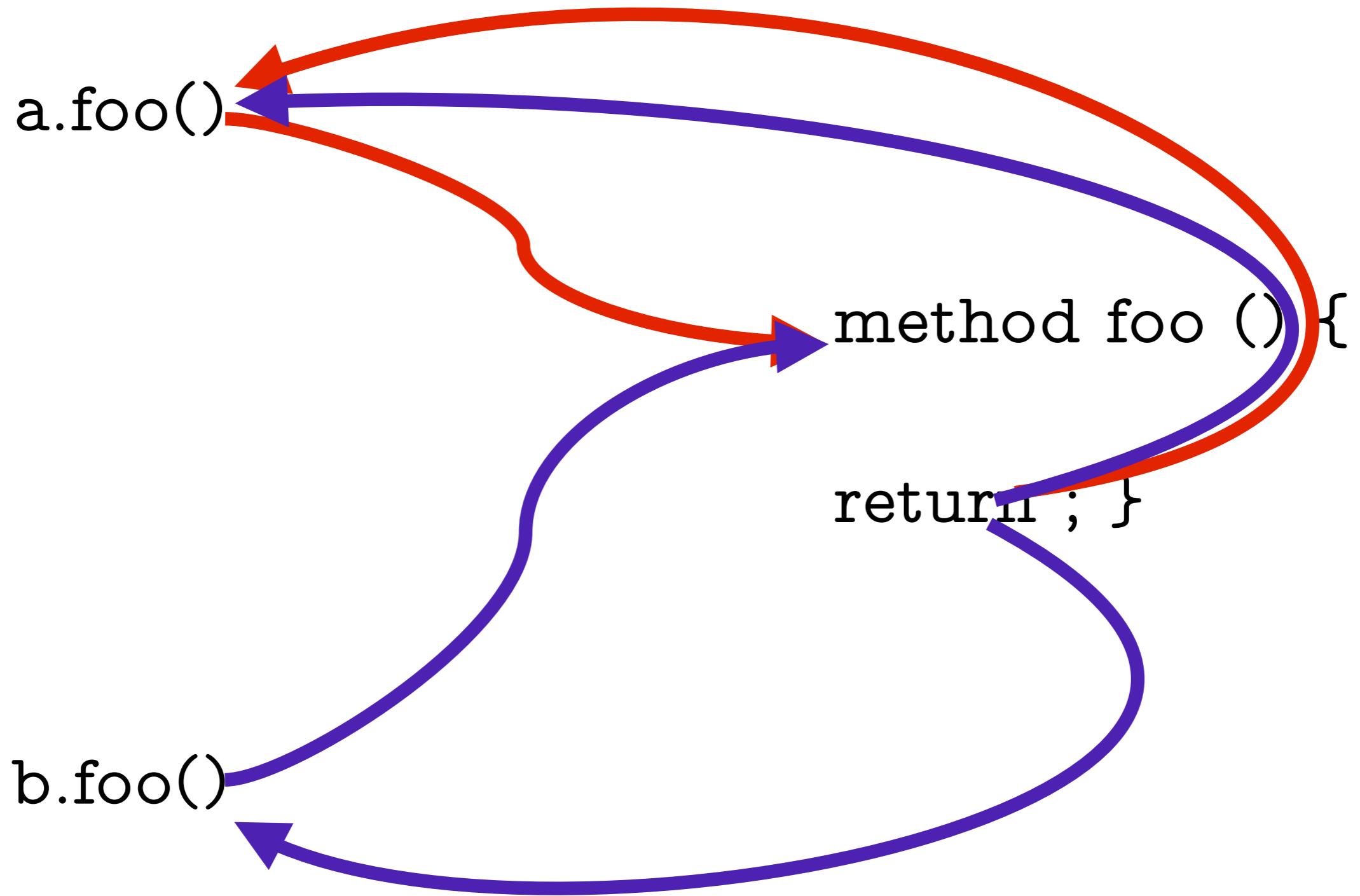


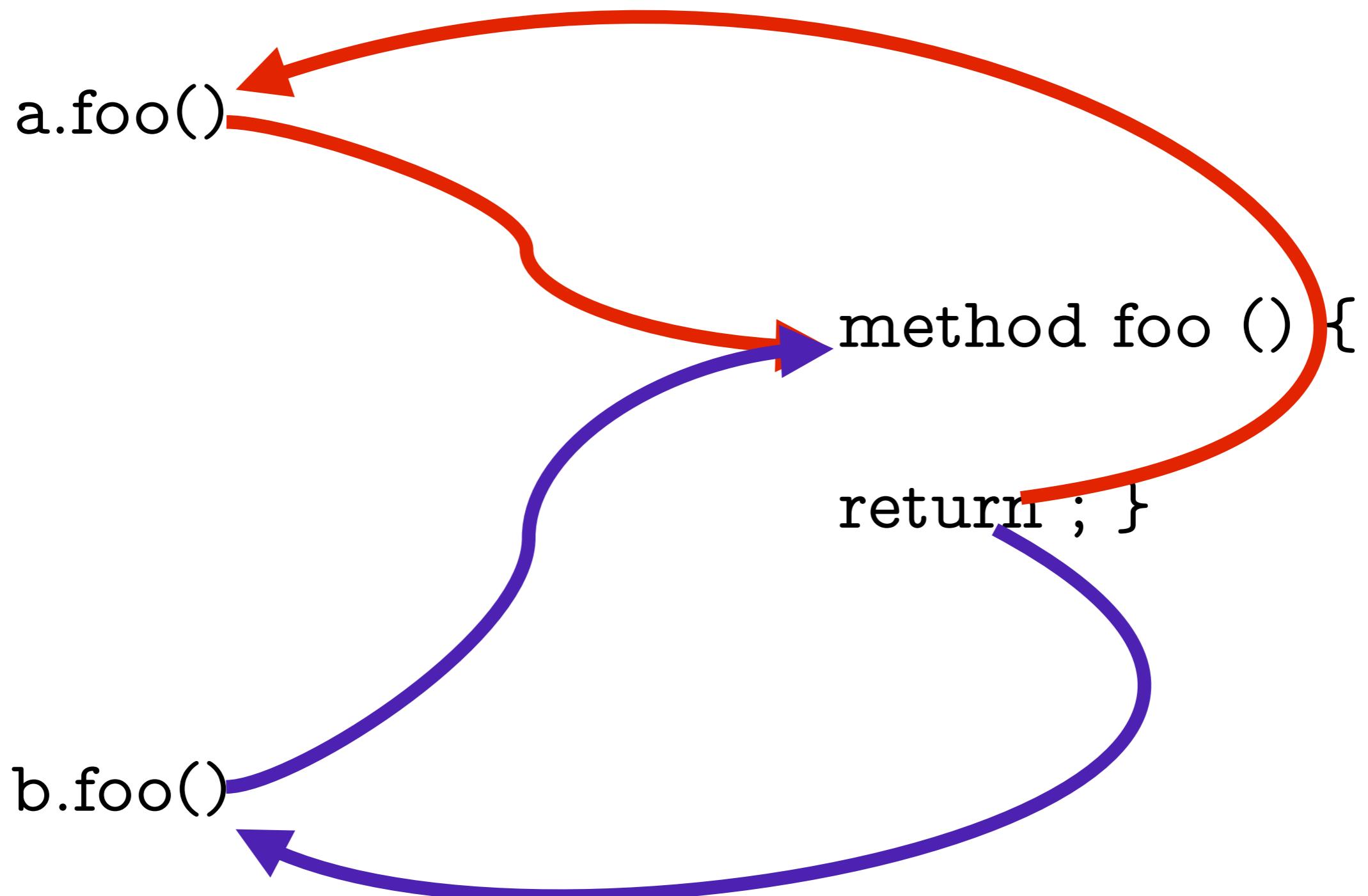












Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

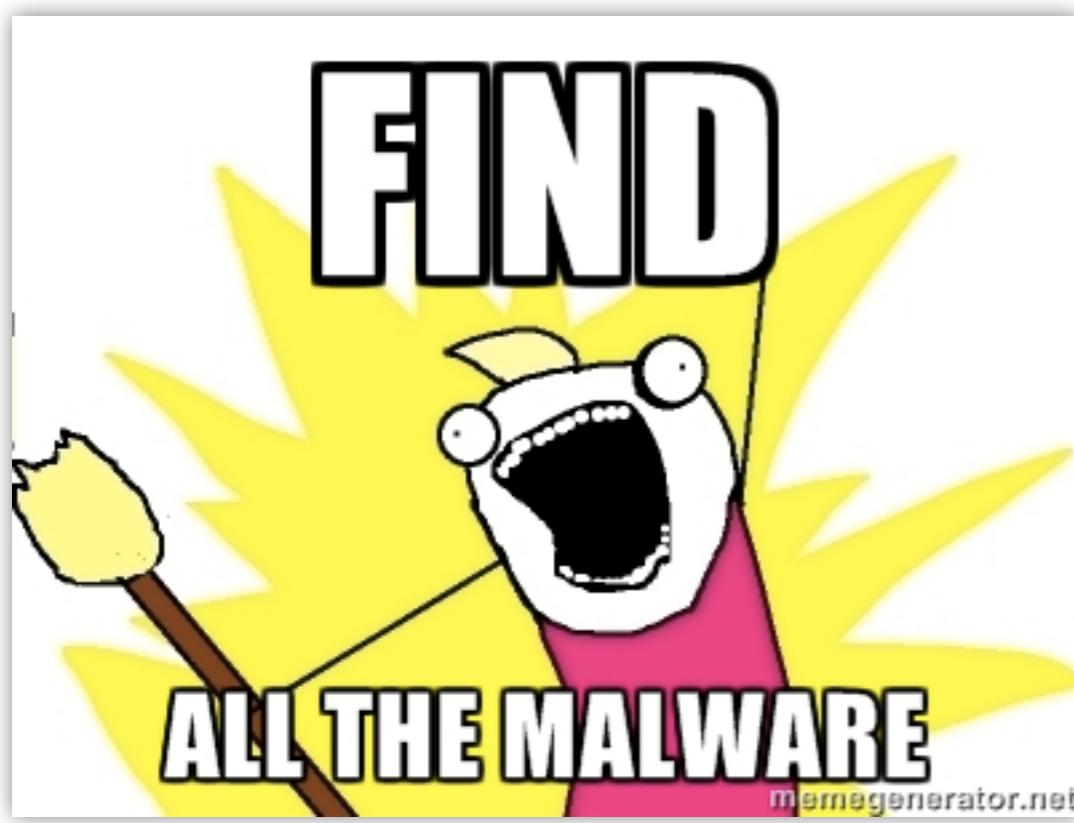
%

shred

93%

(Challenge 4A)

Categorization



Ongoing

Information

Information flow

```
sock.send32f(dat);
```

```
sock.send32f(dat);
```

dat is-a number

```
sock.send32f(dat);
```

-90.0 <= dat <= 90.0

sock.send32f(dat);

37.0 <= dat <= 43.0

sock.send32f(dat);

37.0 <= dat <= 43.0

sock.send32f(dat);

37.0 <= dat <= 43.0

sock.send32f(dat);

latitude *influences* dat

Tracking *influence*

Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Android-AWeather>

%

f l o w s



In progress

Terminal — zsh — 82x20 — %1

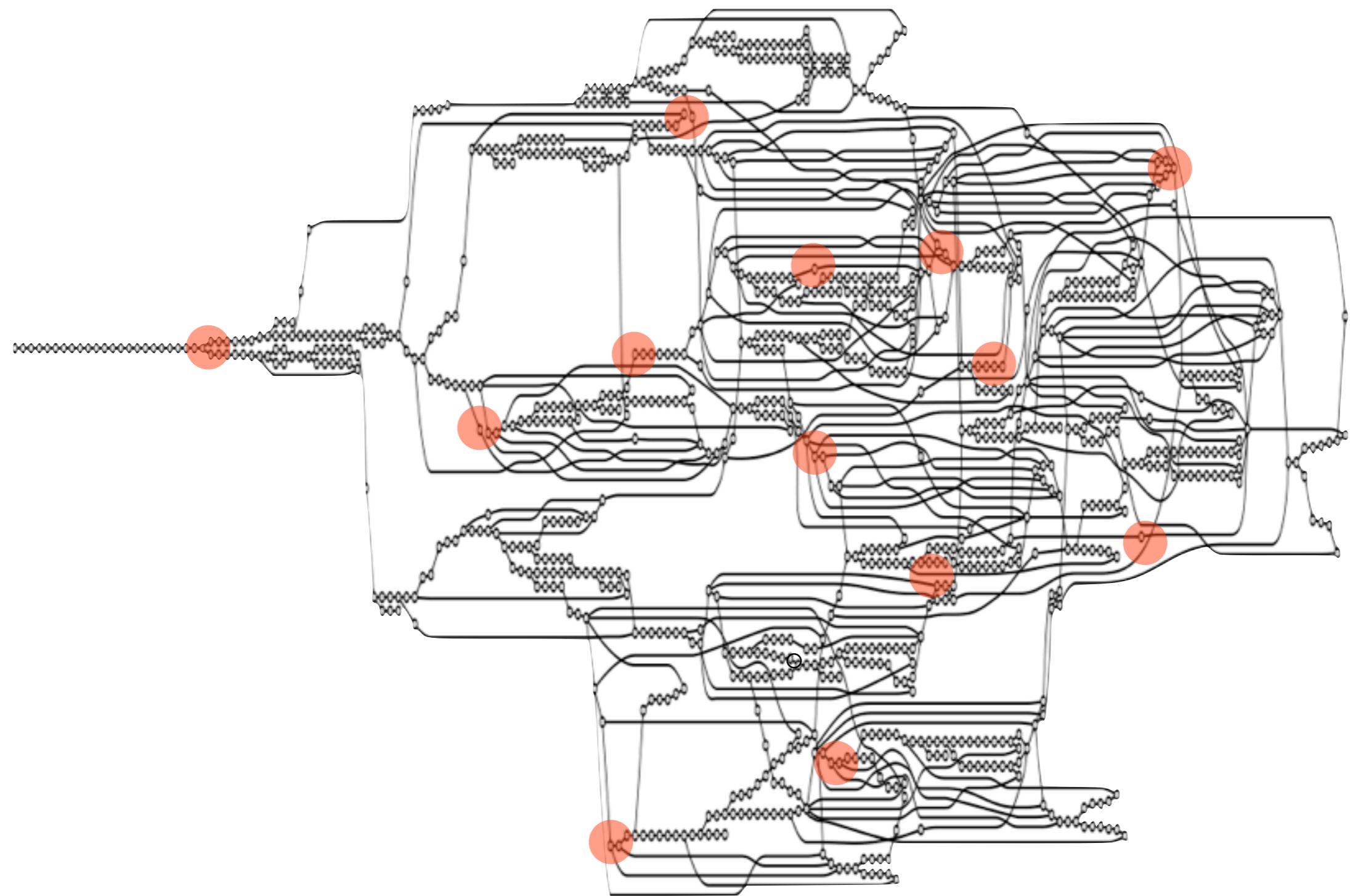
</0>

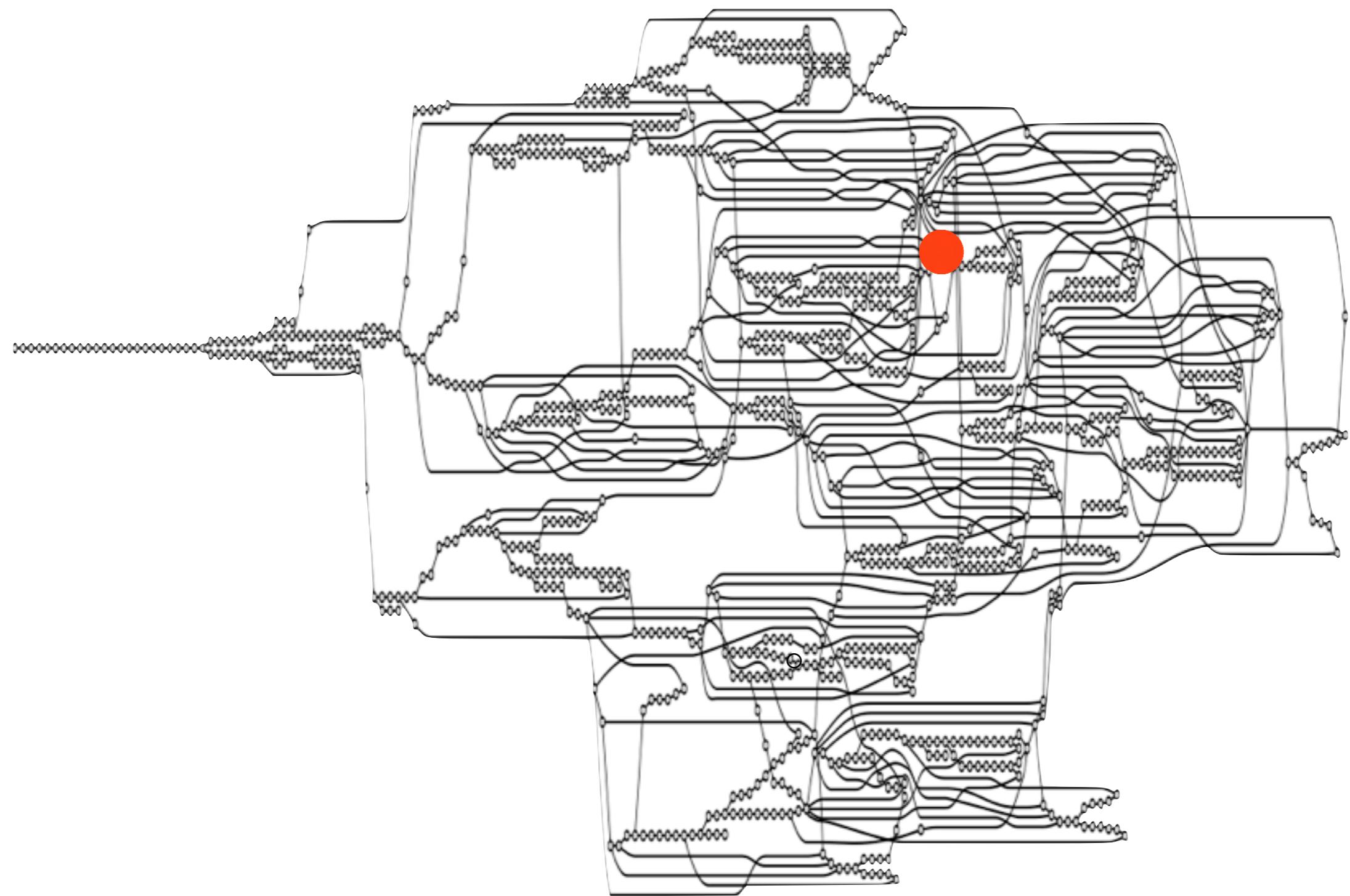
<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

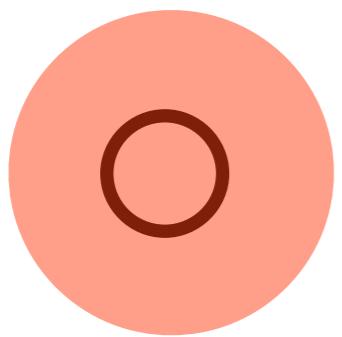
%

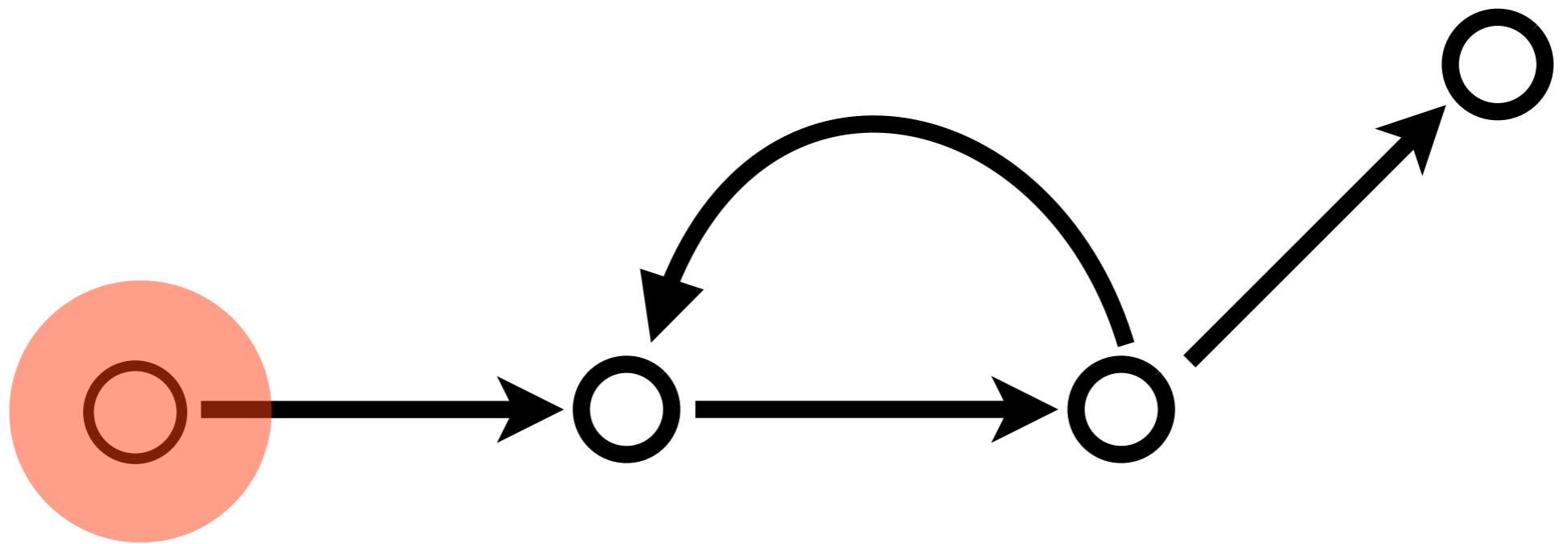
catsup

Abstract debugging









Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

%

adb

Implicit flows

```
void onClick () {  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
}
```

Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

%

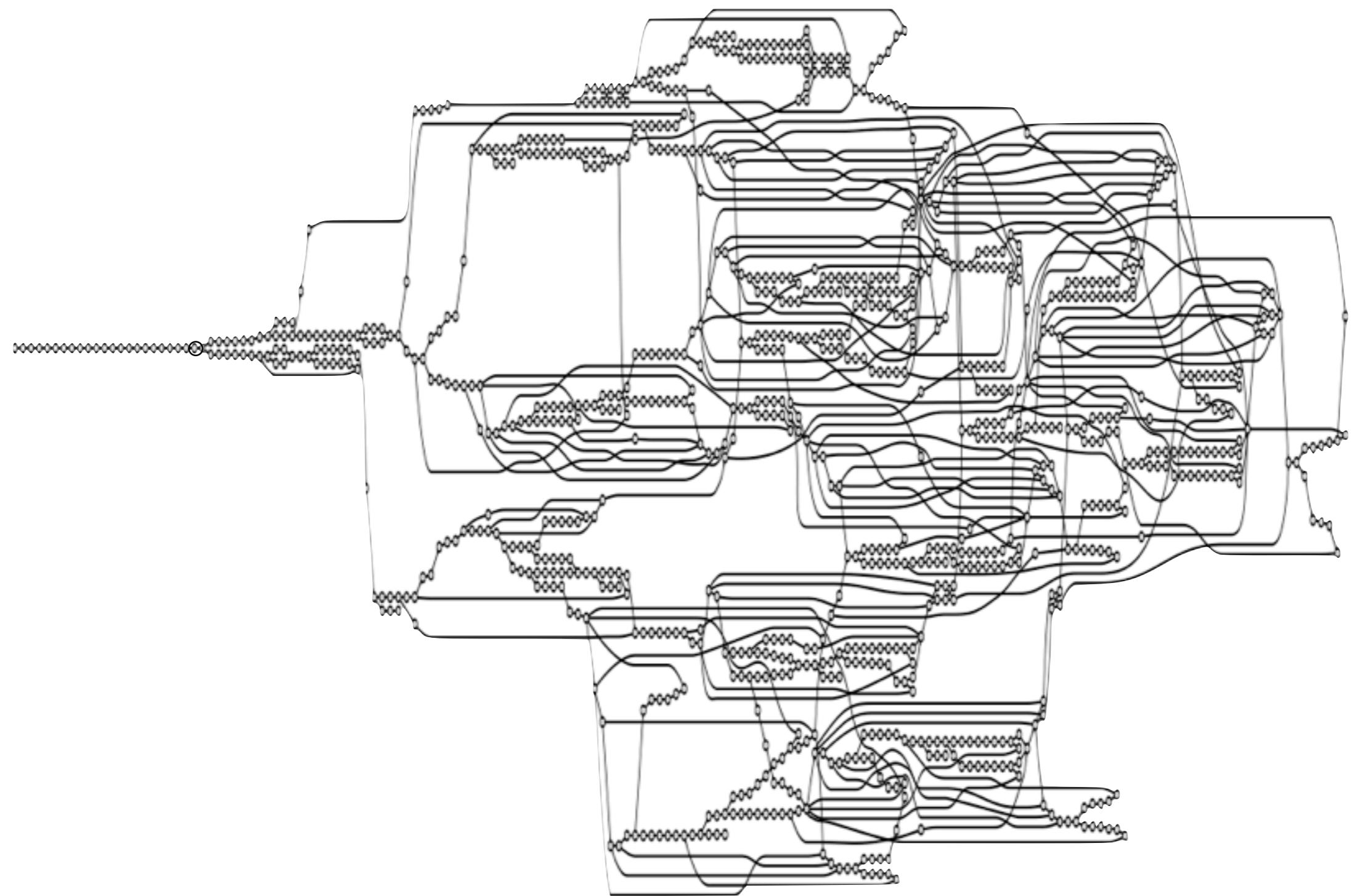
imp

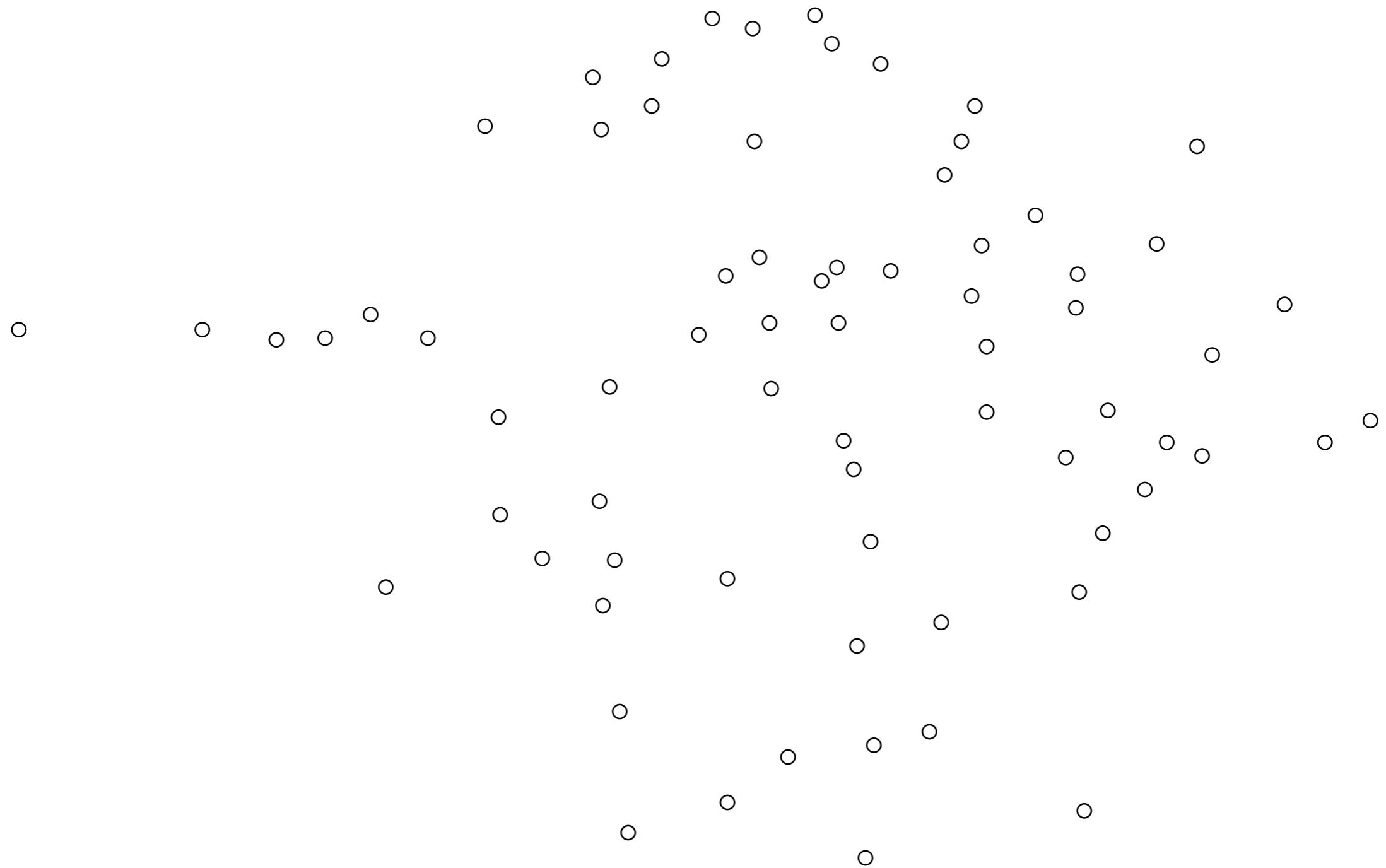
```
void onClick () {  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
}
```

```
void onClick () {  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
}
```

```
void onClick () {  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
}
```

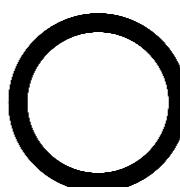
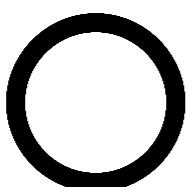
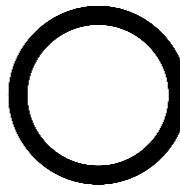
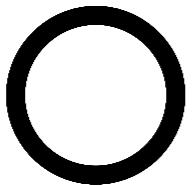
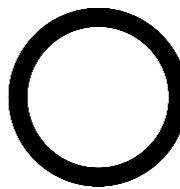
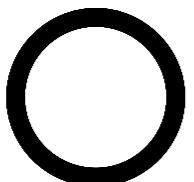






source

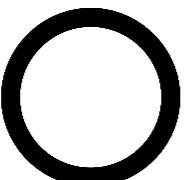
sink



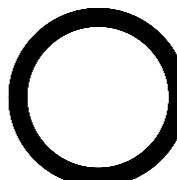
source

sink

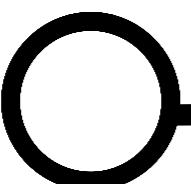
GPS



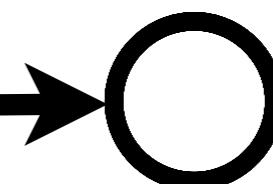
SD



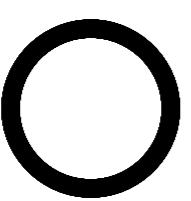
SD



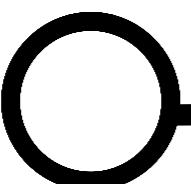
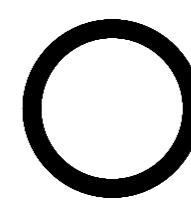
Net



Contacts

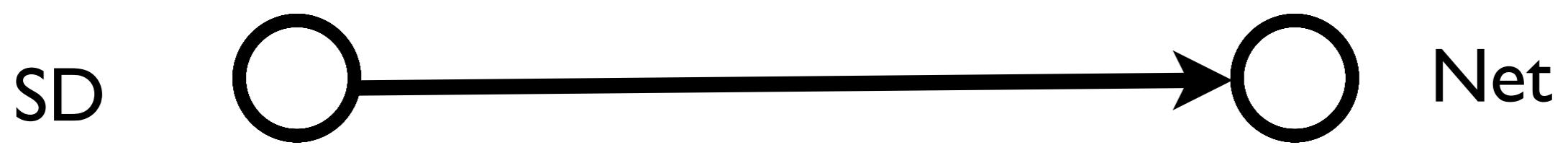


RPC



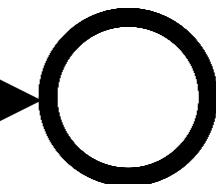
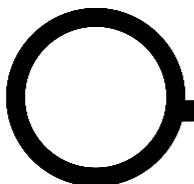
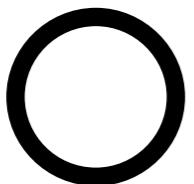
source

sink

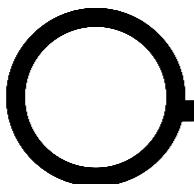
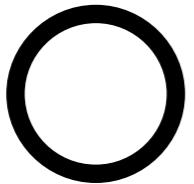


source

sink

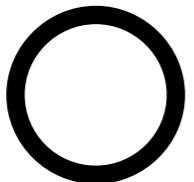


Net



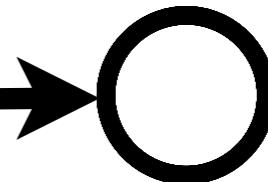
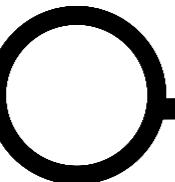
source

*



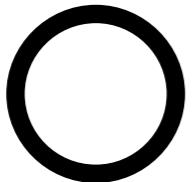
sink

photo.jpg



Net

pw.db



source

sink

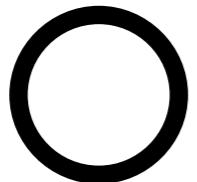
*

photo.jpg

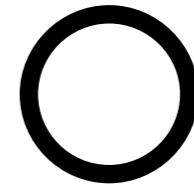
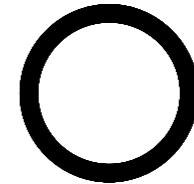
pw.db

ftp

Web



*



Terminal — zsh — 82x20 — %1

</0>

<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

%

needle