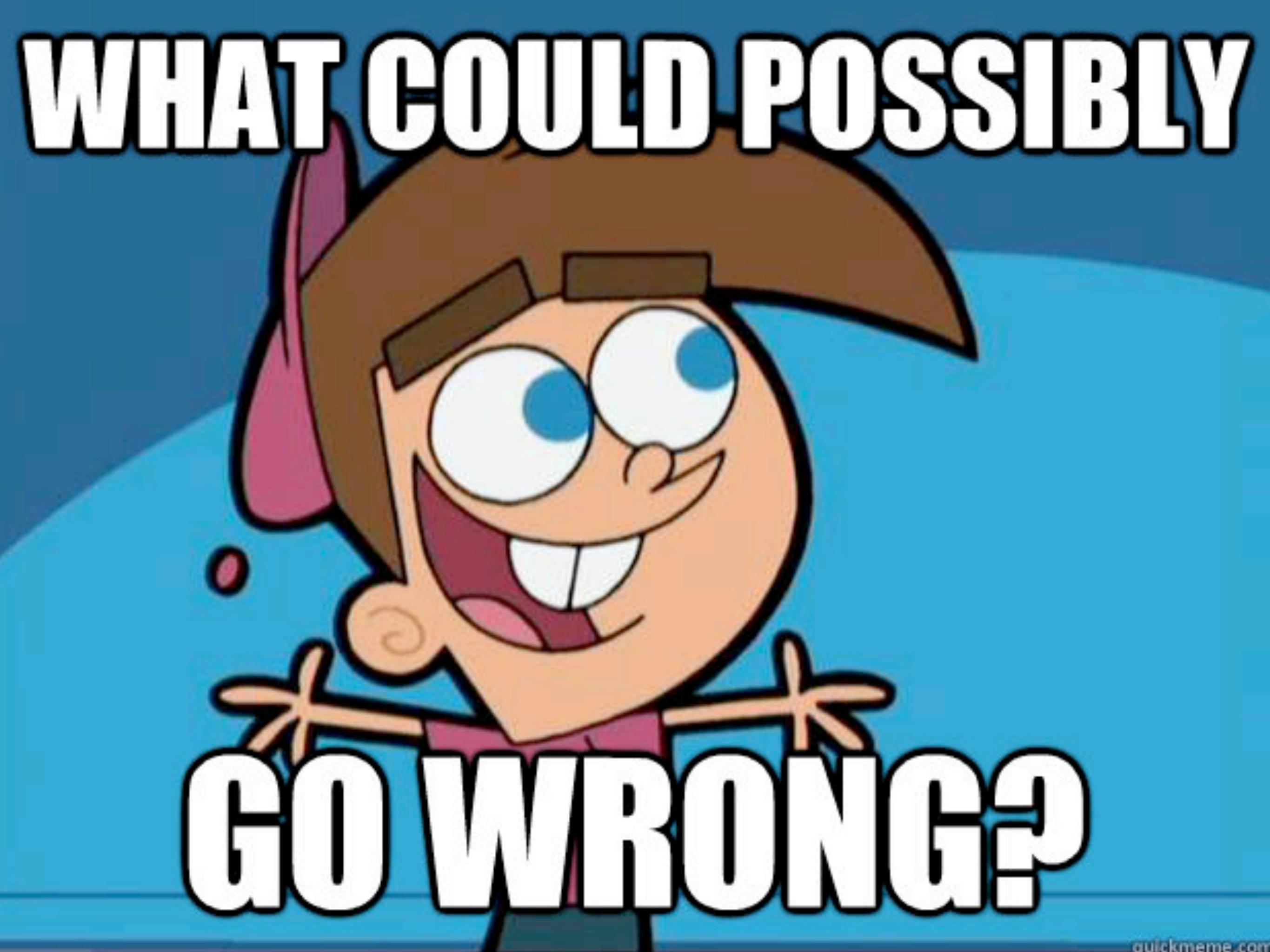


Analyzing Android

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

A terrible idea





WHAT COULD POSSIBLY

GO WRONG?











DARPA: APAC

App auditor

A green square button with rounded corners and a subtle drop shadow.

Good app

A blue rectangular button with rounded corners and a subtle drop shadow.

App auditor

App auditor

App auditor



App auditor



Good app

A diagram illustrating the role of an App Auditor. It features three rounded rectangular boxes arranged horizontally. The central box is blue and labeled 'App auditor'. To its left is a smaller orange box labeled 'Bad app', and to its right is a smaller green box labeled 'Good app'. All boxes have a subtle drop shadow.

Bad app

App auditor

Good app



App auditor



Good app



App auditor



Good app



Good app

Step 1

Solve the Halting problem

Step 2

Pass the Turing test



App auditor



Good app

Human

App auditor

Good app

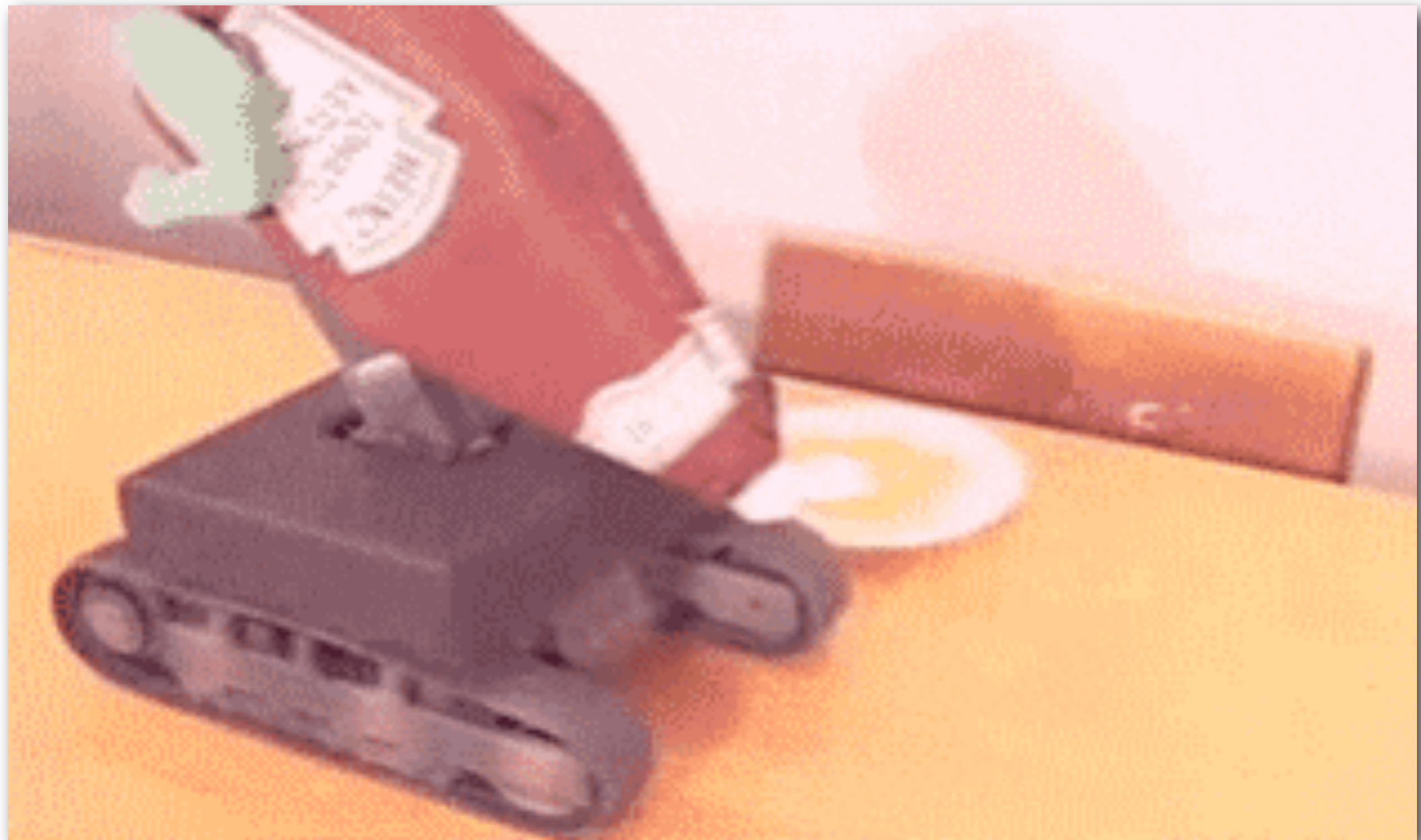
Engagements

In practice?

0%

Vision

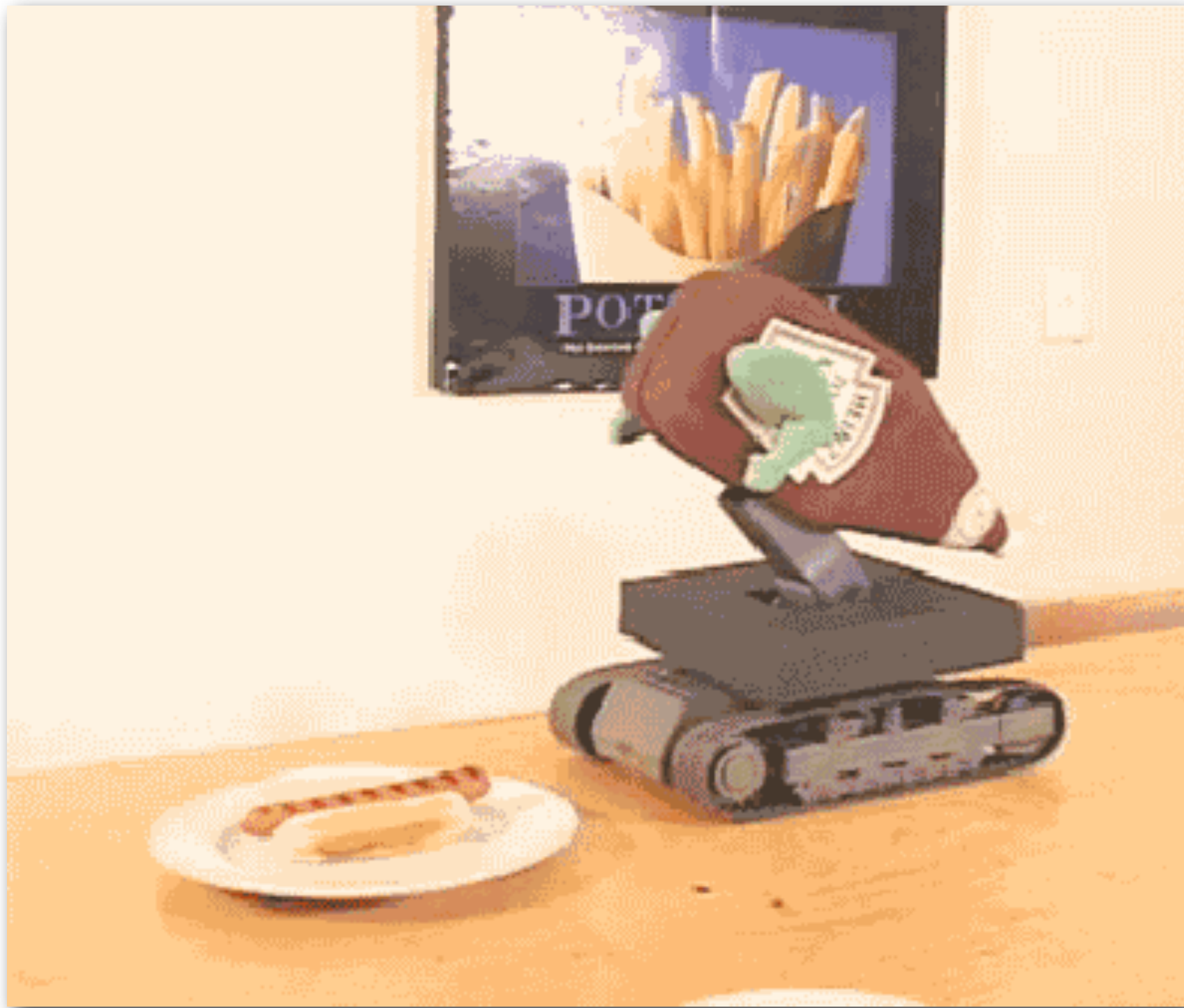




50%

90%

93%



How does it work?



MAGIC!?

Small-step analysis

AAM

AAM

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

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

```
.class MyActivity
```

```
.method public MyActivity
```

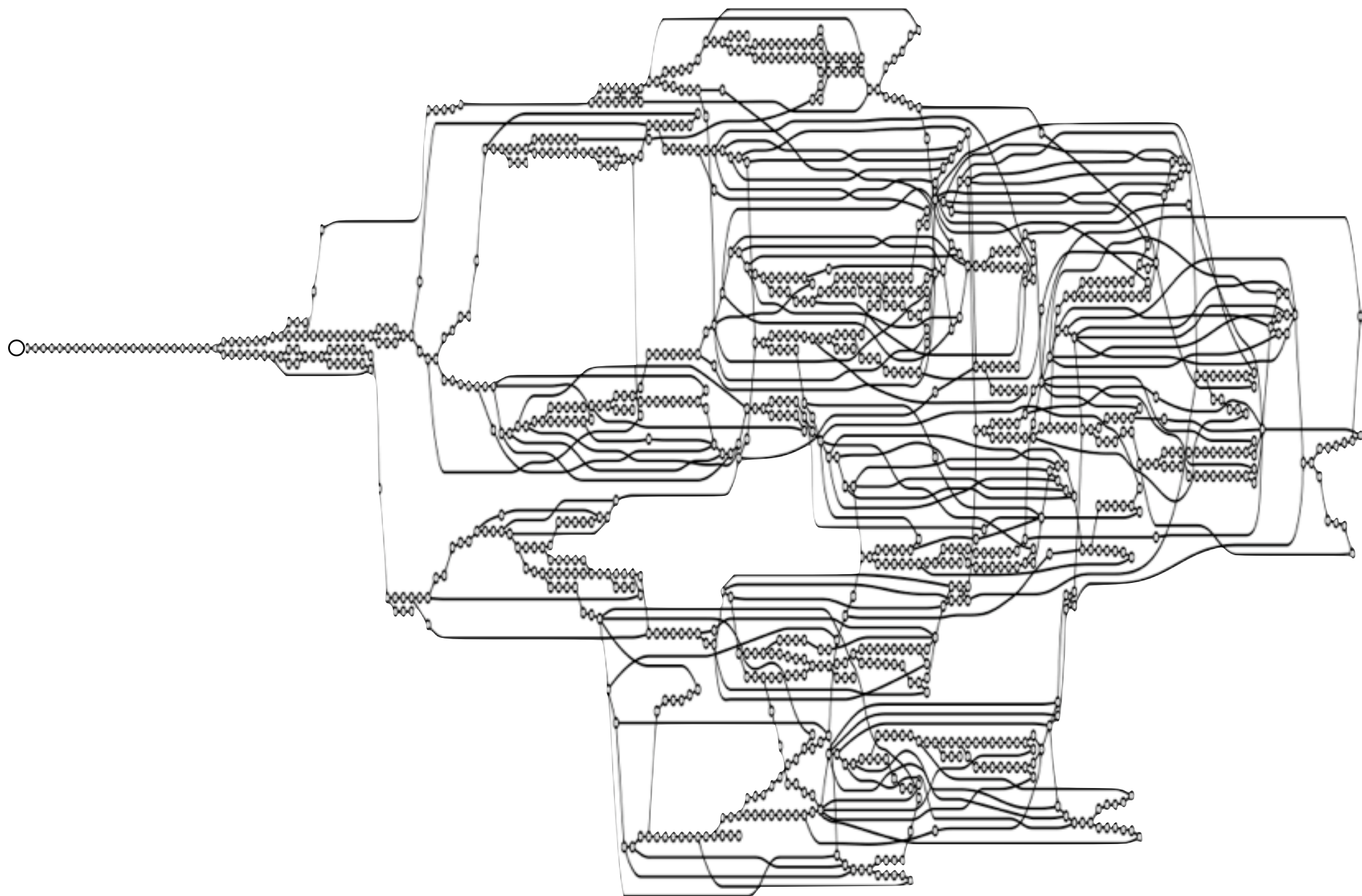
```
    invokedynamic activateMic
```

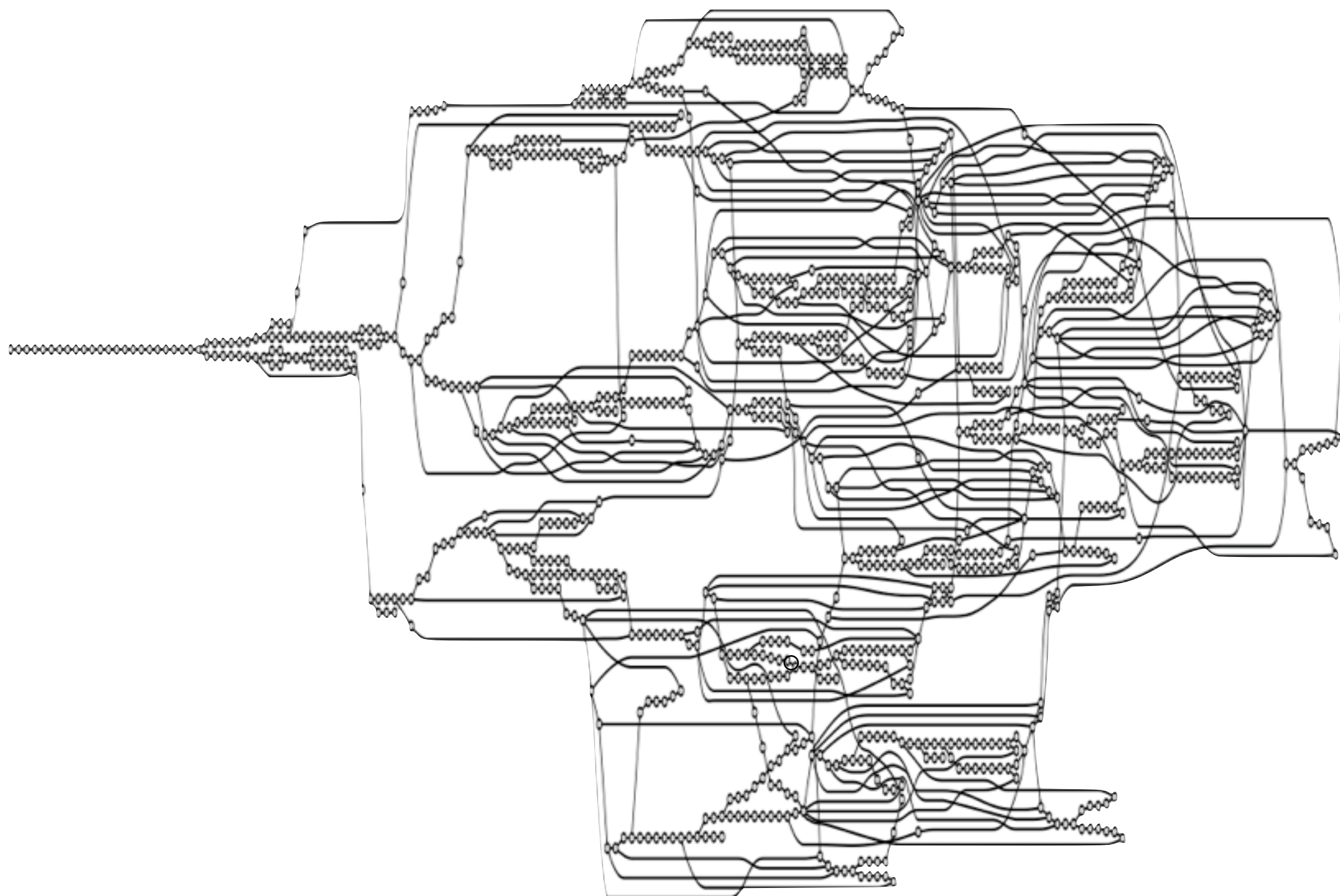
```
.end method
```

```
.end class
```

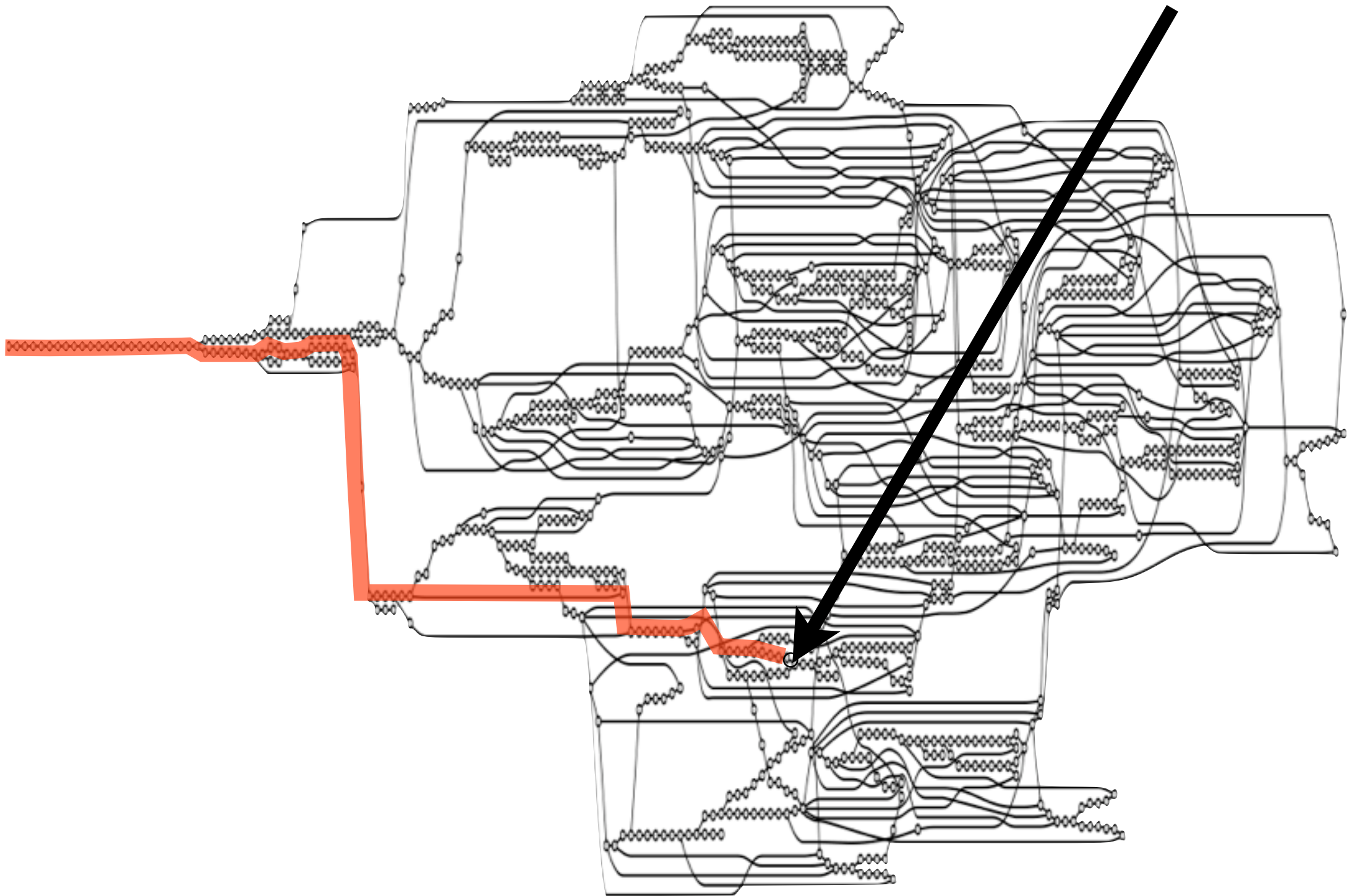


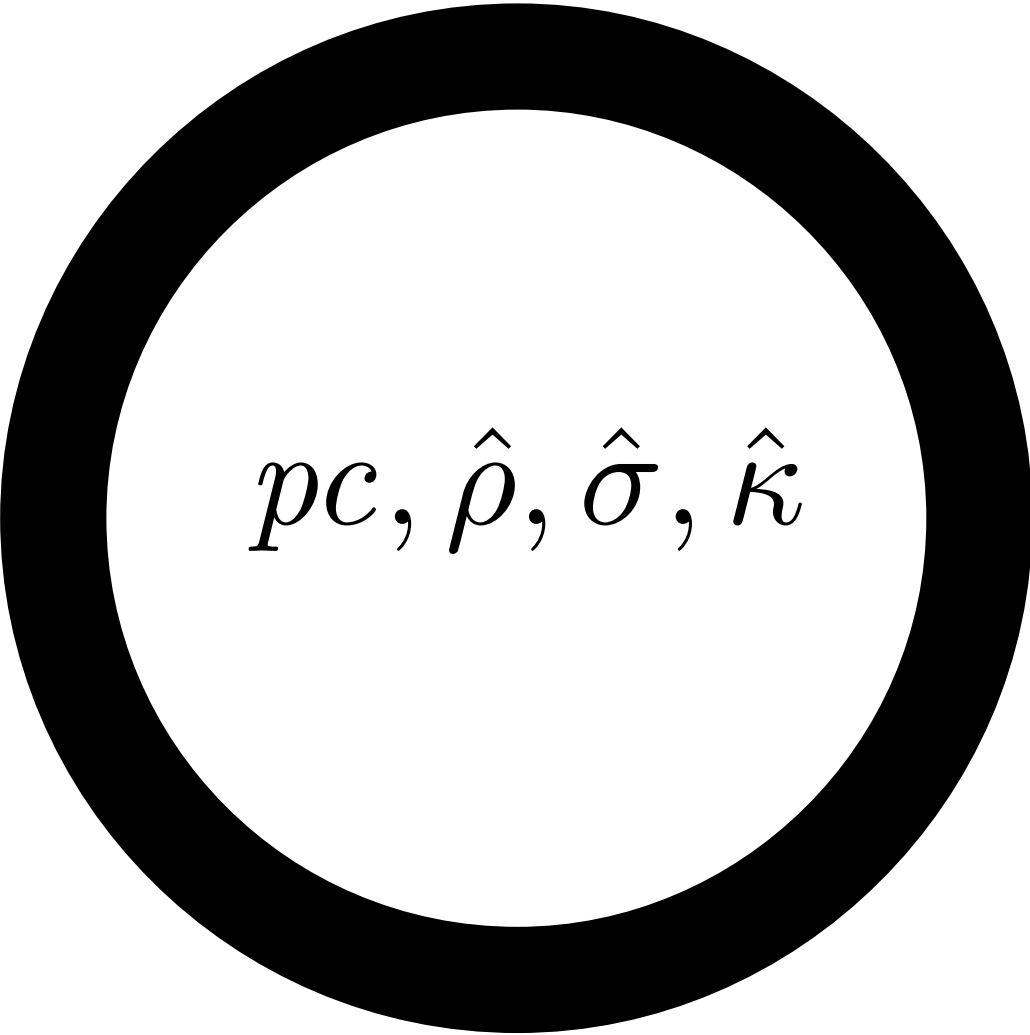
○





Look, a malware!



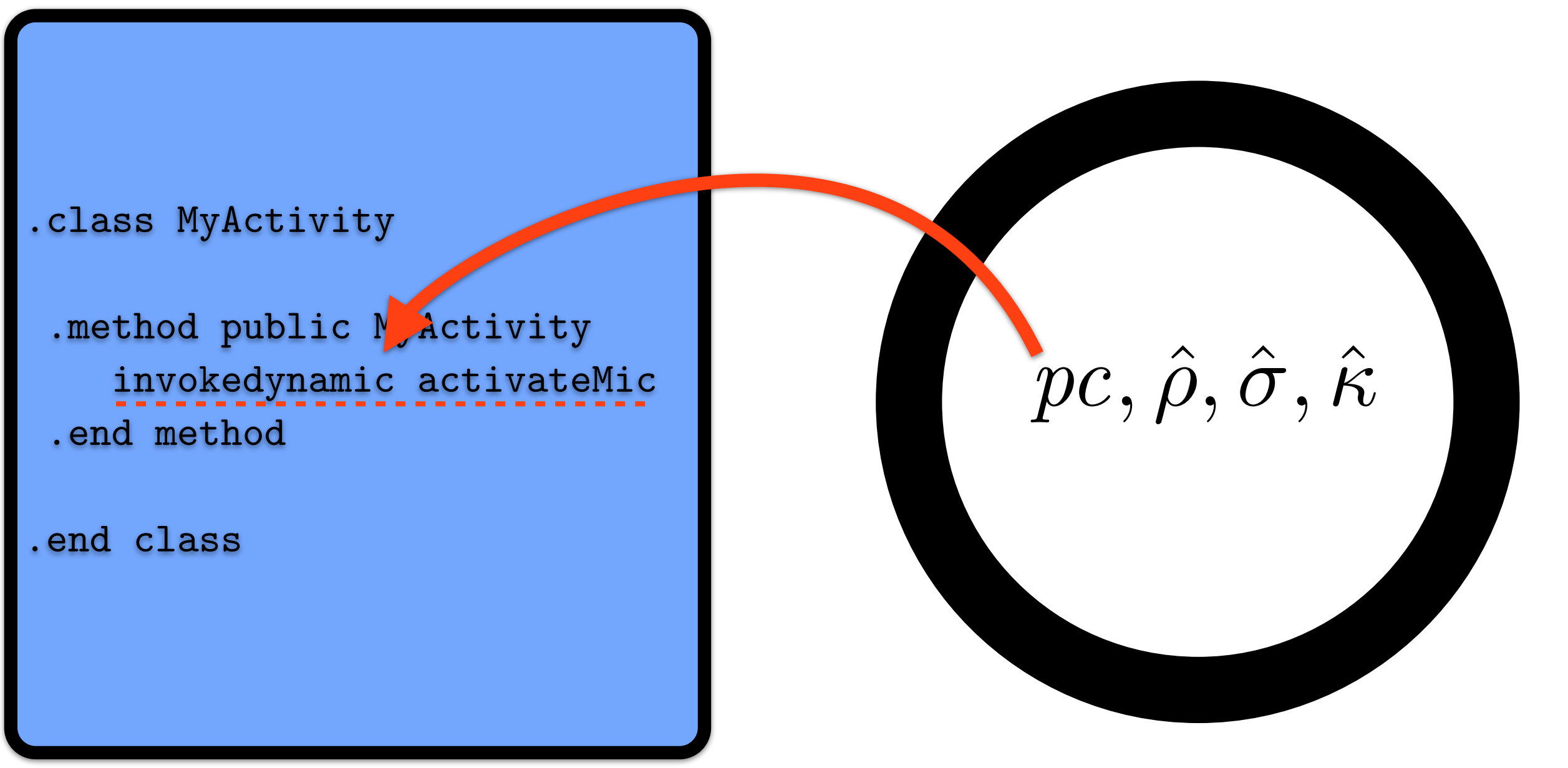


$pc, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$

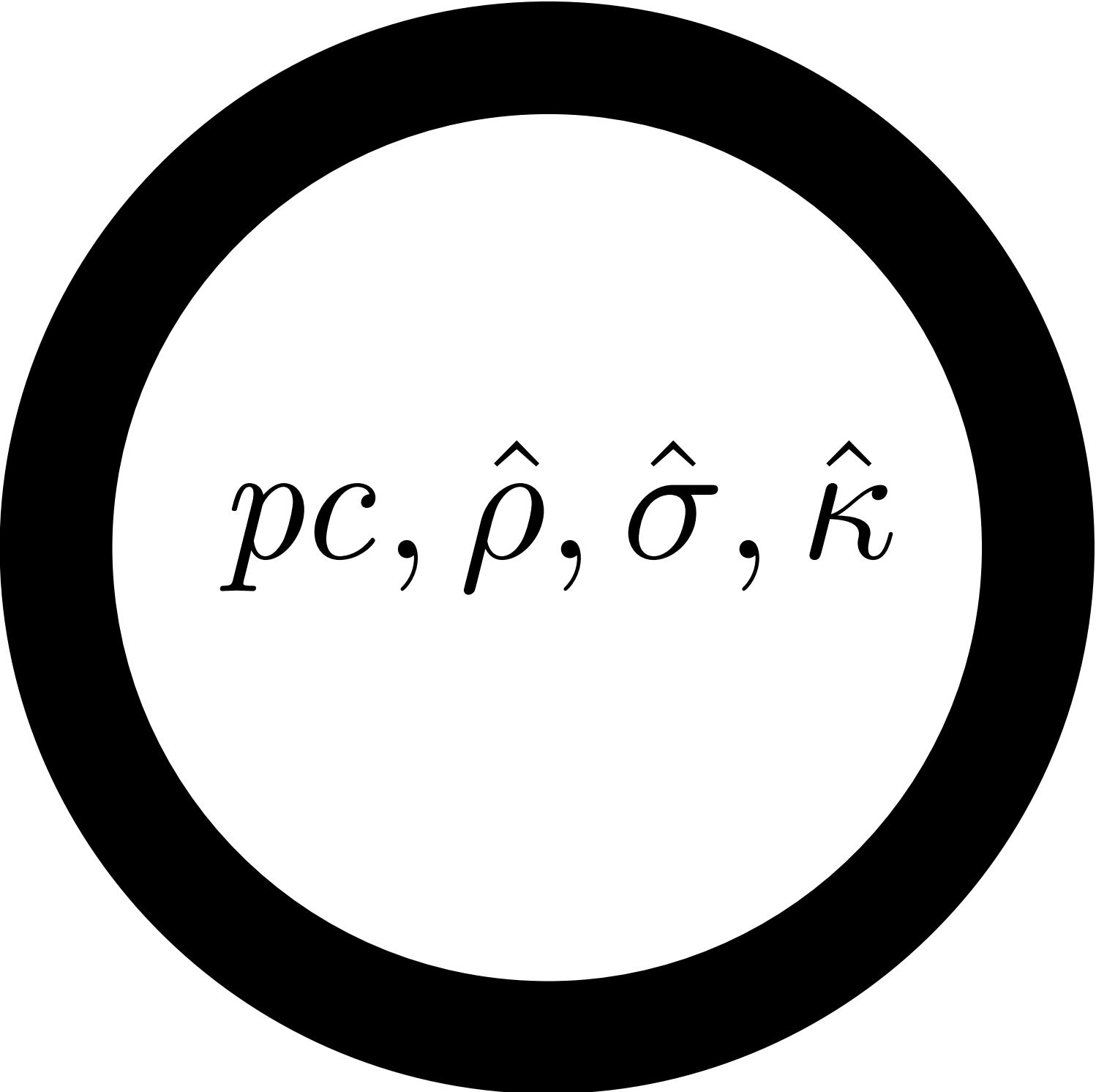
```
.class MyActivity
```

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

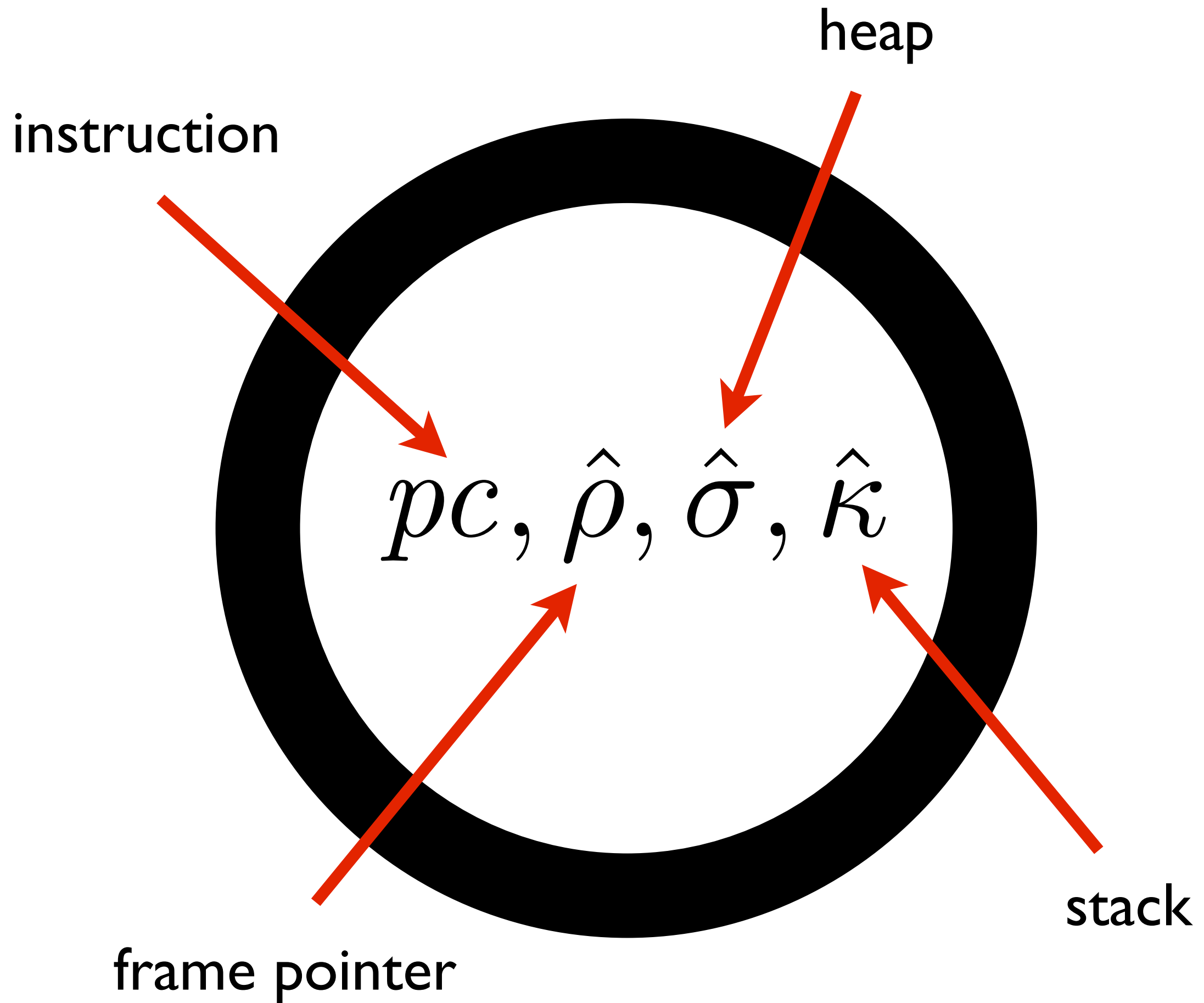
```
.end class
```



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



$p_c, \hat{\rho}, \hat{\sigma}, \hat{K}$



Method: AAM

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

$$\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{fmk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma, \kappa \rangle \\
& \langle \text{return-object}(r) :: \vec{stmt}', fp', \sigma, \mathbf{fmk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(\text{ret}, fp) \mapsto \sigma(n, fp')], \kappa \rangle \\
& \langle \text{const}(r, c) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r, fp) \mapsto c], \kappa \rangle \\
& \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 \text{where } (\ell', fp', \kappa') = \mathcal{H}(\ell, fp, \kappa) \\
& \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) \\
& \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{fmk}(\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{fmk}(\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}$$

$$\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{fmk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma, \kappa \rangle \\
&\langle \text{return-object}(r) :: \vec{stmt}', fp', \sigma, \mathbf{fmk}(\vec{stmt}, fp, \kappa) \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(\text{ret}, fp) \mapsto \sigma(n, fp')], \kappa \rangle \\
&\langle \text{const}(r, c) :: \vec{stmt}, fp, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, fp, \sigma[(r, fp) \mapsto c], \kappa \rangle \\
&\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 \text{where } (\ell', fp', \kappa') = \mathcal{H}(\ell, fp, \kappa) \\
&\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) \\
&\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, \text{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.\text{field} = a \\
&\langle \text{iput}(r_v, r_s, \text{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.\text{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{fmk}(\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{fmk}(\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}$$

(Van Horn & Might, 2012)

$$\begin{aligned}
&\langle \text{nop} :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
&\langle \text{move-object}(r_d, r_s) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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{stmt}', \hat{fp}', \hat{\sigma}, \mathbf{fmk}(\vec{stmt}, \hat{fp}, \hat{a}_\kappa) \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \text{ if } \hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa) \\
&\langle \text{return-object}(r) :: \vec{stmt}', \hat{fp}', \hat{\sigma}, \mathbf{fmk}(\vec{stmt}, \hat{fp}, \hat{a}_\kappa) \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma} \sqcup [(\text{ret}, \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto c], \hat{\kappa}, \hat{t} \rangle \\
&\langle \text{throw}^\ell(r) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \mapsto \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}}_\delta(\ell, \hat{fp}, \hat{\kappa}) \\
&\langle \text{goto}(\ell) :: \vec{stmt}', \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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, \text{field}) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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.\text{field} = a \\
&\langle \text{iput}(r_v, r_s, \text{field}) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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.\text{field} = a \\
&\langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{M}(id), \hat{fp}', \hat{\sigma}'', \mathbf{fmk}(\vec{stmt}, \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 \quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
&\quad \quad \hat{fp}' = \widehat{\text{alloc}}(\varsigma) \\
&\quad \quad \hat{a}_\kappa = \widehat{\text{alloc}}(\varsigma) \\
&\quad \quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
&\langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{V}(id, v), \hat{fp}', \hat{\sigma}'', \mathbf{fmk}(\vec{stmt}, \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 \quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
&\quad \quad \hat{fp}' = \widehat{\text{alloc}}(\varsigma) \\
&\quad \quad \hat{a}_\kappa = \widehat{\text{alloc}}(\varsigma) \\
&\quad \quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
&\langle \text{unop}(r_d, r_s) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle \\
&\quad \text{where } v \in \delta(\text{unop}, \sigma(r_s, \hat{fp})) \\
&\langle \text{binop}(r_d, r_1, r_2) :: \vec{stmt}, \hat{fp}, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma} \sqcup [(r_d, \hat{fp}) \mapsto v], \hat{\kappa} \rangle \\
&\quad \text{where } v \in \delta(\text{binop}, \hat{\sigma}(r_1, \hat{fp}), \hat{\sigma}(r_2, \hat{fp}))
\end{aligned}$$

$$\begin{aligned}
& \langle \text{nop} :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \\
& \langle \text{move-object}(r_d, r_s) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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{stmt}', \hat{fp}', \hat{\sigma}, \mathbf{fnk}(\vec{stmt}, \hat{fp}, \hat{a}_\kappa) \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \text{ if } \hat{\kappa} \in \hat{\sigma}(\hat{a}_\kappa) \\
& \langle \text{return-object}(r) :: \vec{stmt}', \hat{fp}', \hat{\sigma}, \mathbf{fnk}(\vec{stmt}, \hat{fp}, \hat{a}_\kappa) \rangle \mapsto \langle \vec{stmt}, \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \hat{fp}, \hat{\sigma} \sqcup [(r, \hat{fp}) \mapsto c], \hat{\kappa}, \hat{t} \rangle \\
& \langle \text{throw}^\ell(r) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \mapsto \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{stmt}', \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \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{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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, \text{field}) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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.\text{field} = a \\
& \langle \text{iput}(r_v, r_s, \text{field}) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \vec{stmt}, \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.\text{field} = a \\
& \langle \text{invoke-direct}(r_0, \dots, r_n, id) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{M}(id), \hat{fp}', \hat{\sigma}'', \mathbf{fnk}(\vec{stmt}, \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 \quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
& \quad \quad \hat{fp}' = \widehat{\text{alloc}}(\hat{\varsigma}) \\
& \quad \quad \hat{a}_\kappa = \widehat{\text{alloc}}(\hat{\varsigma}) \\
& \quad \quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
& \langle \text{invoke-virtual}(r_0, \dots, r_n, id) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa}, \hat{t} \rangle \mapsto \langle \mathcal{V}(id, v), \hat{fp}', \hat{\sigma}'', \mathbf{fnk}(\vec{stmt}, \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 \quad \hat{\sigma}' = \hat{\sigma} \sqcup [\hat{a}_\kappa \mapsto \hat{\kappa}] \\
& \quad \quad \hat{fp}' = \widehat{\text{alloc}}(\hat{\varsigma}) \\
& \quad \quad \hat{a}_\kappa = \widehat{\text{alloc}}(\hat{\varsigma}) \\
& \quad \quad \hat{t}' = \widehat{\text{tick}}(\hat{t}) \\
& \langle \text{unop}(r_d, r_s) :: \vec{stmt}, \hat{fp}, \hat{\sigma}, \hat{\kappa} \rangle \mapsto \langle \vec{stmt}, \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{stmt}, \hat{fp}, \sigma, \kappa \rangle \mapsto \langle \vec{stmt}, \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

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

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

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

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

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

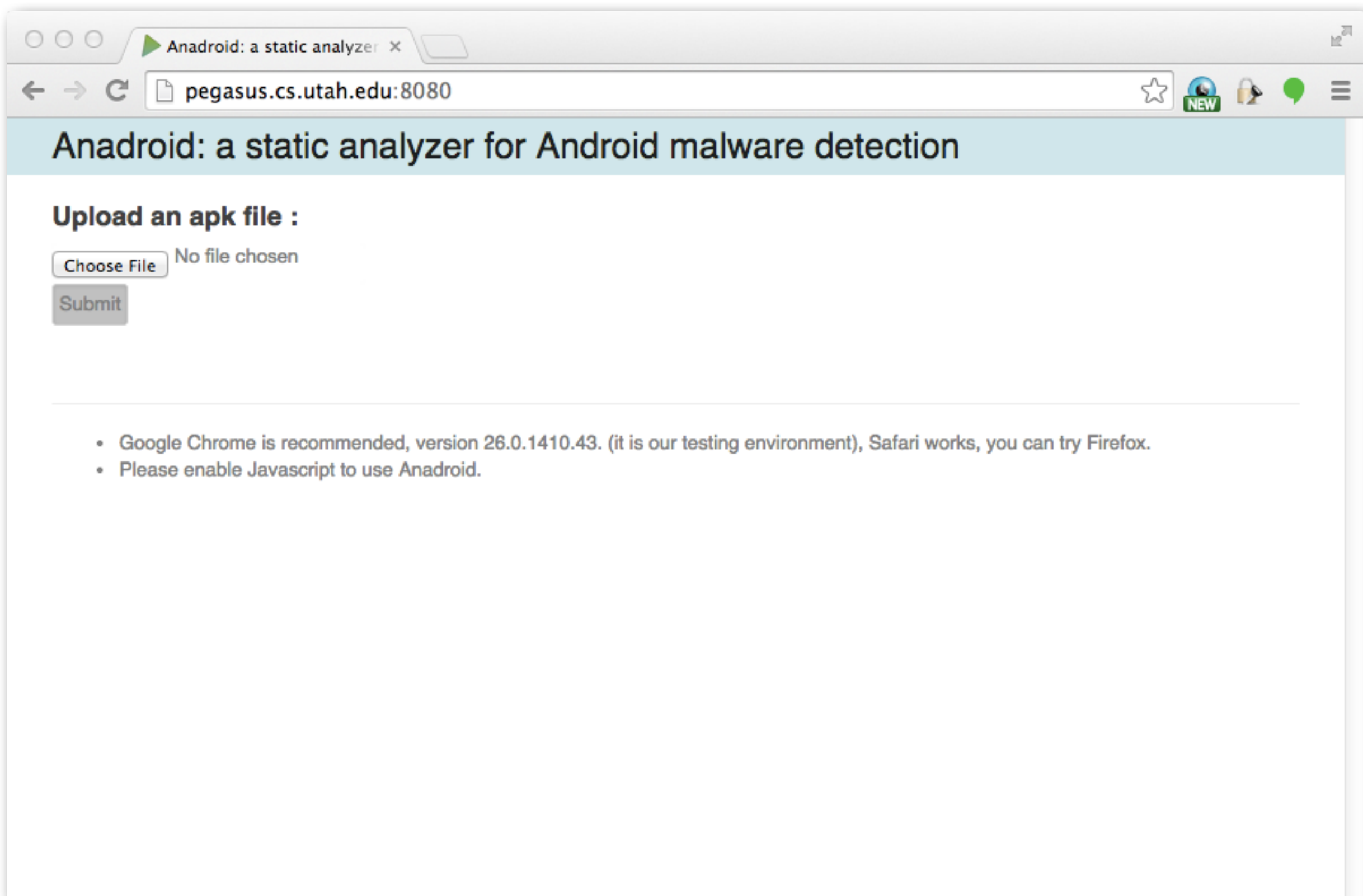
invoke-virtual/range {vx..vy},methodtocall
invoke-super/range {vx..vy},methodtocall
invoke-direct/range {vx..vy},methodtocall
invoke-static/range {vx..vy},methodtocall
invoke-interface/range {vx..vy},methodtocall

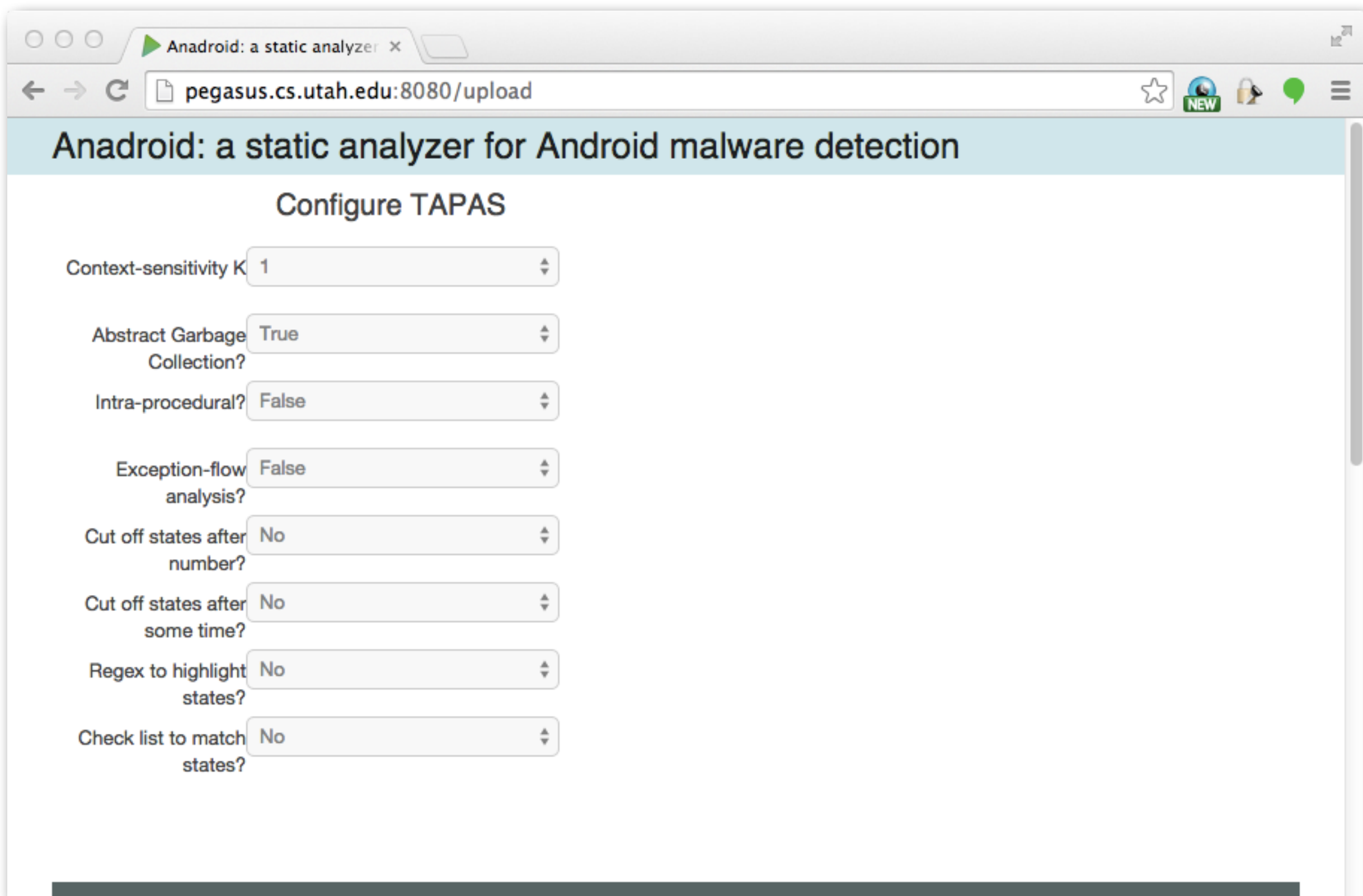
neg-int vx,vy
not-int vx,vy
neg-long vx,vy
not-long vx,vy
neg-float vx,vy
neg-double vx,vy

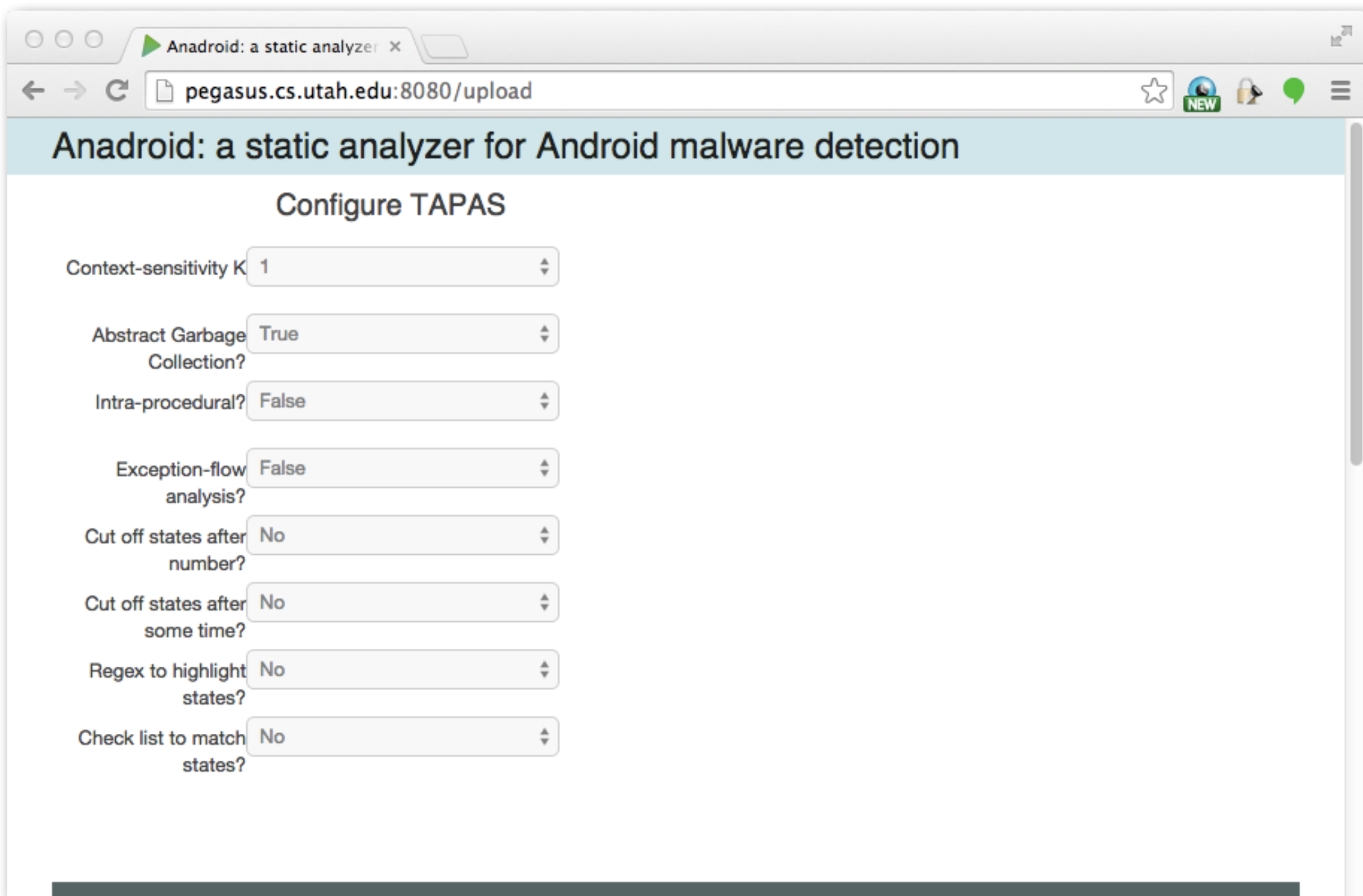
int-to-long vx, vy
int-to-float vx, vy
int-to-double vx, vy
long-to-int vx,vy
long-to-float vx, vy
long-to-double vx, vy
float-to-int vx, vy
float-to-long vx,vy
float-to-double vx, vy
double-to-int vx, vy
double-to-long vx, vy
double-to-float vx, vy
int-to-byte vx,vy
int-to-char vx,vy
int-to-short vx,vy

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







Anadroid: a static analyzer x

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☆ NEW 🔒 🗨 ☰

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 recommend 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 Anadroid: start analysis.**

Additional note:



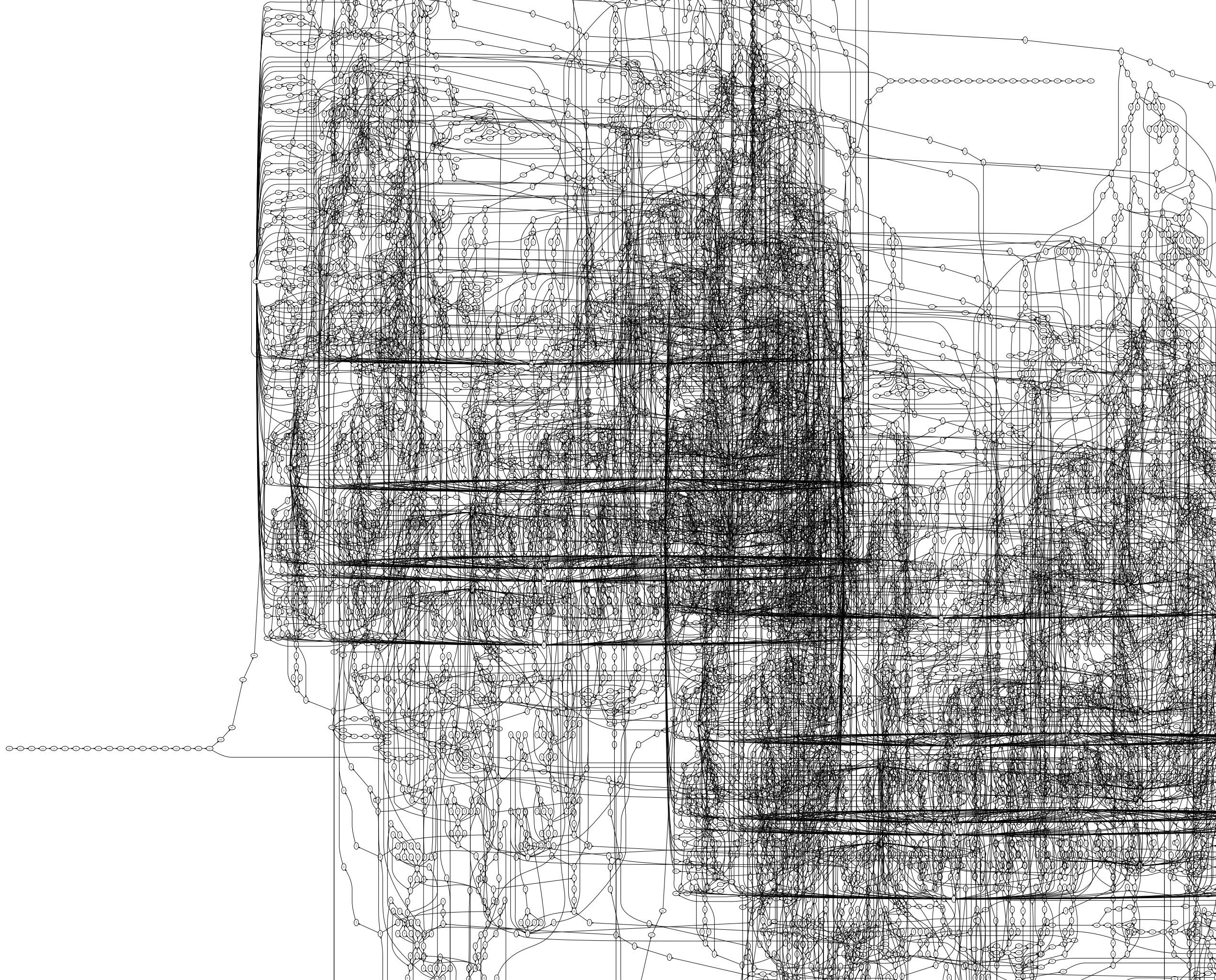


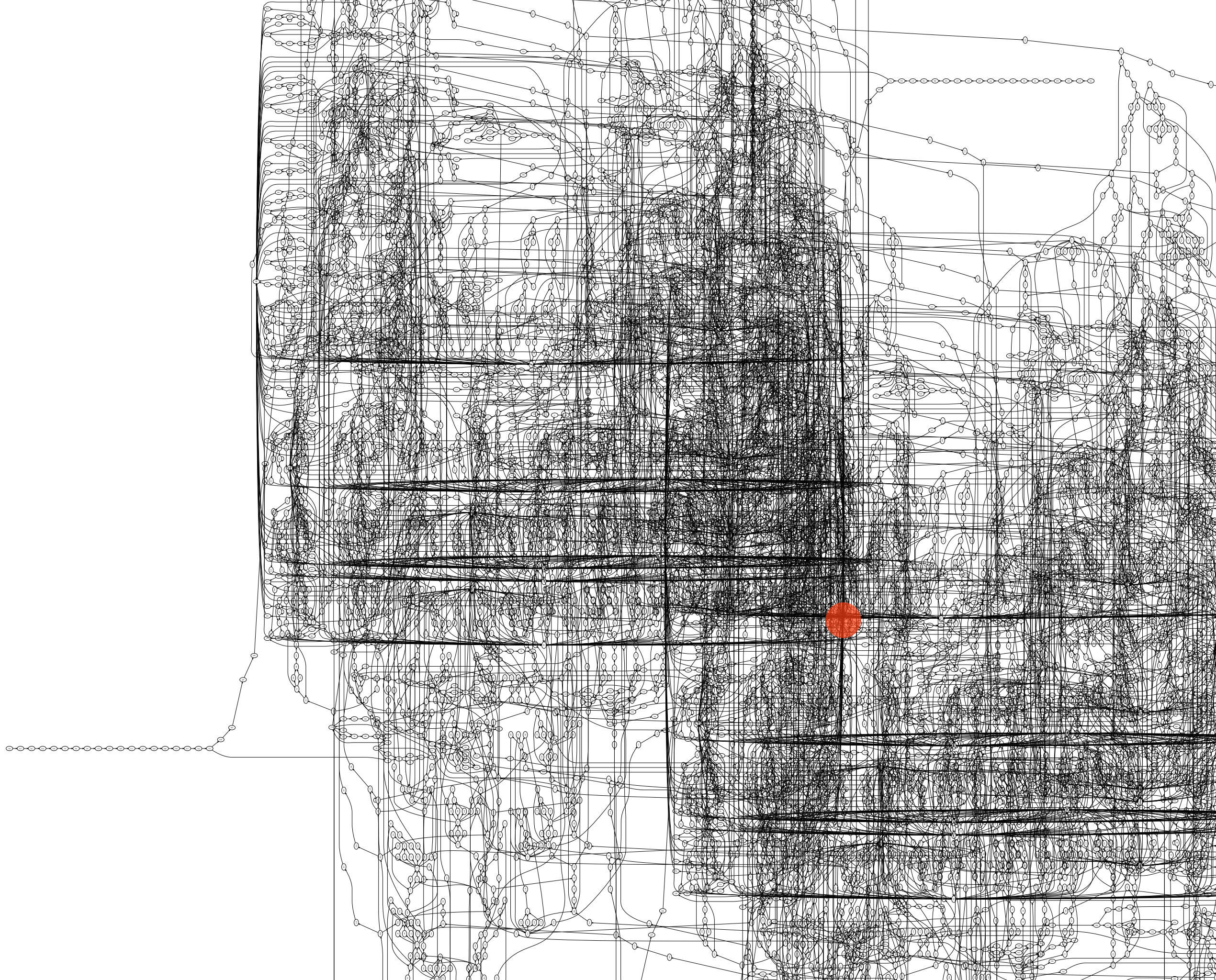
1

T

B









Abstract garbage collection

o.f ()

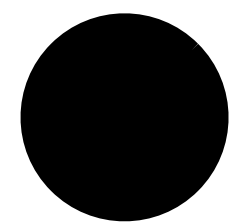
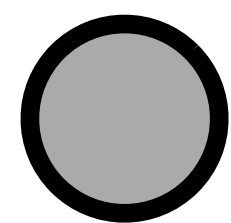
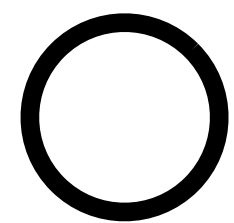
What is o?

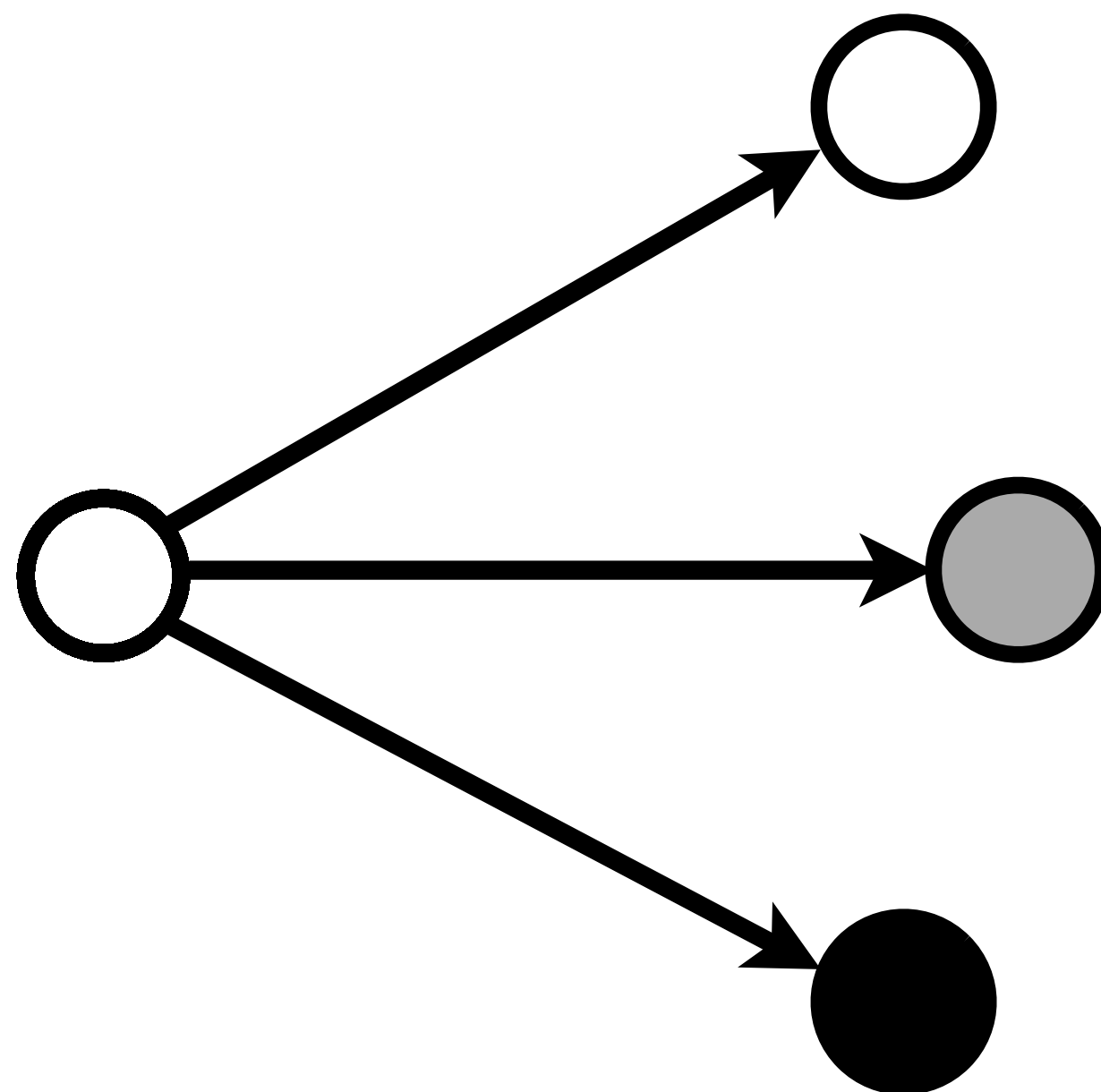
o is

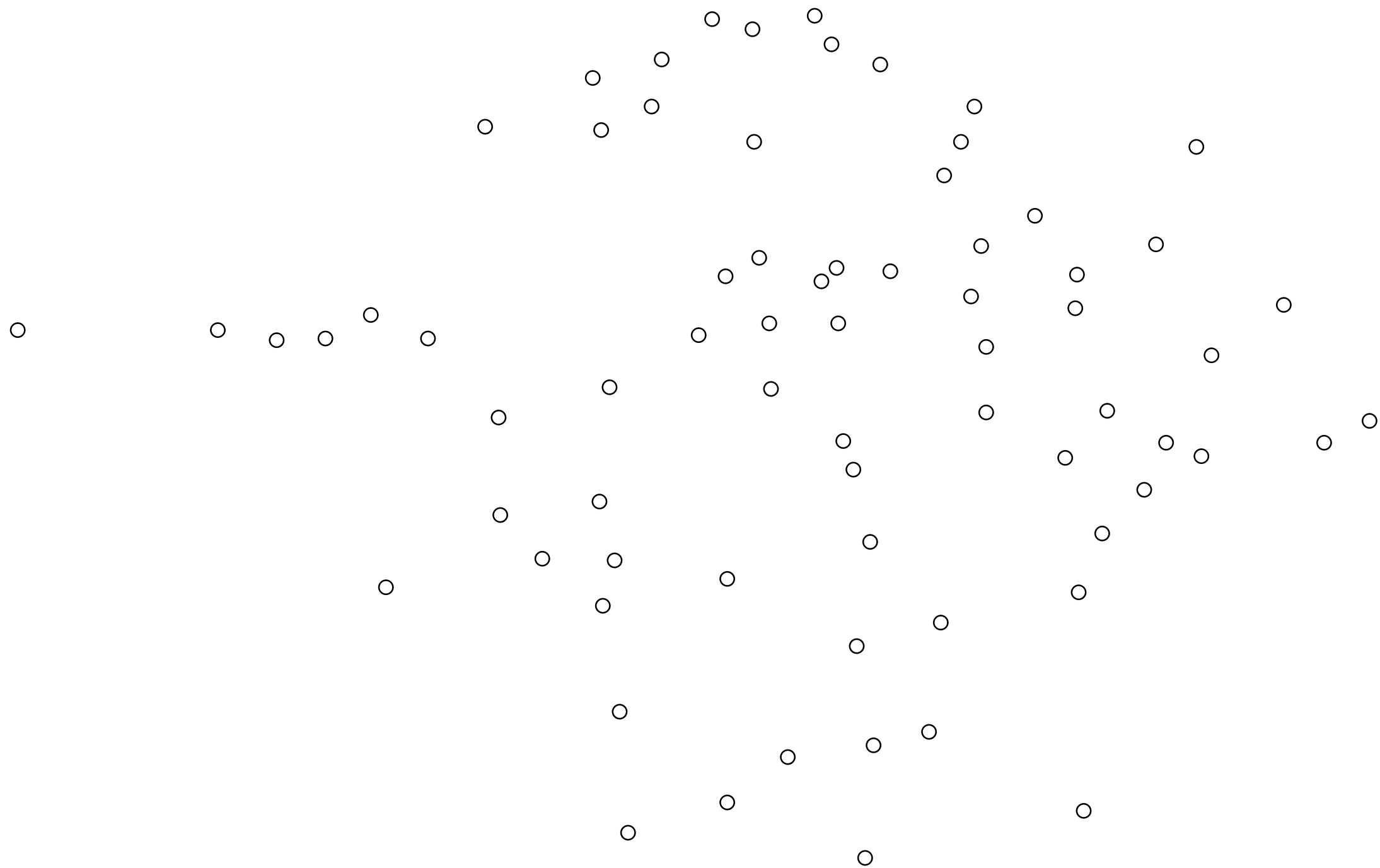
or

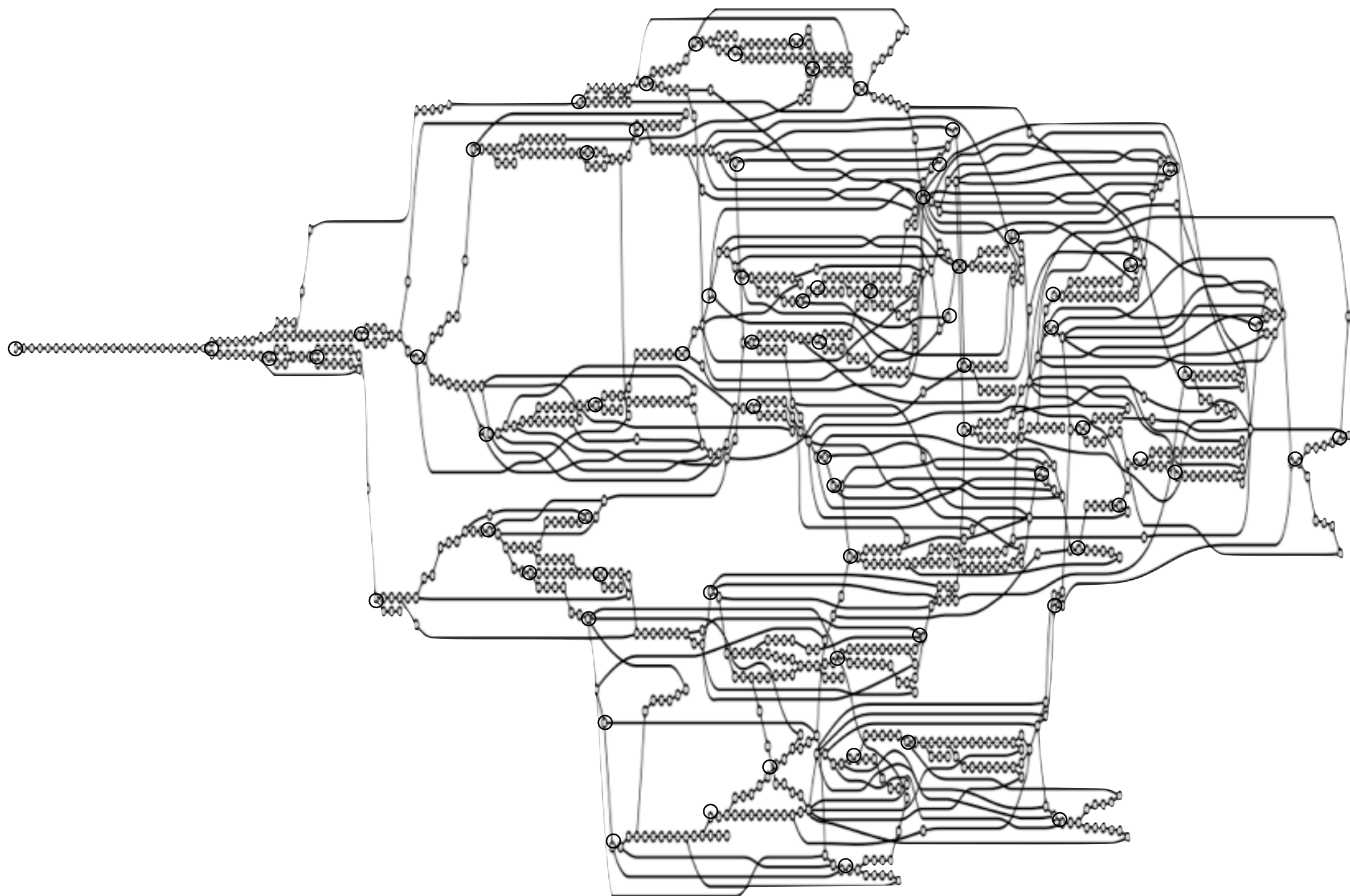
or

o is ○ or ● or ●







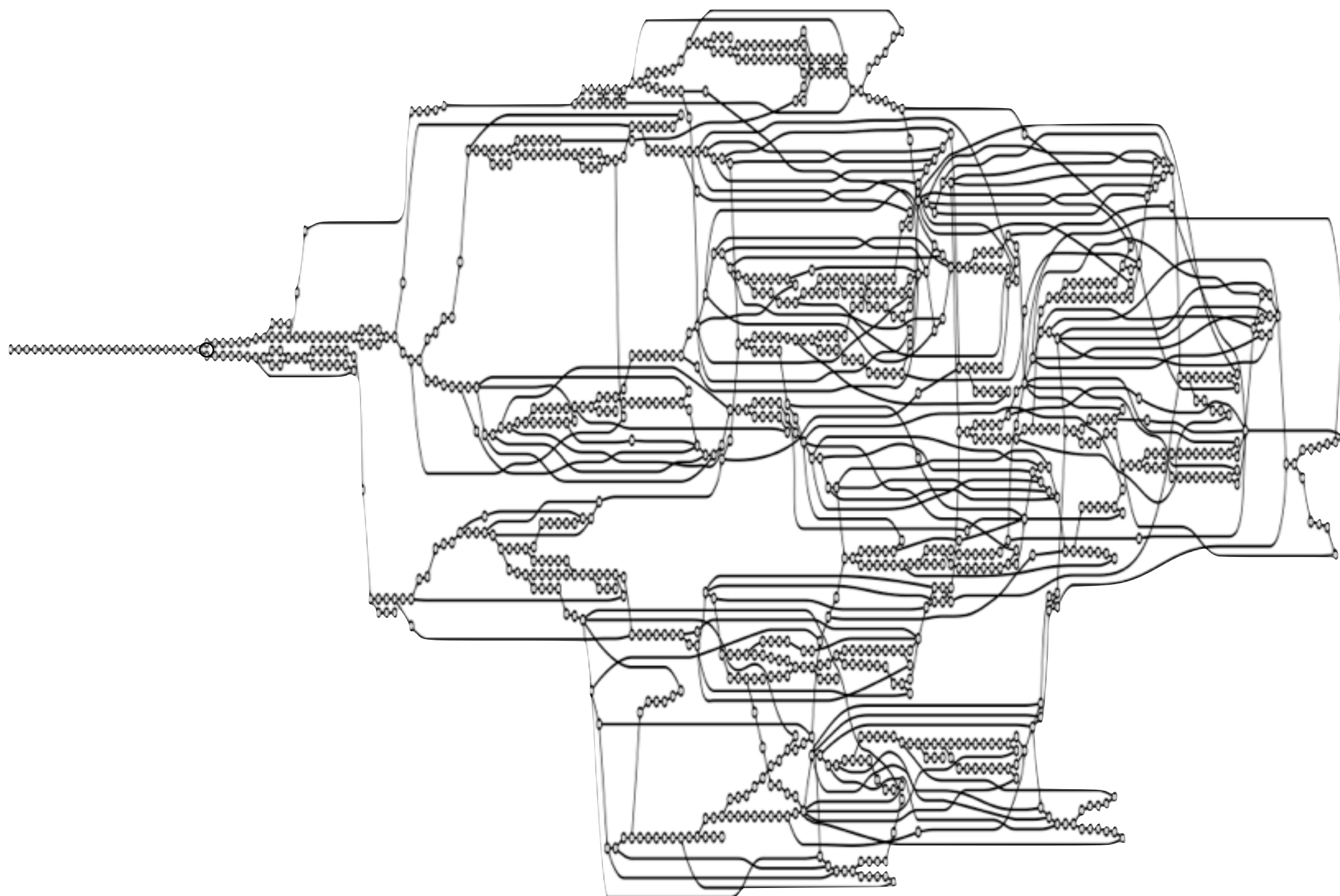


Problem?

Finite heap.

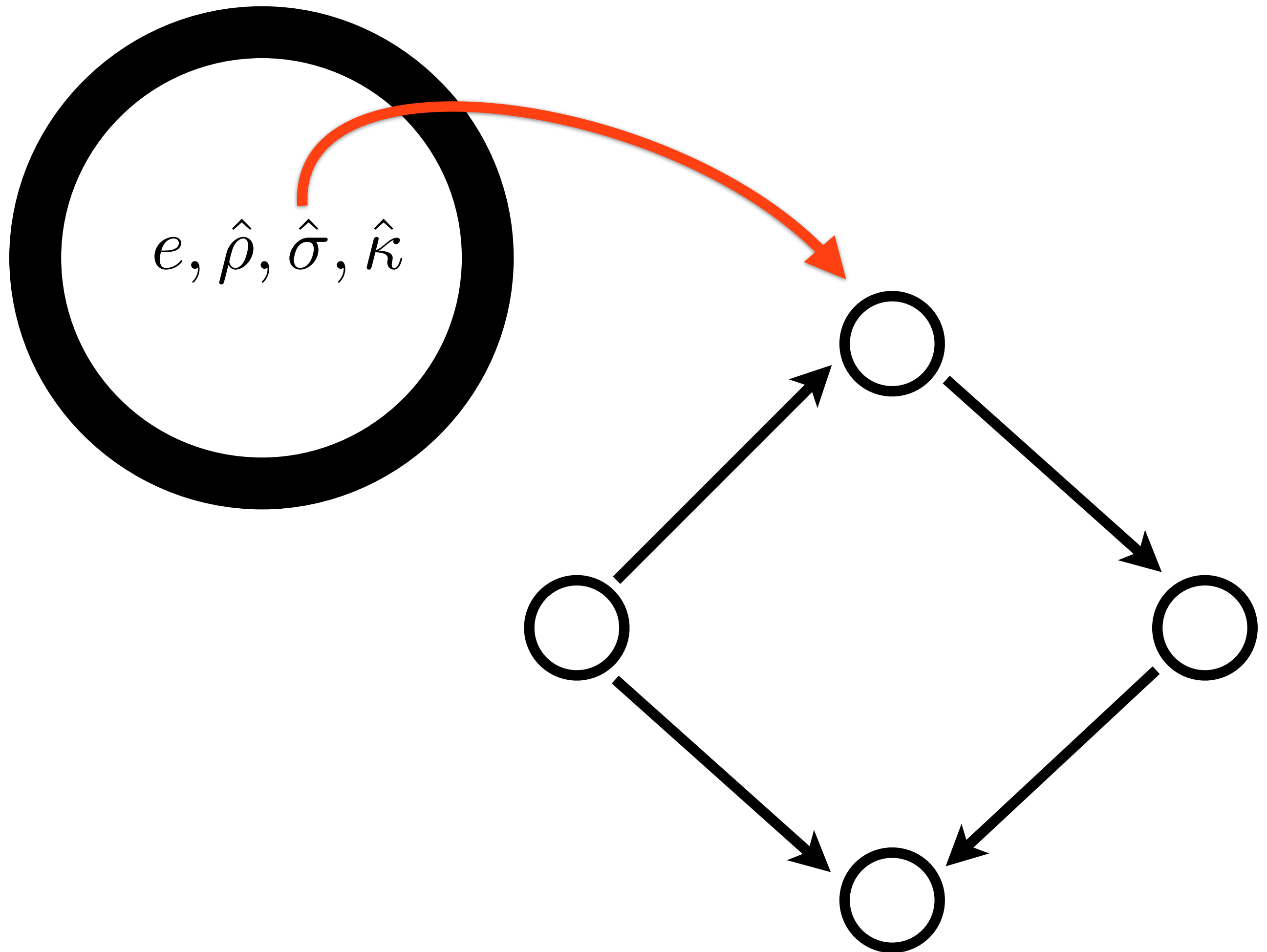
Solution?

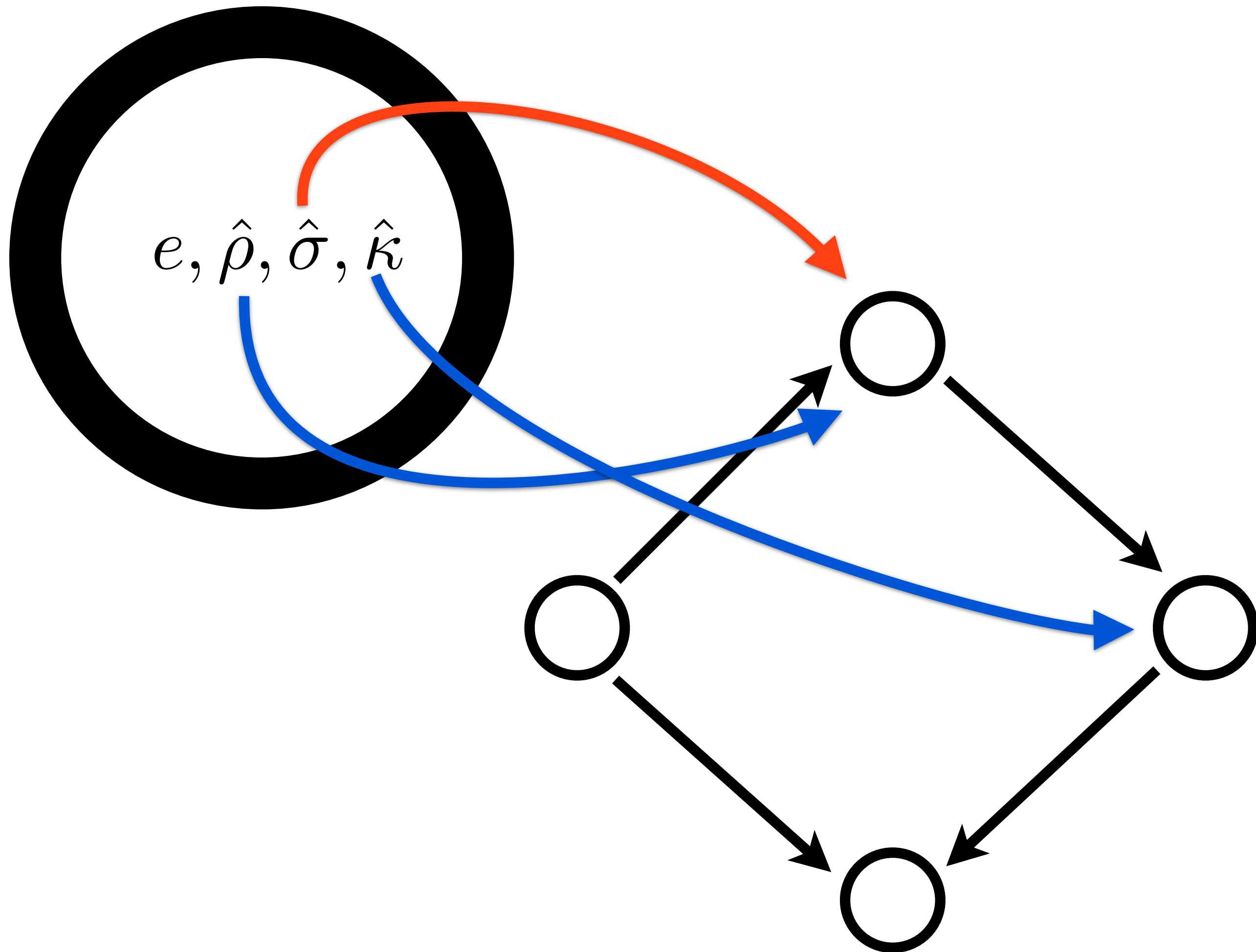
Toss garbage.

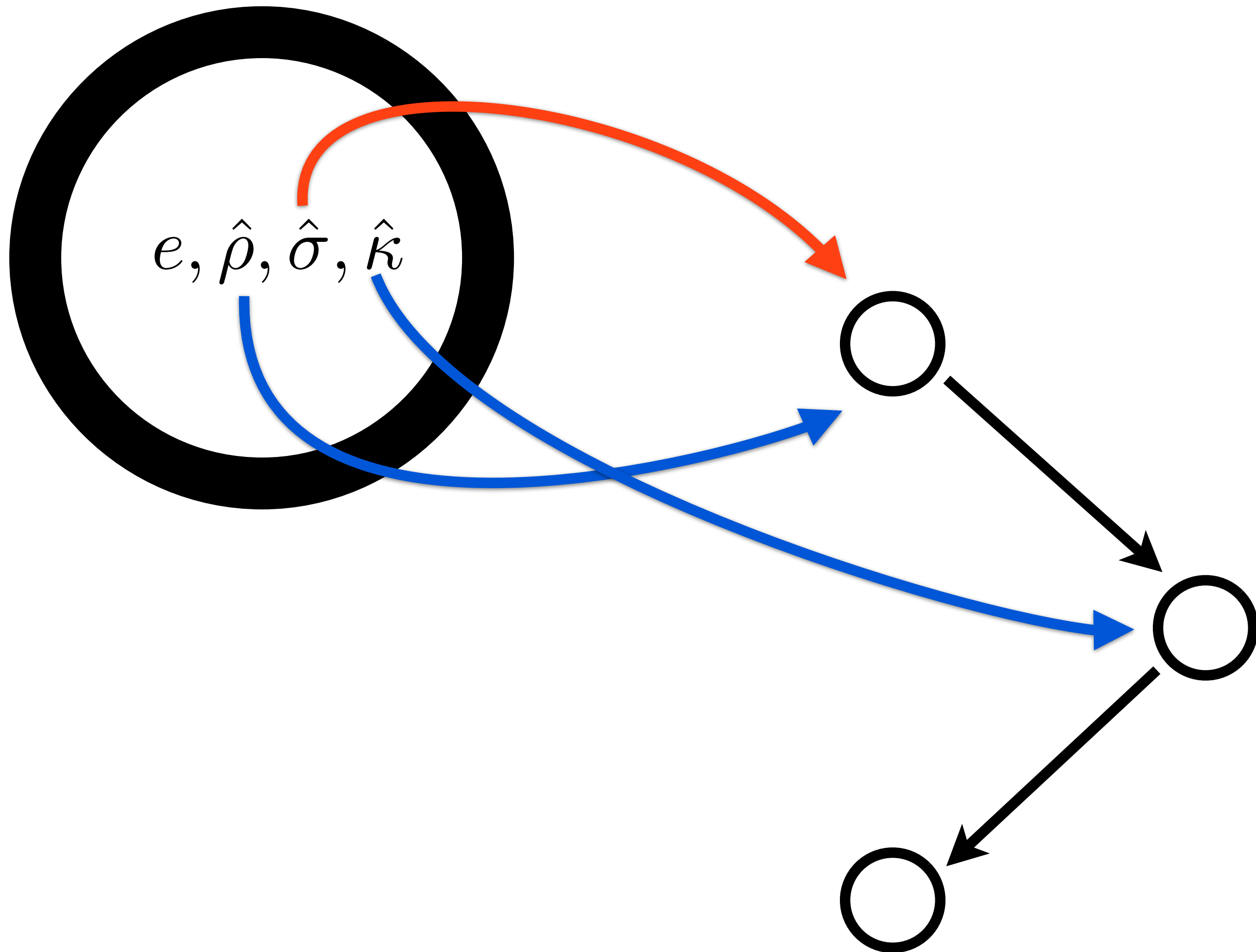




$e, \hat{\rho}, \hat{\sigma}, \hat{\kappa}$

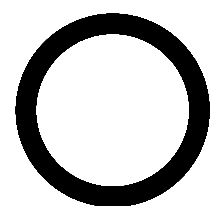


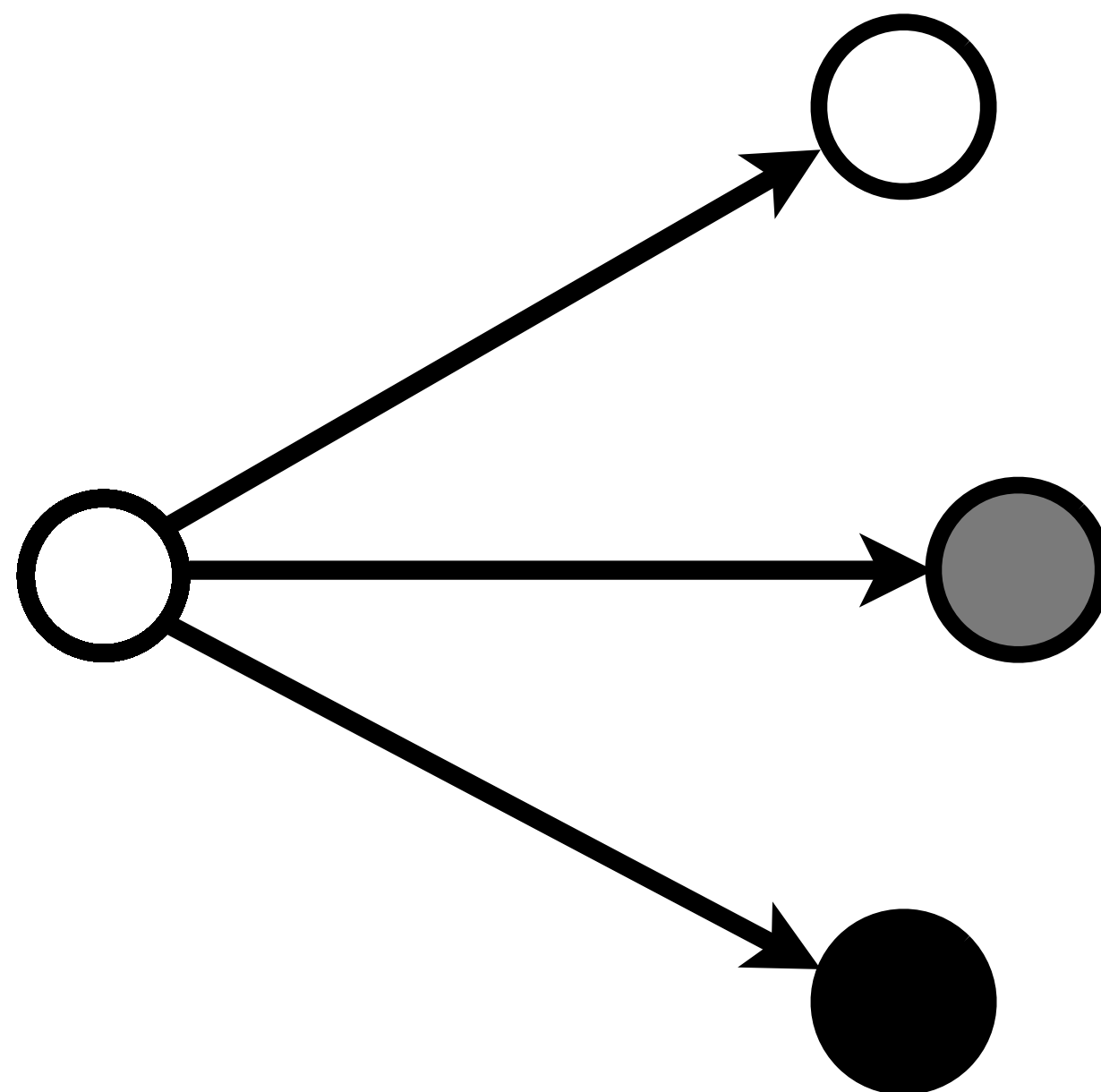






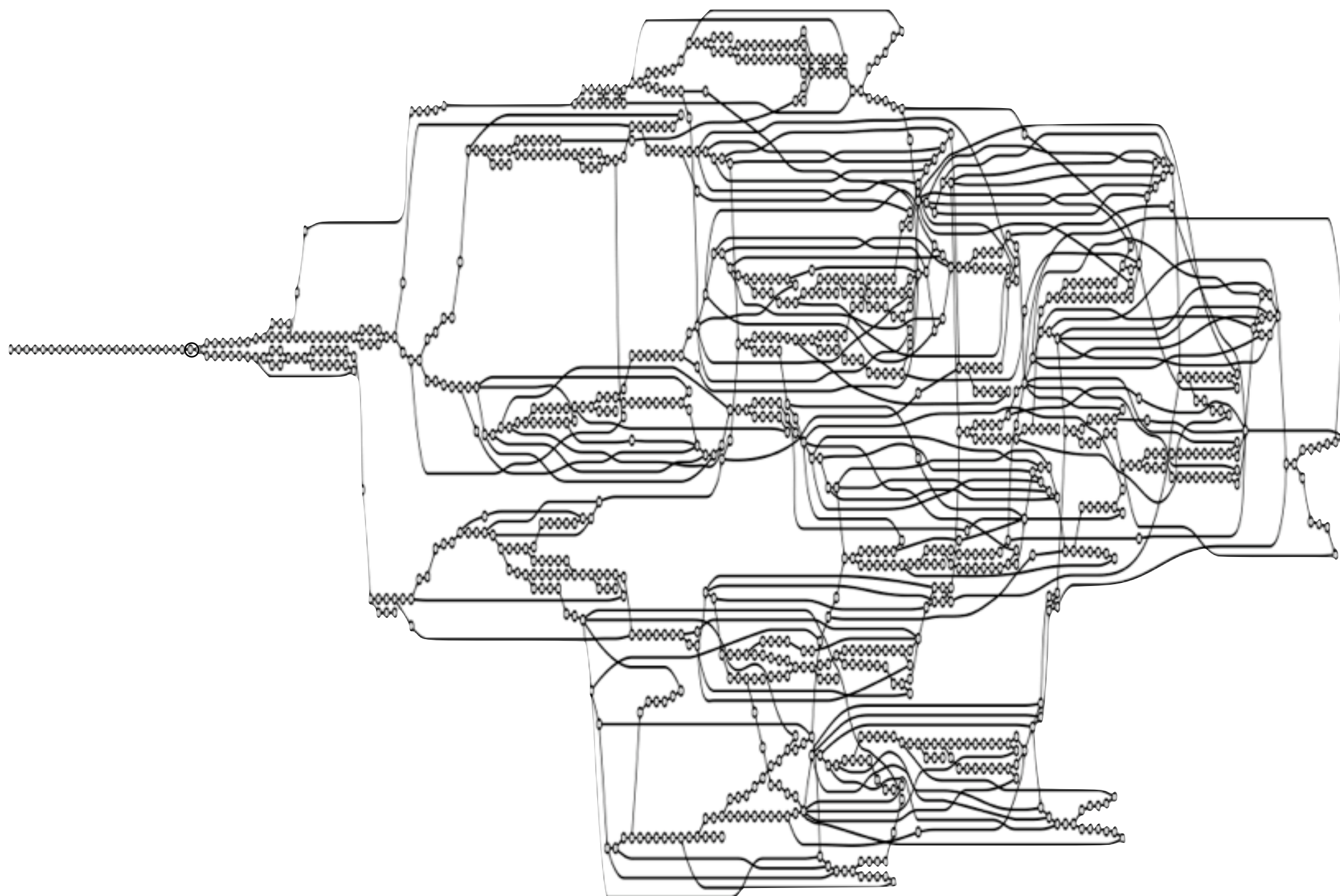
$e, \hat{\rho}, \hat{\sigma}', \hat{k}$

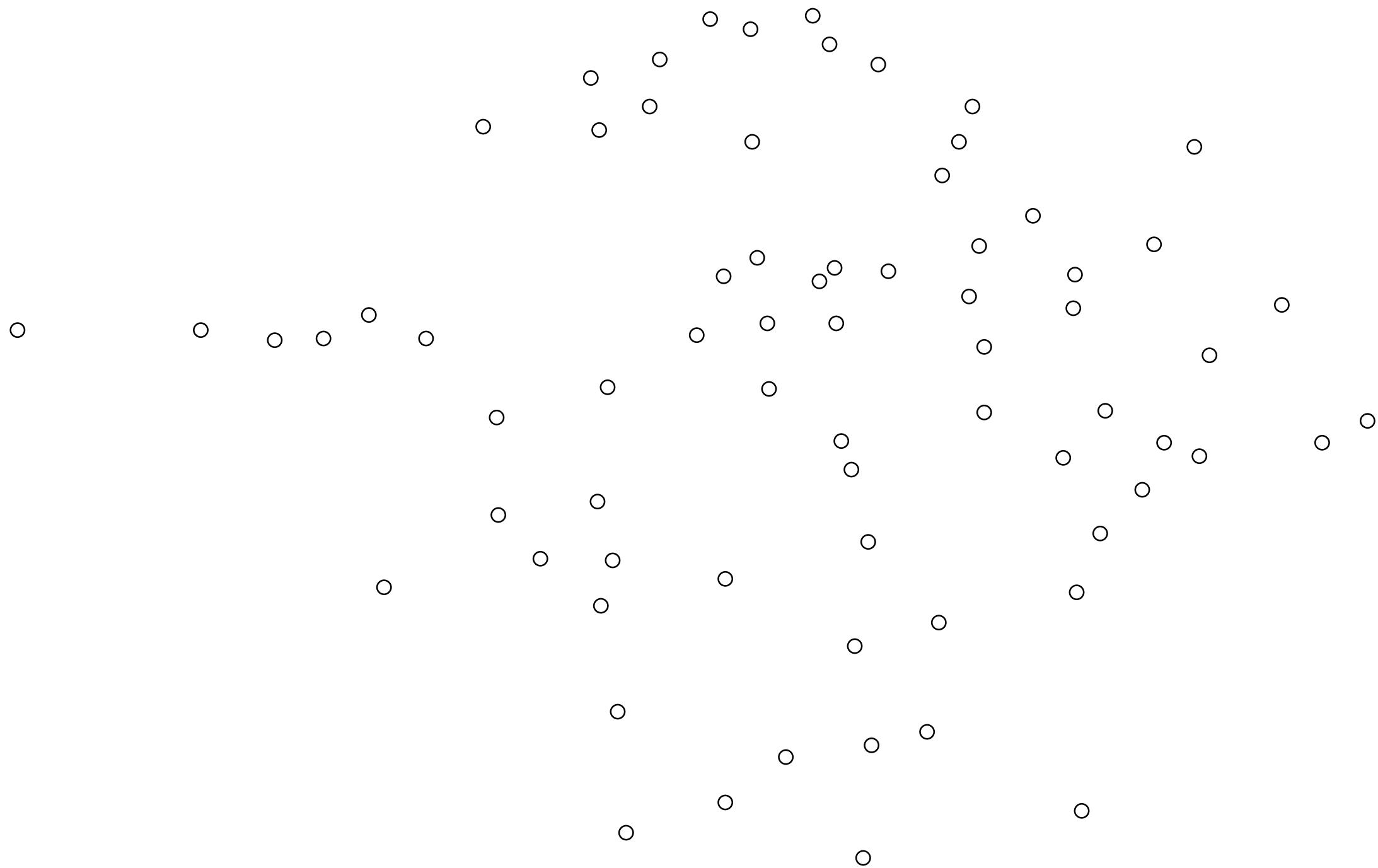


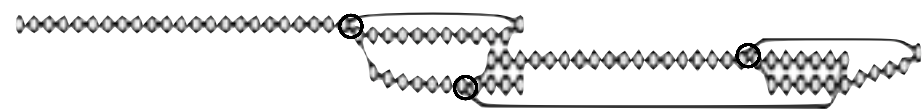








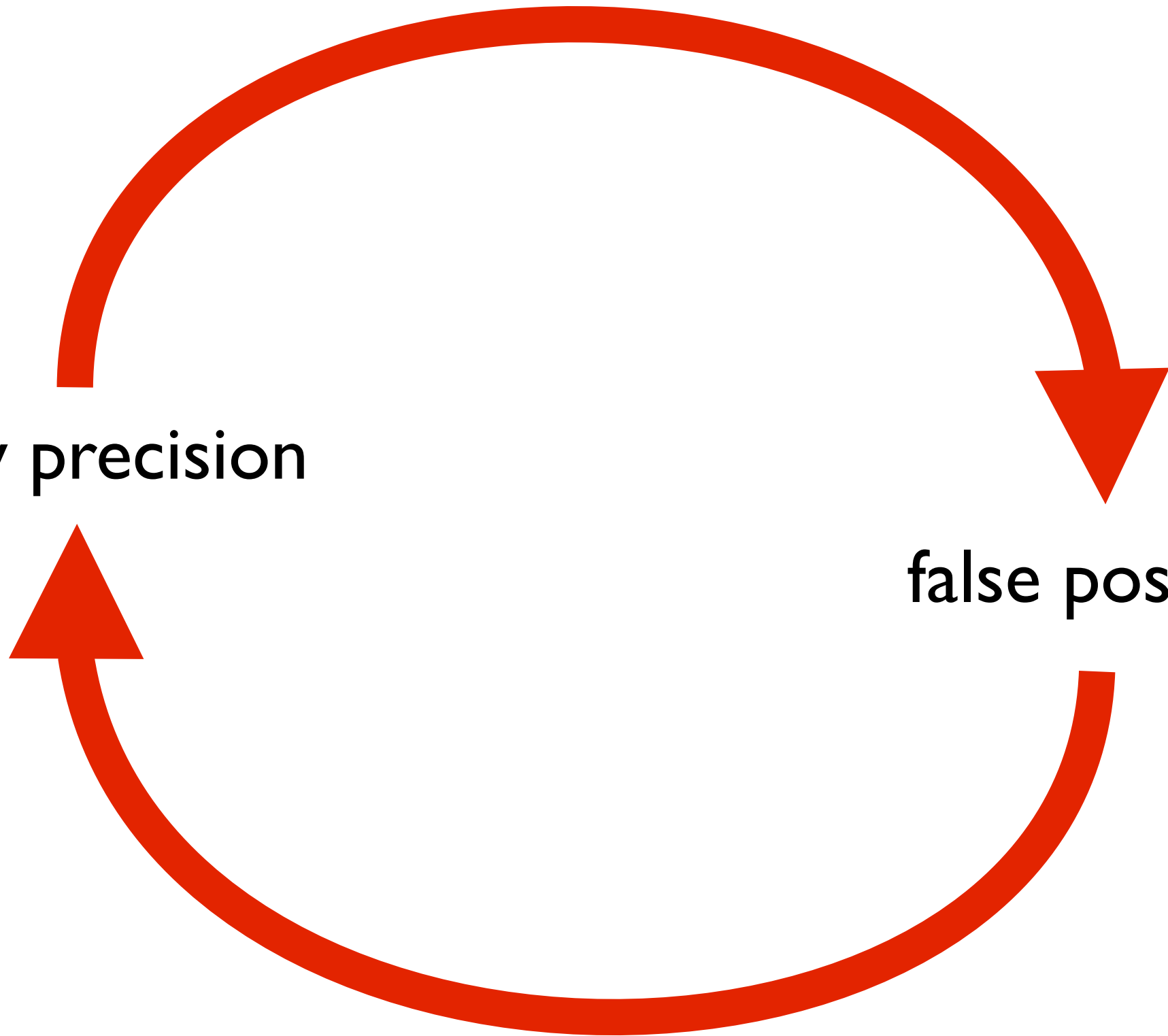




What's happening?

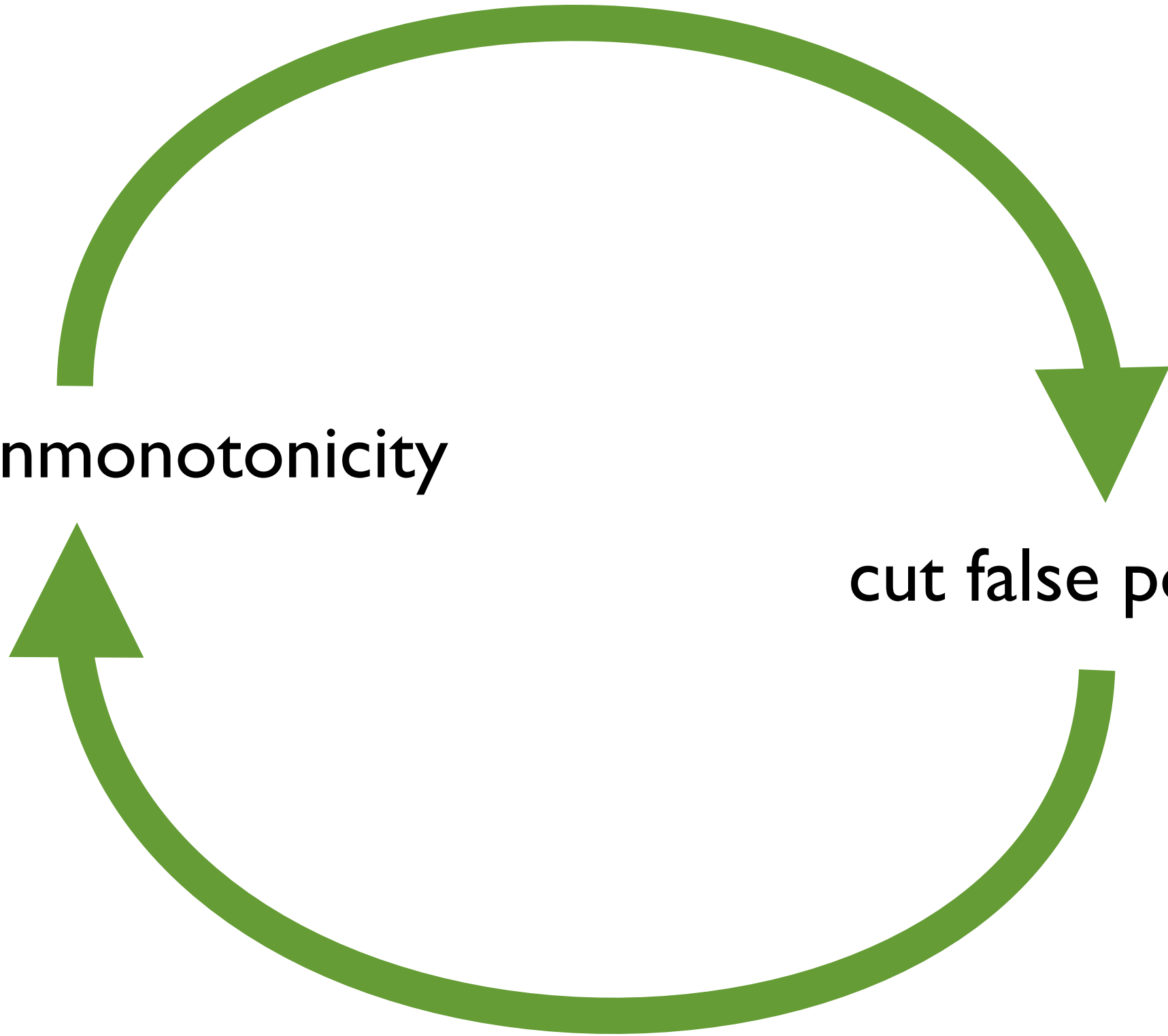
low precision

false positives



local nonmonotonicity

cut false positives



1 G B

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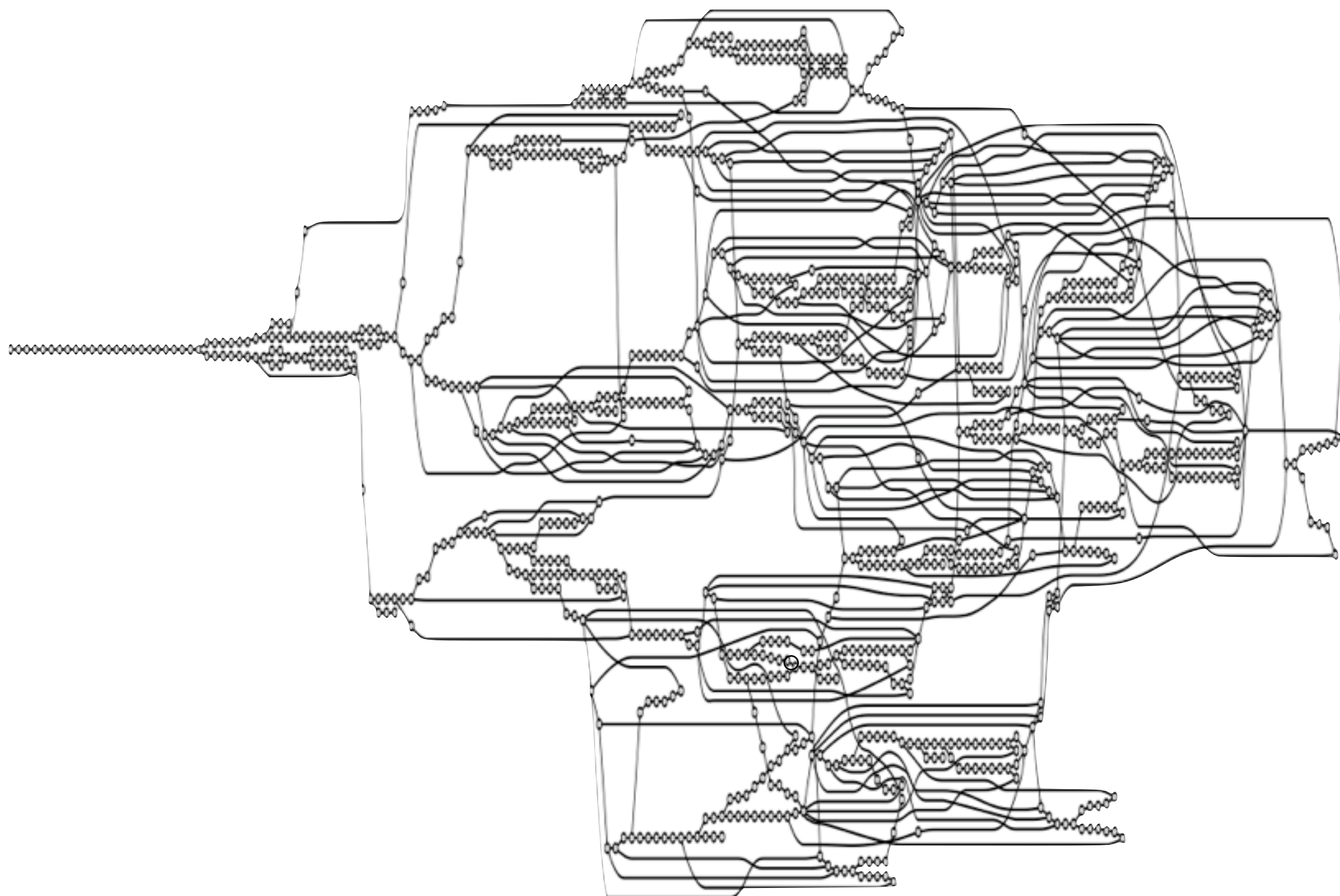
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<282!matt@maptop:~/Copy/APAC-Demo/Anadroid-AWeather>

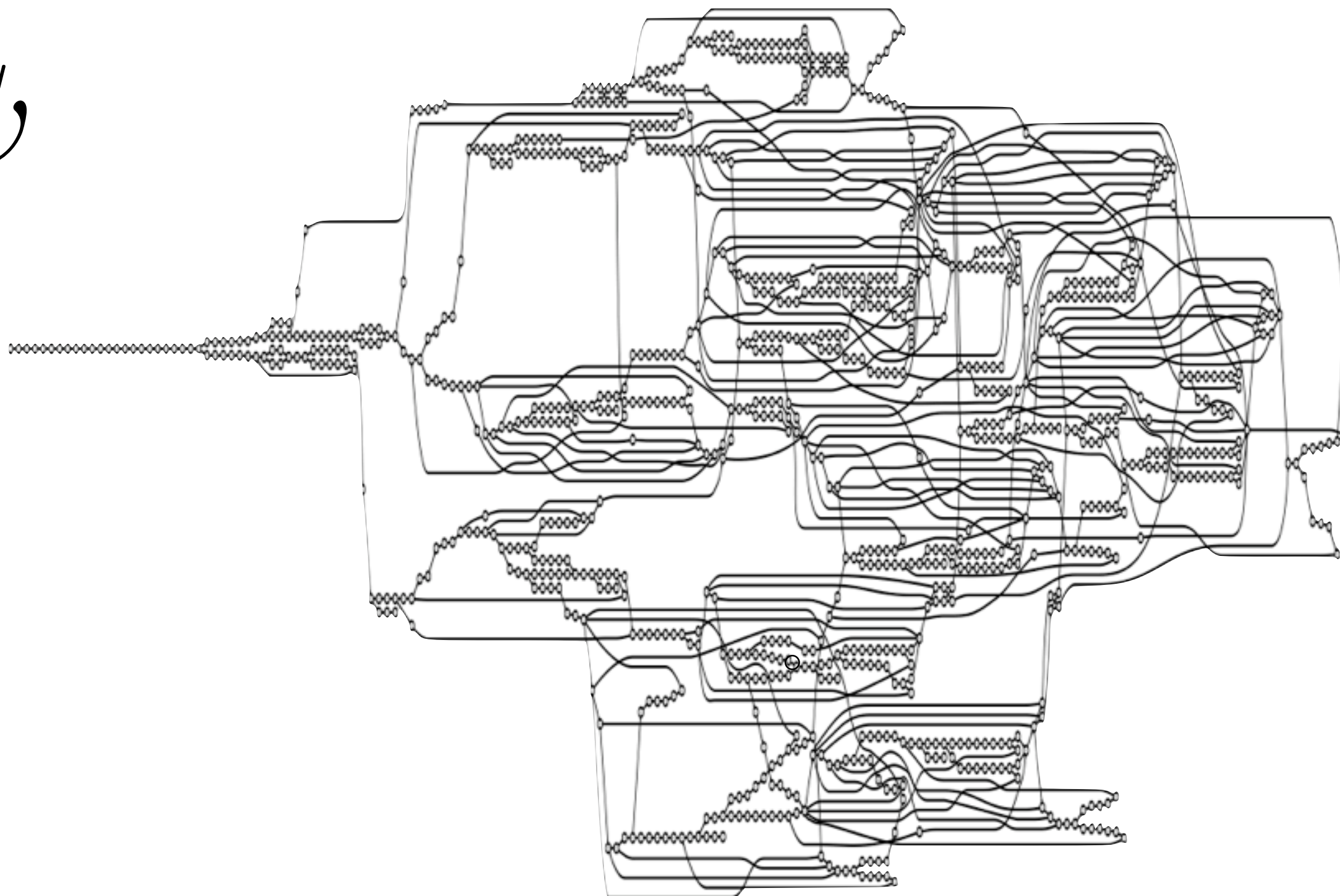
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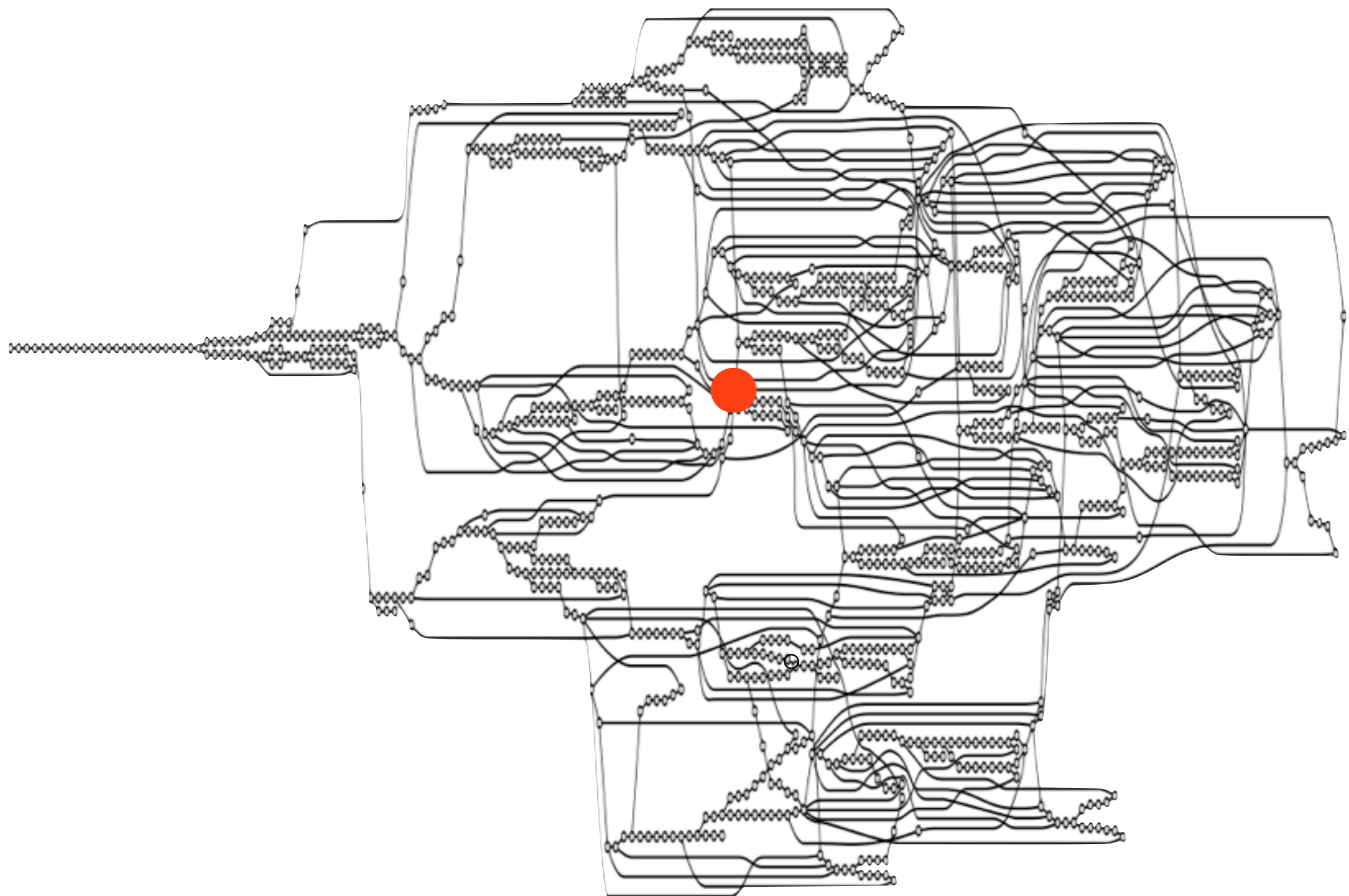
anadroid

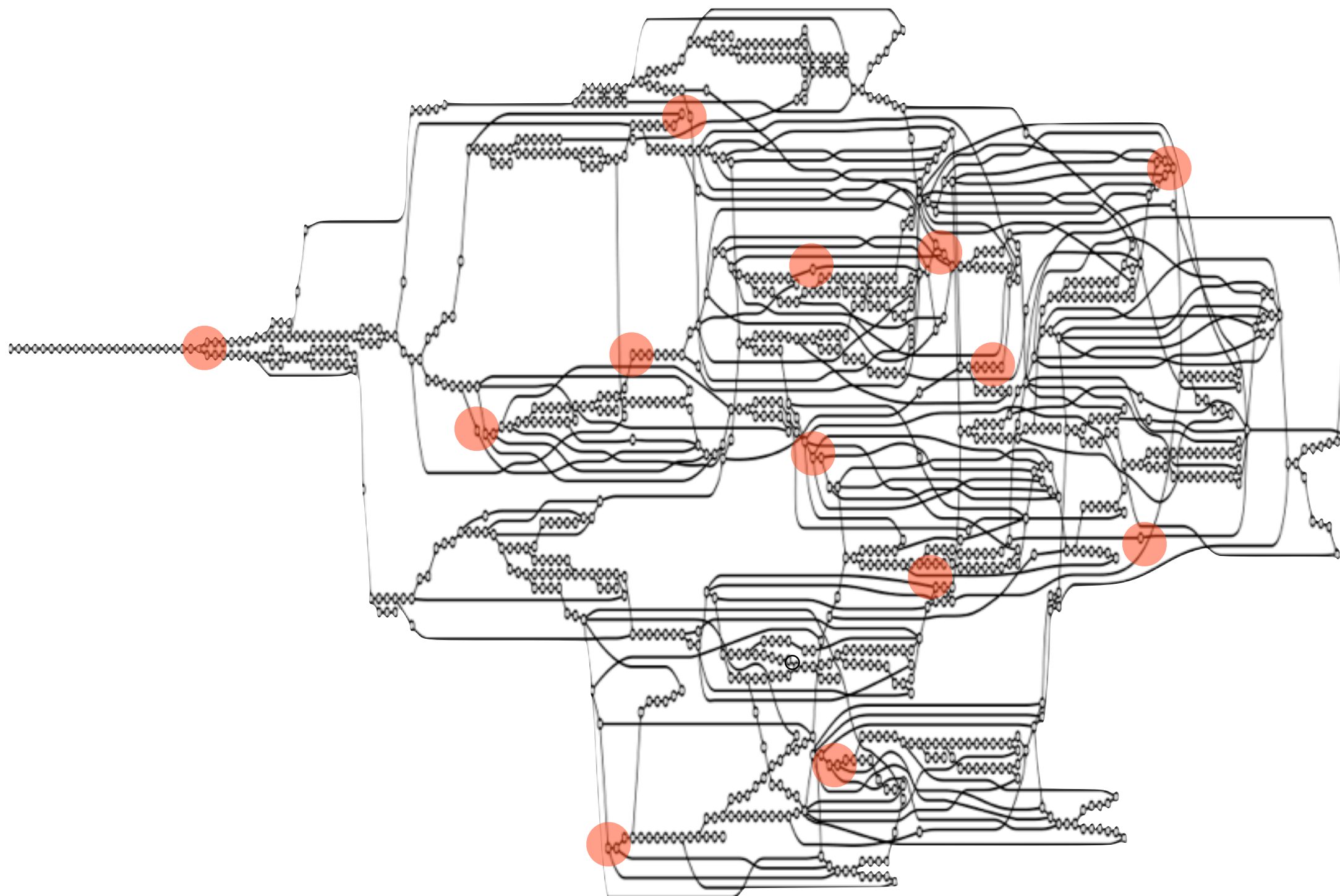
So then...

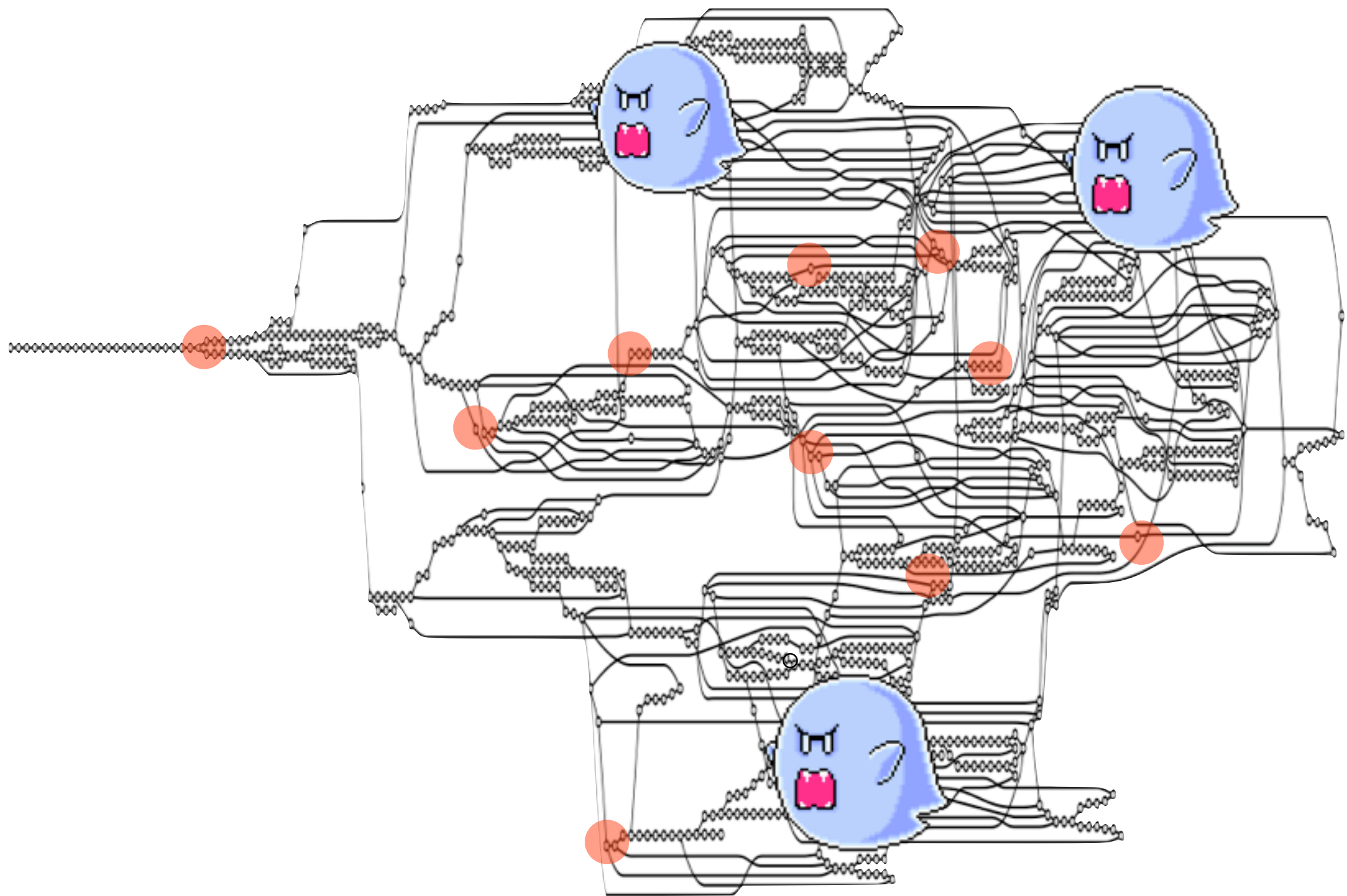


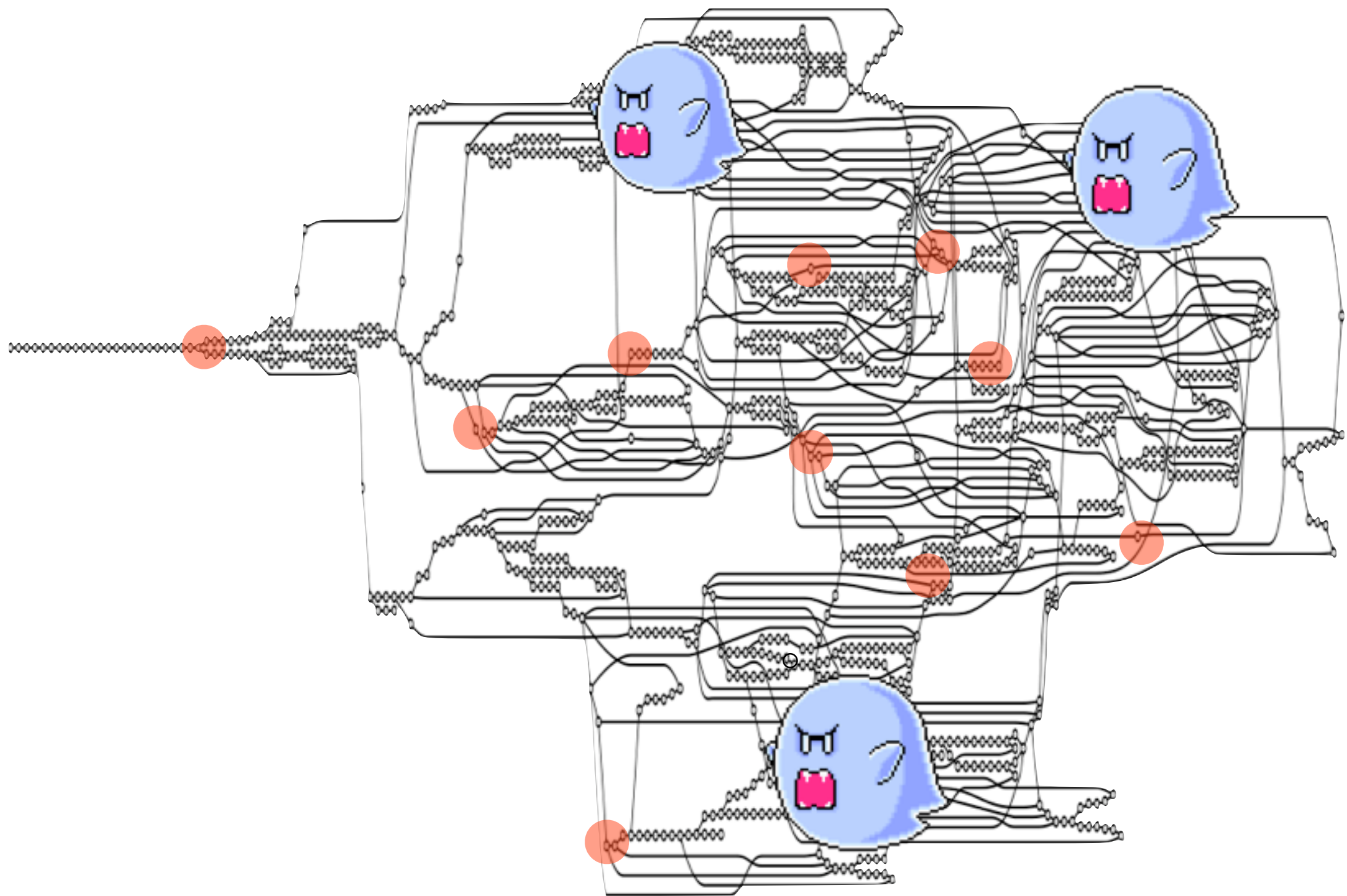
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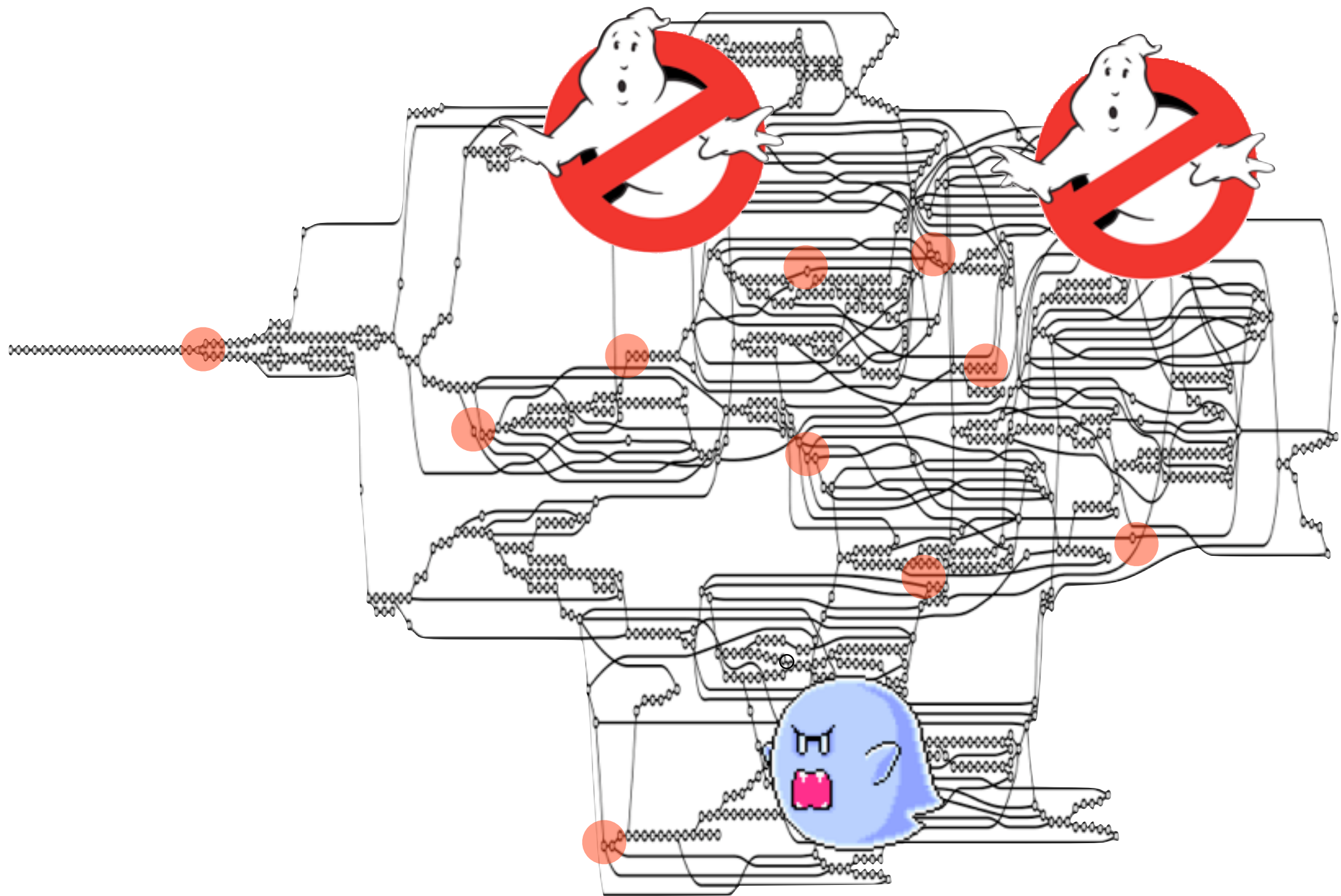


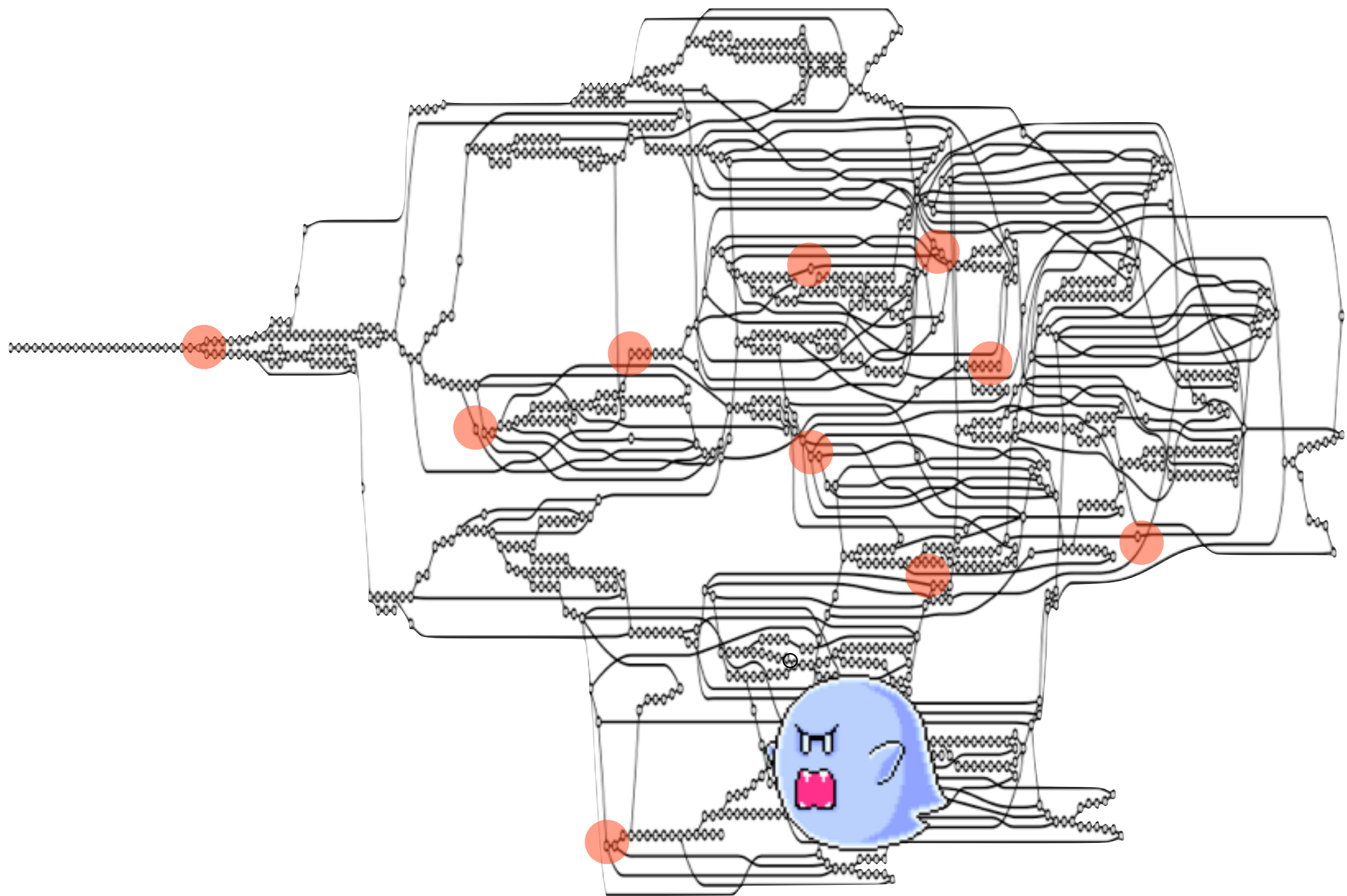


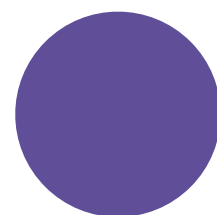
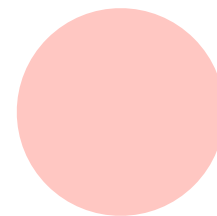
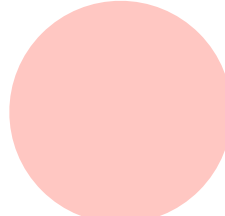
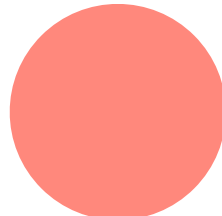
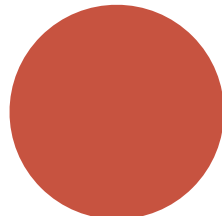
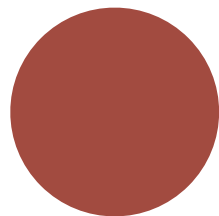


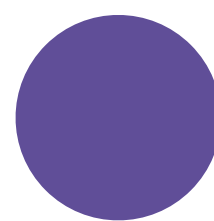
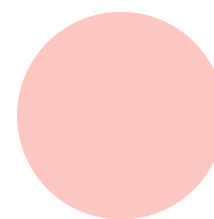
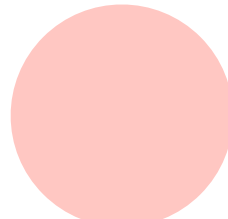
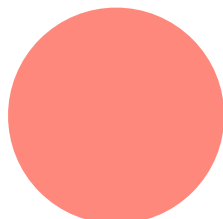
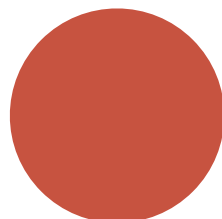
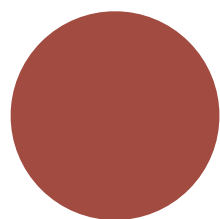


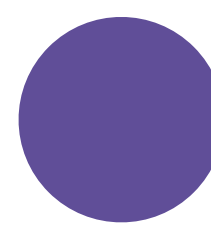
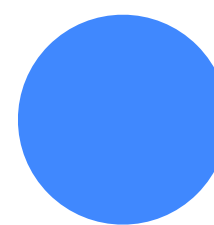
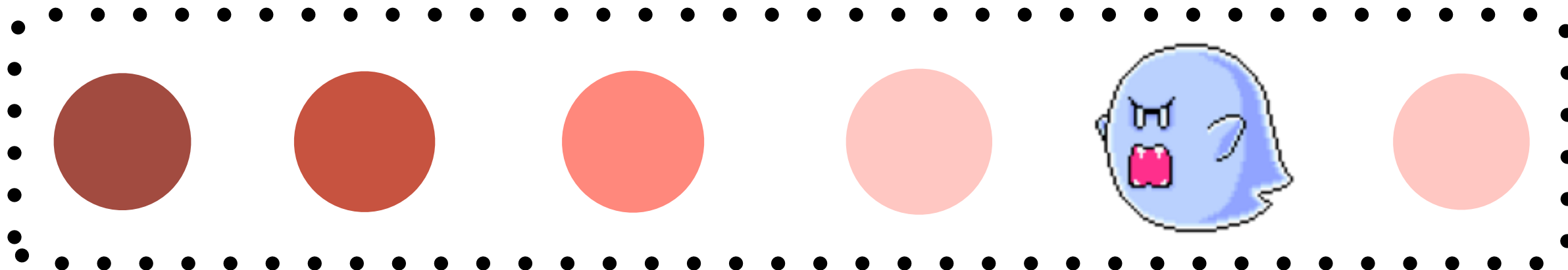


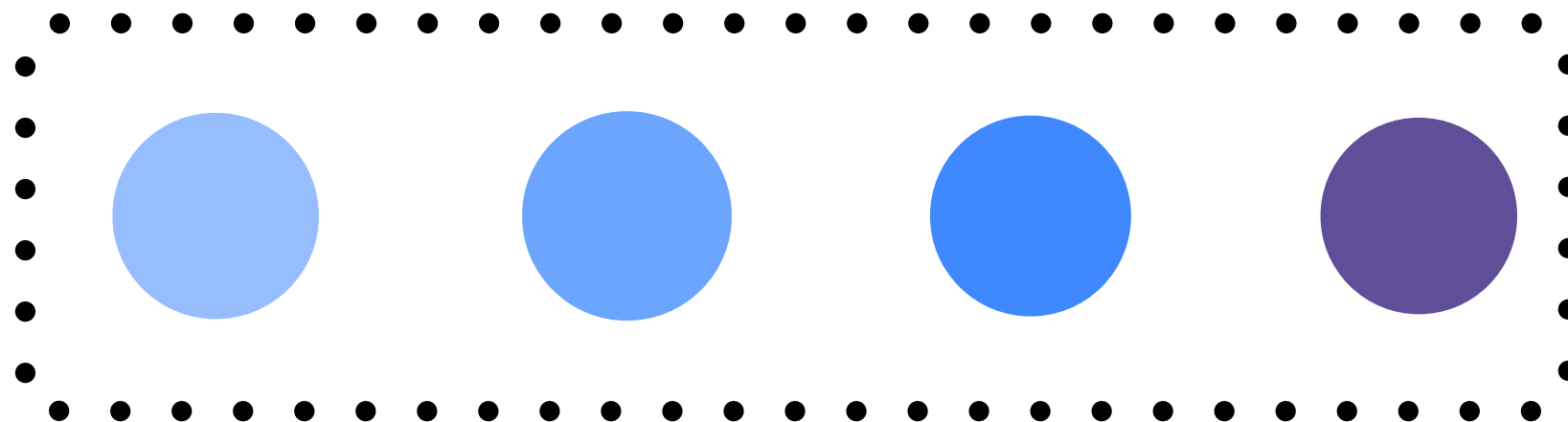
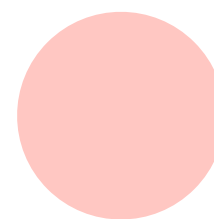
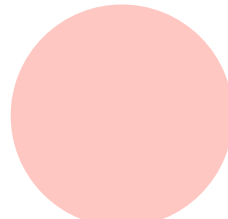
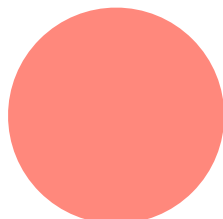
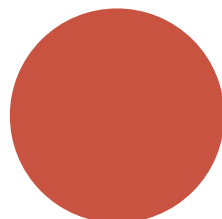
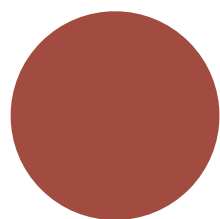












Suspicious?

network(location)

reflection($\top$)

Observation

“Once you see it...”

Analysis result:

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

NEW

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**

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</0>

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

%

rank report


```

@Override
protected void onActivityResult(int requestCode, int resultCode, Intent data) {
    if (requestCode == GET_SERVER_APP_RESULT_CODE == Activity.RESULT_OK ||
        (requestCode == GET_SERVER_APP_RESULT_CODE == Activity.RESULT_OK ||
            resultCode == Activity.RESULT_OK)) {
        locationManager.startLocationUpdates(1);
        start();
    }
    super.onActivityResult(requestCode, resultCode, data);
}

```

[illegible][illegible][illegible][illegible]

```
@Override
protected void onActivityCreated(int requestCode, int result
    if (requestCode == RESULT_OK && resultCode == Activity
        String a = PetClient.getClient().getWiki();
        LocationManager locationManager =
            locationManager.onActivityResult(requestCode, resultCode, data);

        super.onActivityResult(requestCode, resultCode, data);

        public void startActivity() {
            startActivity(this, WeatherService.class);
        }
    }
}
```

[illegible]

```
}
package org.sus.weather;

import java.io.BufferedReader;
import java.io.IOException;
import java.net.URL;
import java.net.URLConnection;
import java.util.List;

import org.sus.weather.forecast.FetchForecast;
import org.sus.weather.forecast.WeatherObject;
```

```
public void getweather(final HTTPWeatherObject soo) {
    final Thread t = new Thread() {
        @Override
        public void run() {
            updateweather(soo);
        }
    };
    handler.post(t);
}

public void getweather(final String a) {
    final Thread t = new Thread() {
```

90%

(Challenge 3A)

Terminal — zsh — 82x20 — 1

</0>

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

%

analyst

Trick 1


```

using System;
using System.Collections.Generic;

namespace HelloWorldApp
{
    public class HelloWorld
    {
        public static void Main(string[] args)
        {
            Console.WriteLine("Hello World!");
        }
    }
}

```

```
using System;
using System.Collections.Generic;

namespace HelloWorldApp
{
    public class Node
    {
        public int value;
        public Node next;
        public Node prev;

        public Node(int value)
        {
            this.value = value;
            this.next = null;
            this.prev = null;
        }
    }

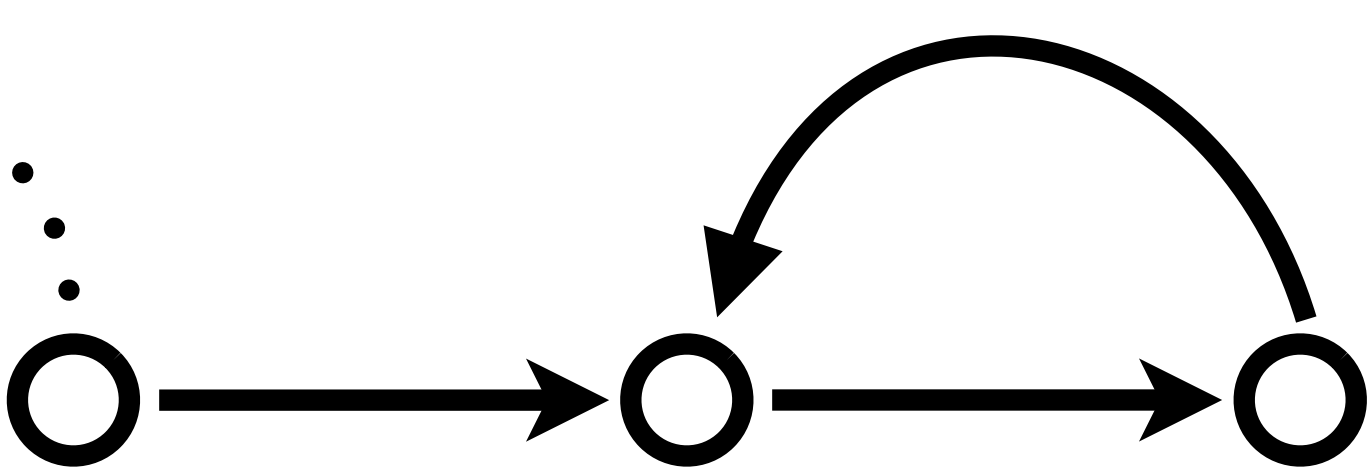
    public class LinkedList
    {
        private Node head;
        private Node tail;

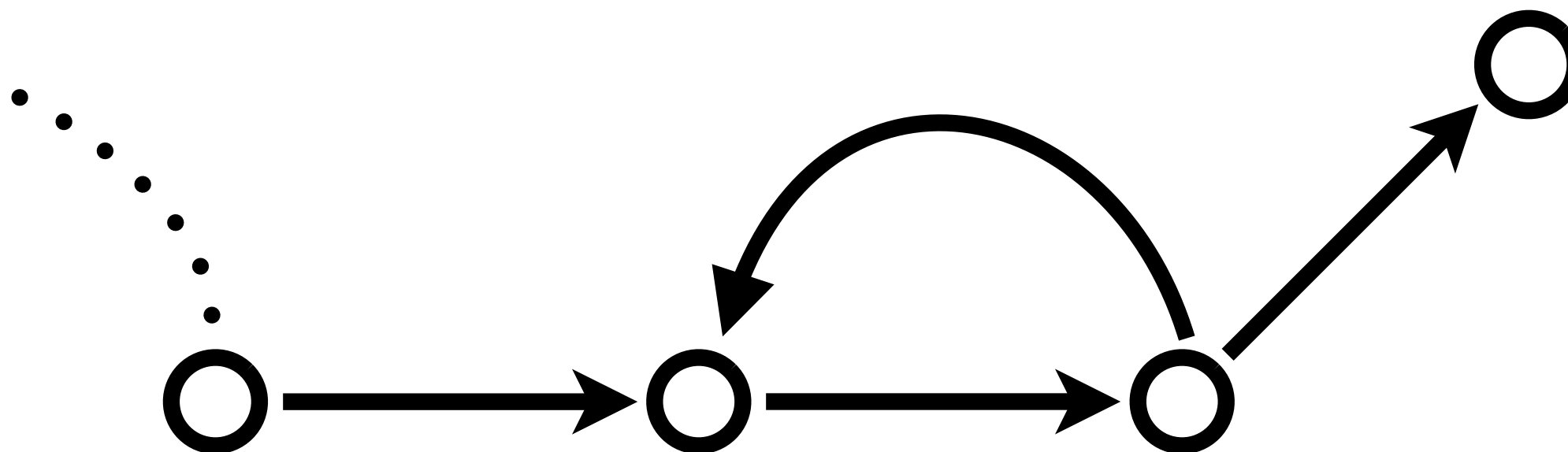
        public LinkedList()
        {
            head = null;
            tail = null;
        }

        public void Add(int value)
        {
            Node newNode = new Node(value);
            if (head == null)
            {
                head = newNode;
                tail = newNode;
            }
            else
            {
                tail.next = newNode;
                tail = newNode;
            }
        }

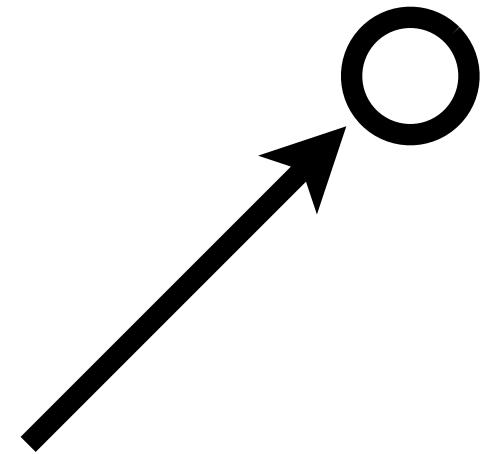
        public void Print()
        {
            Node current = head;
            while (current != null)
            {
                Console.WriteLine(current.value);
                current = current.next;
            }
        }
    }

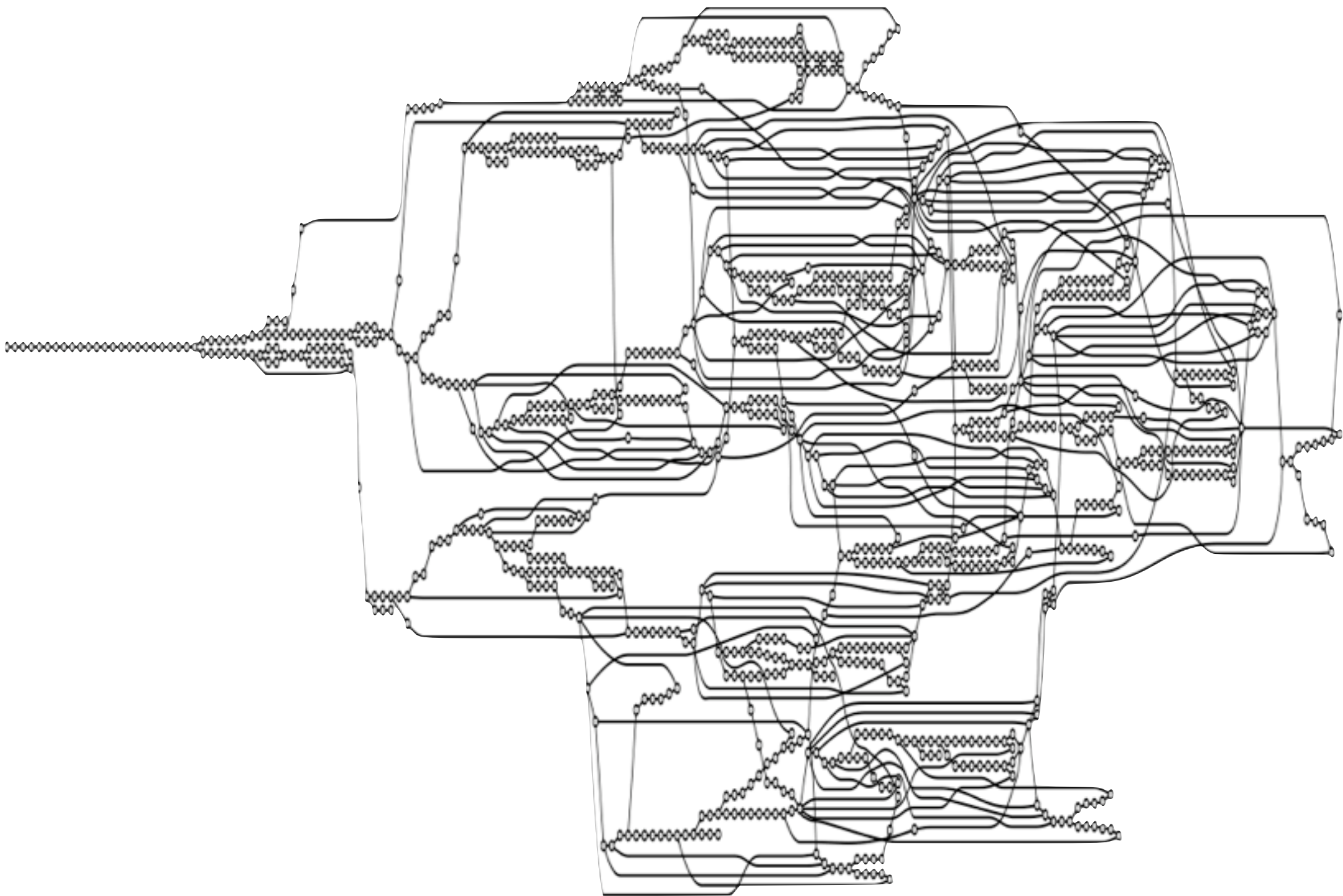
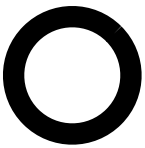
    static void Main()
    {
        LinkedList list = new LinkedList();
        list.Add(1);
        list.Add(2);
        list.Add(3);
        list.Print();
    }
}
```

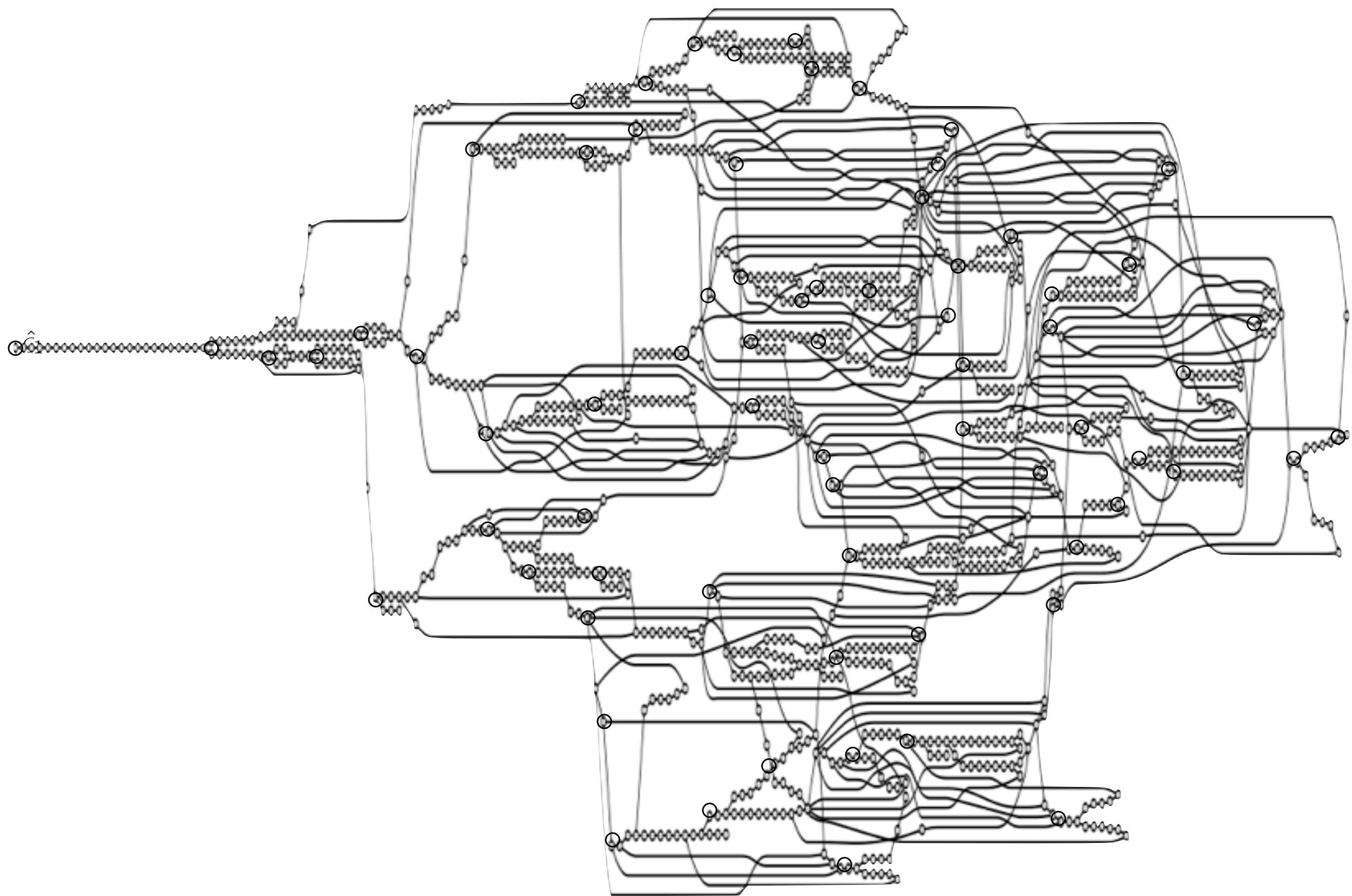
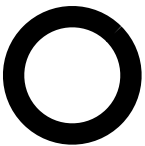


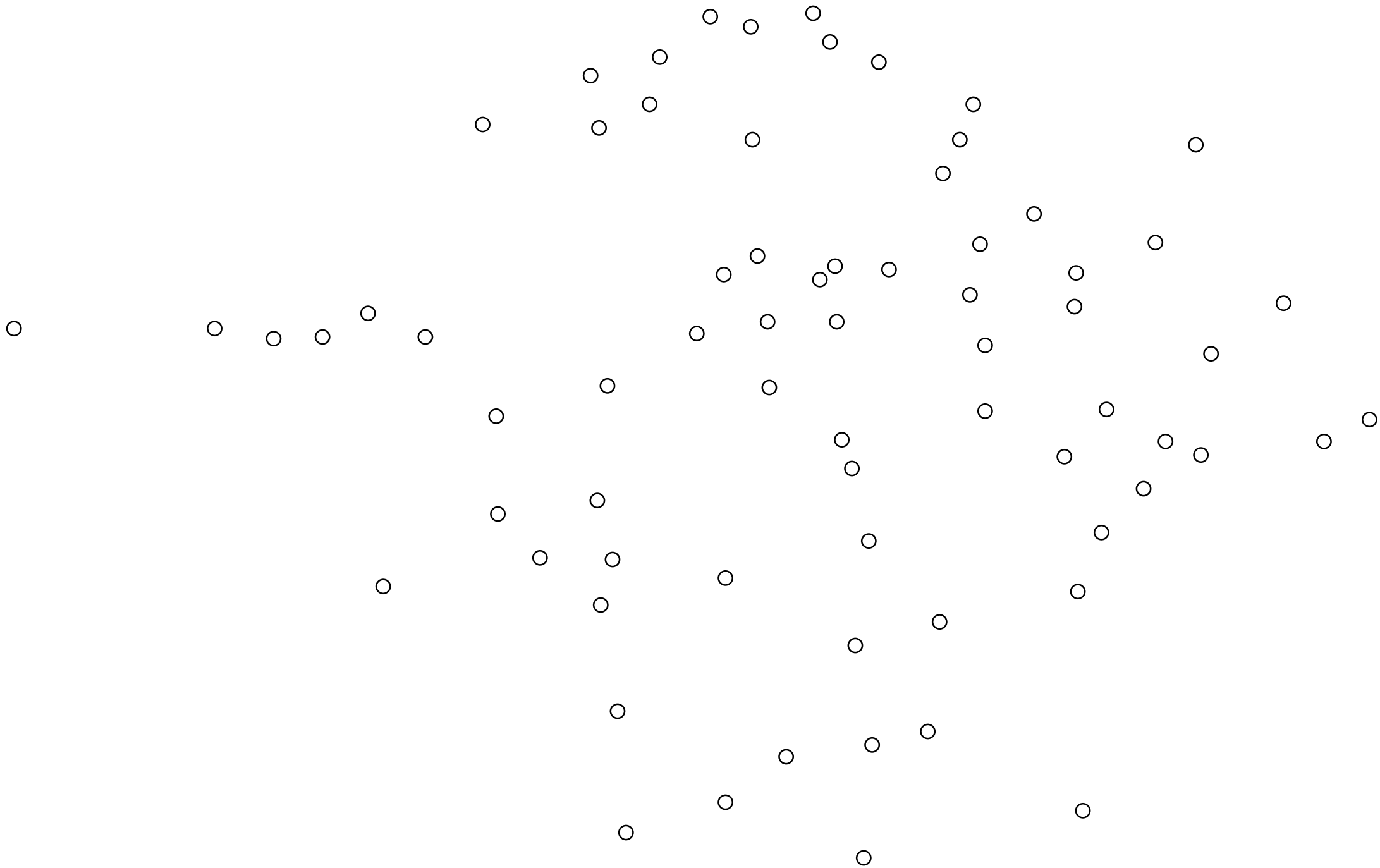
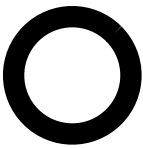


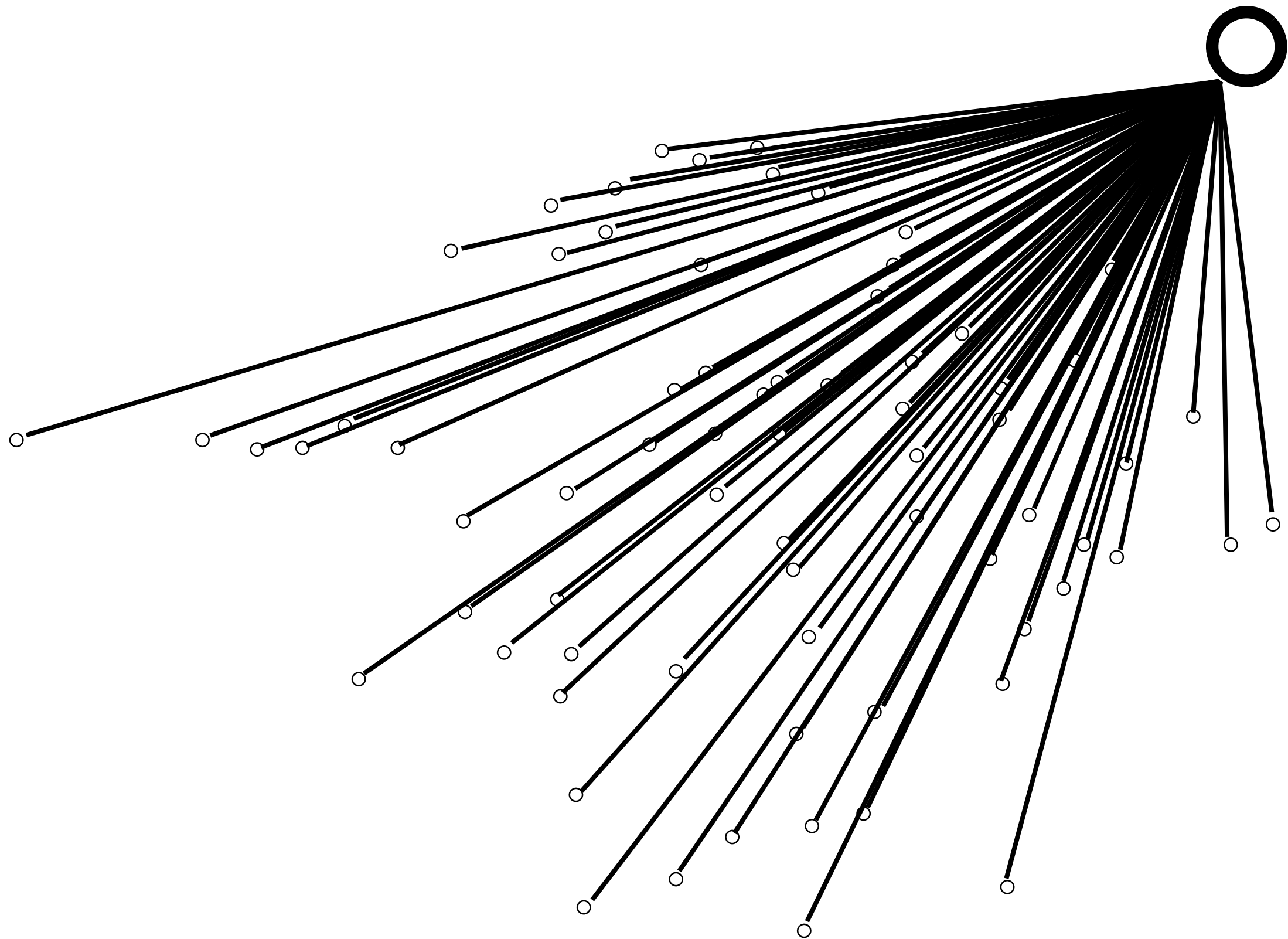
Problem

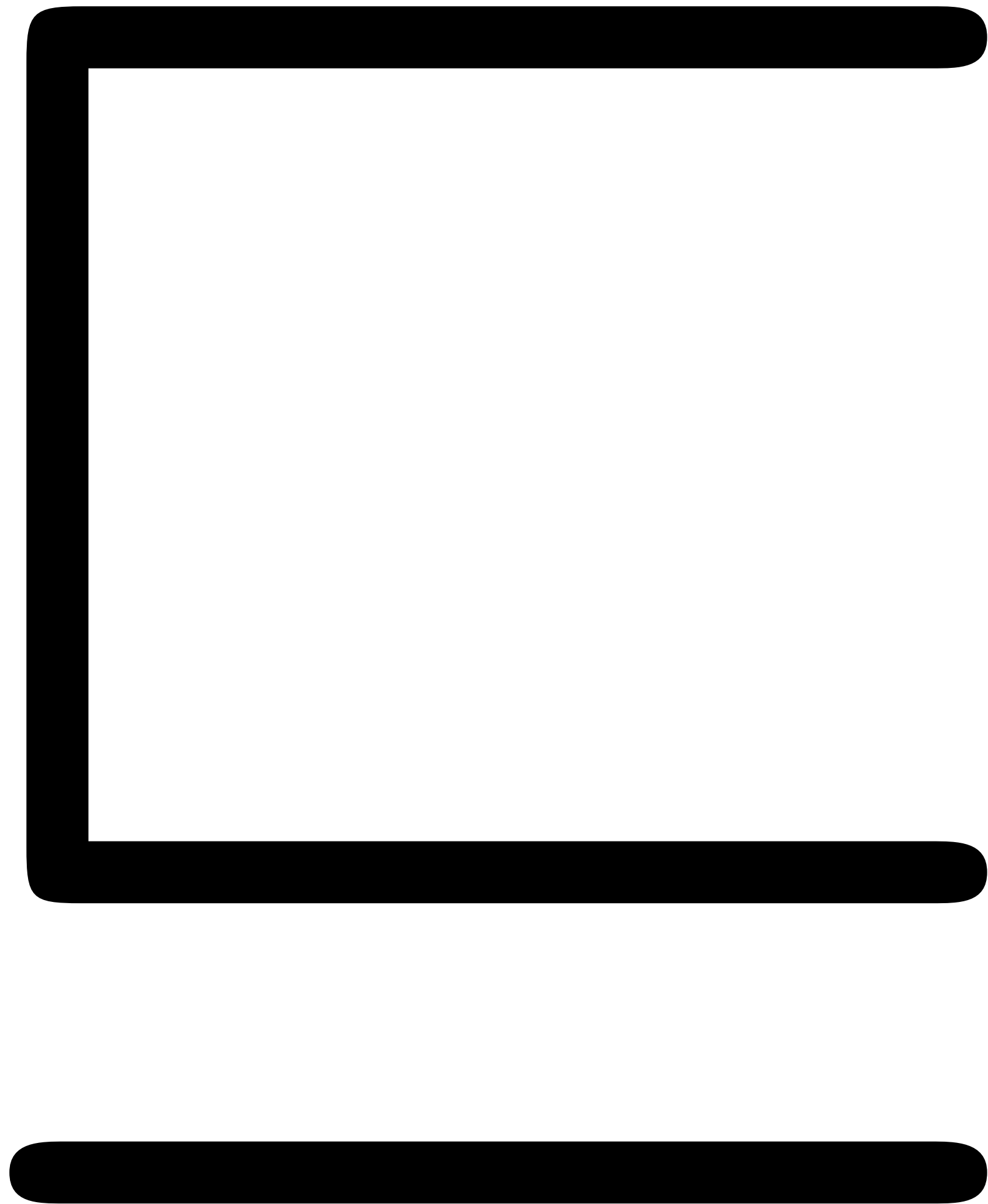


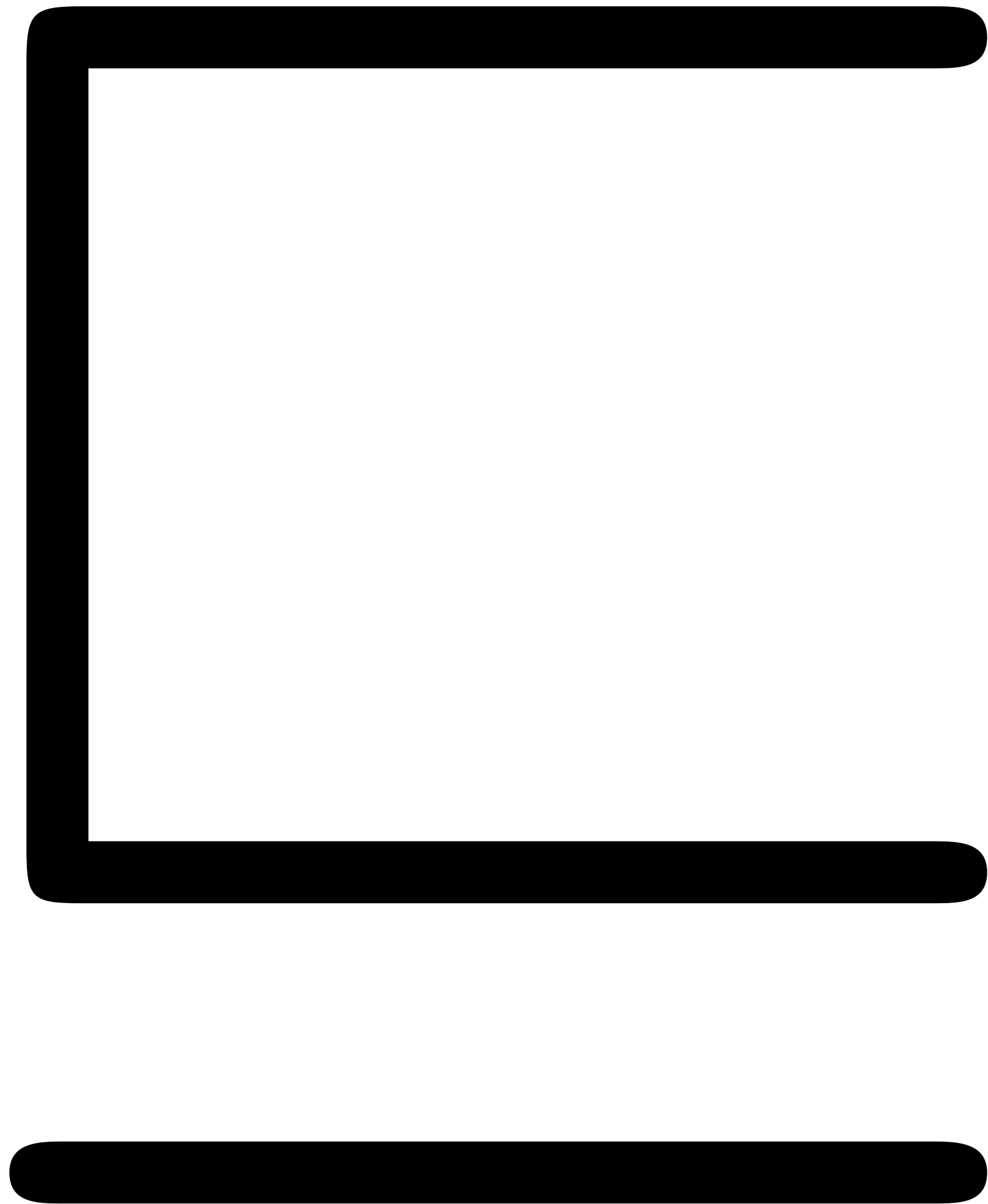












$$\hat{S}_1 \sqsubseteq \hat{S}_2$$

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

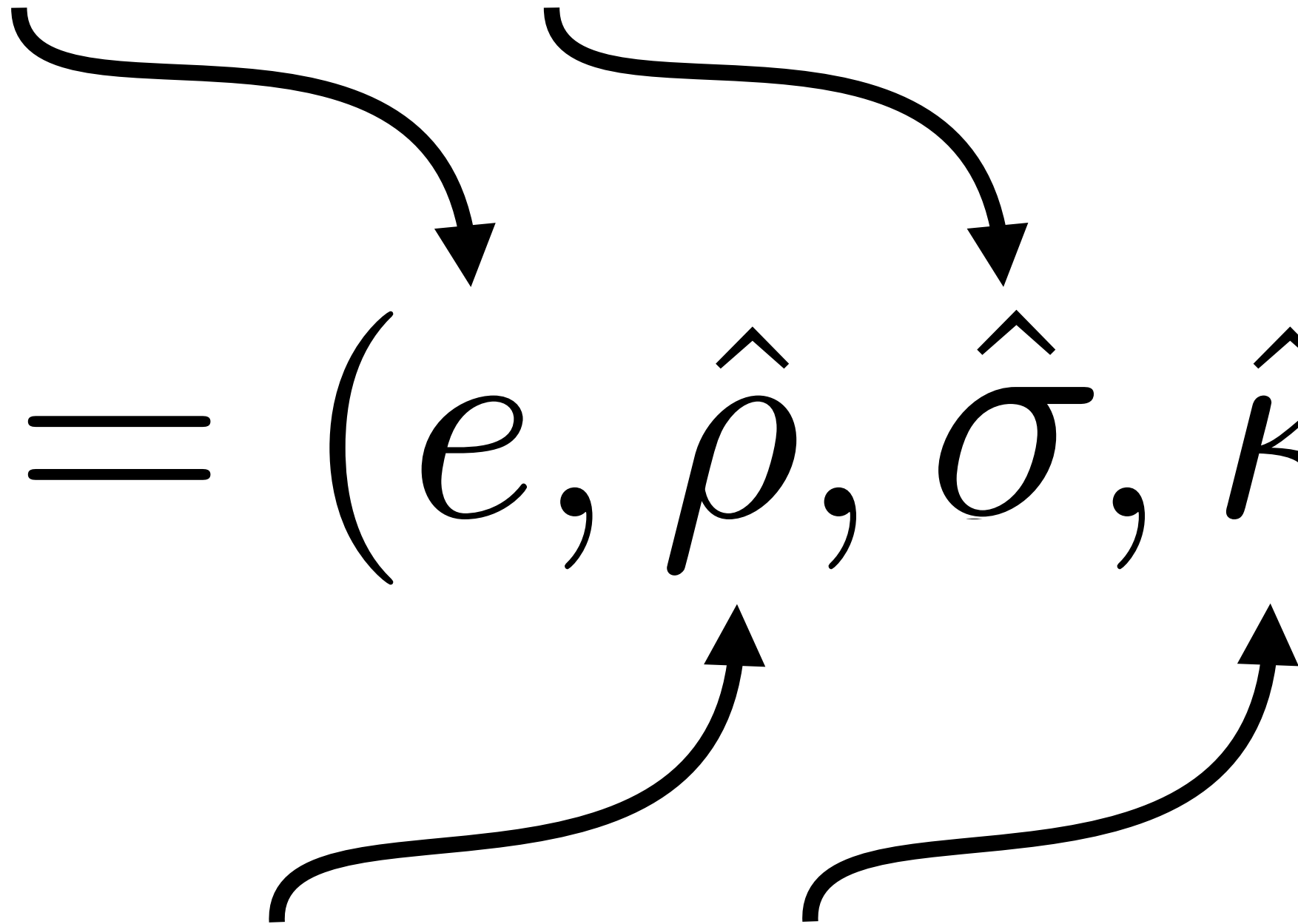
instruction

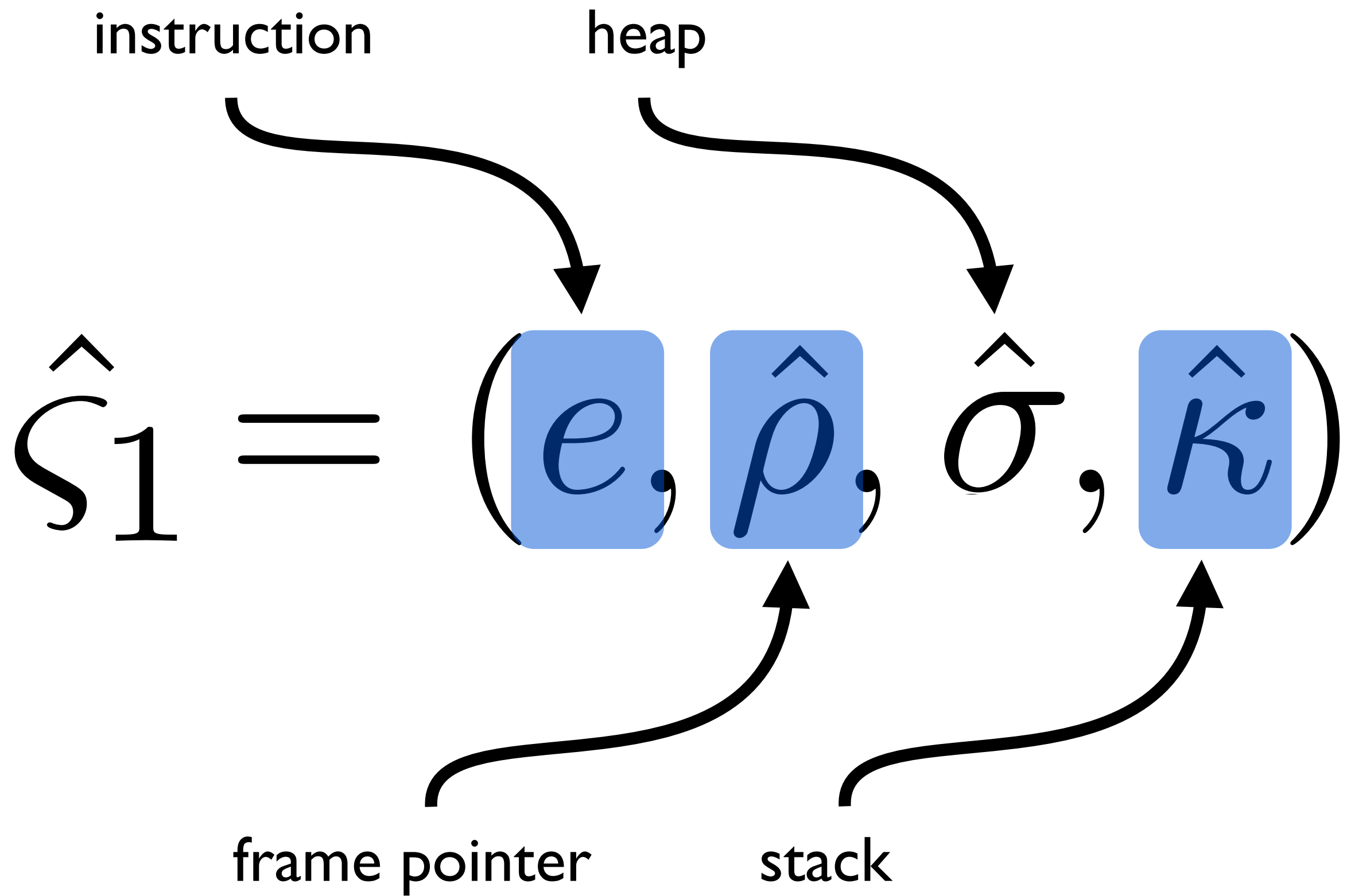
heap

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

frame pointer

stack

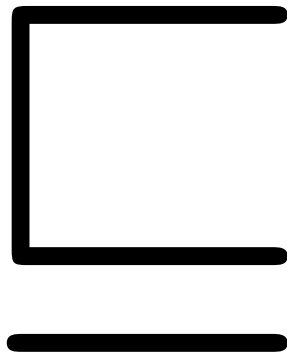




$$\hat{S}_1 \sqsubseteq \hat{S}_2$$



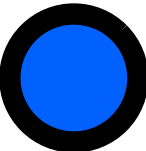
$\hat{S}_1$

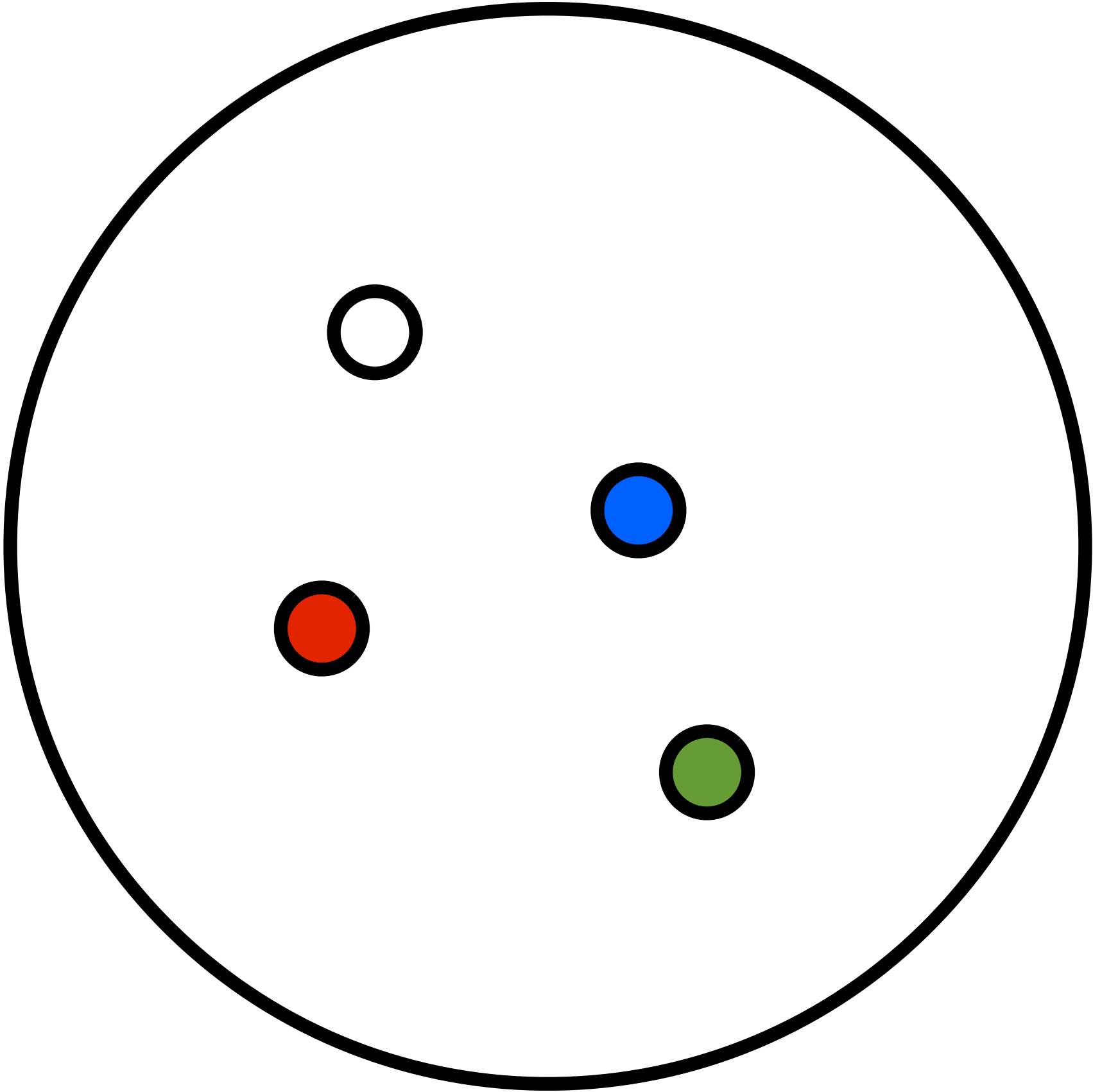


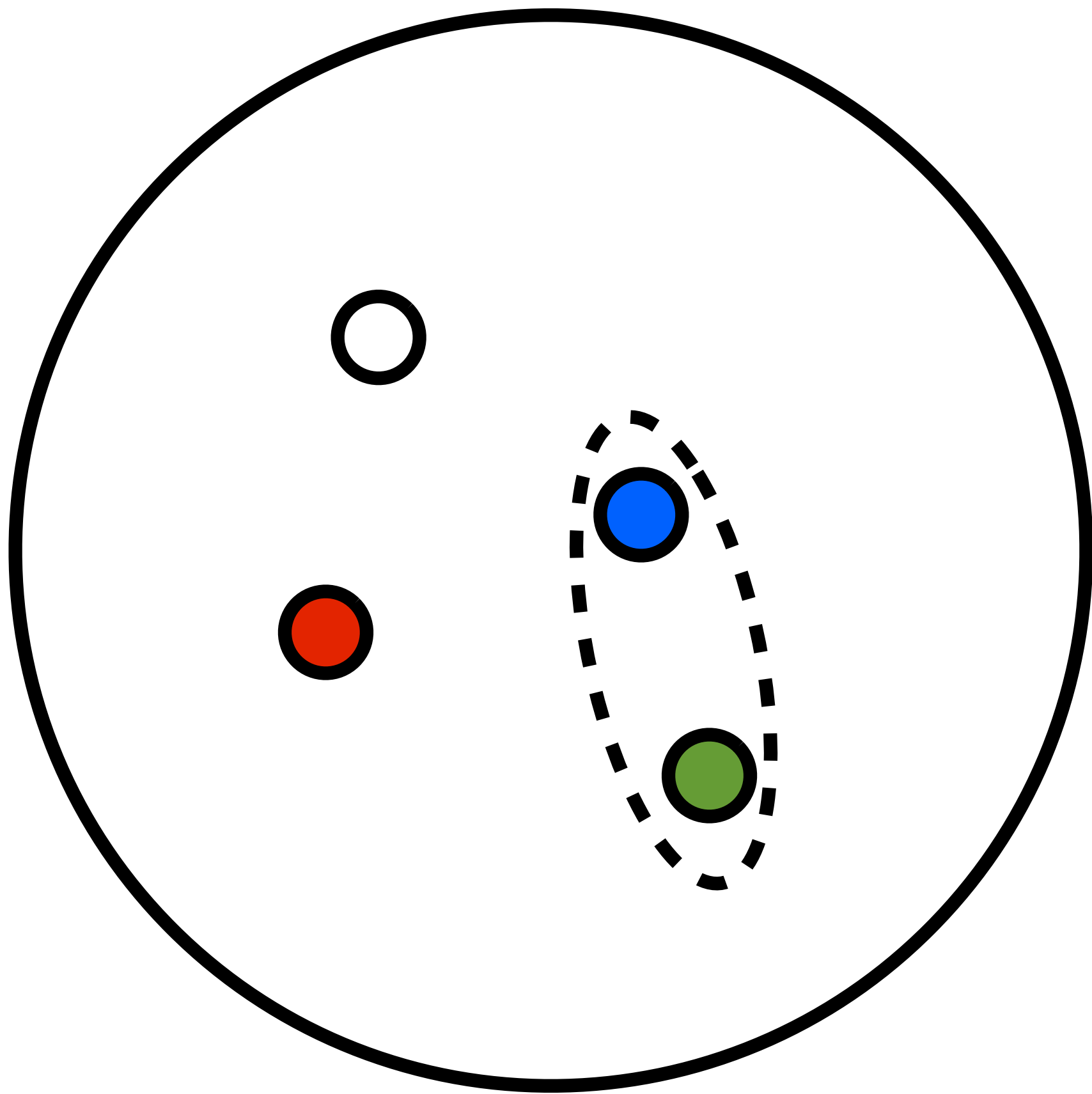
$\hat{S}_2$

First: Hash sets

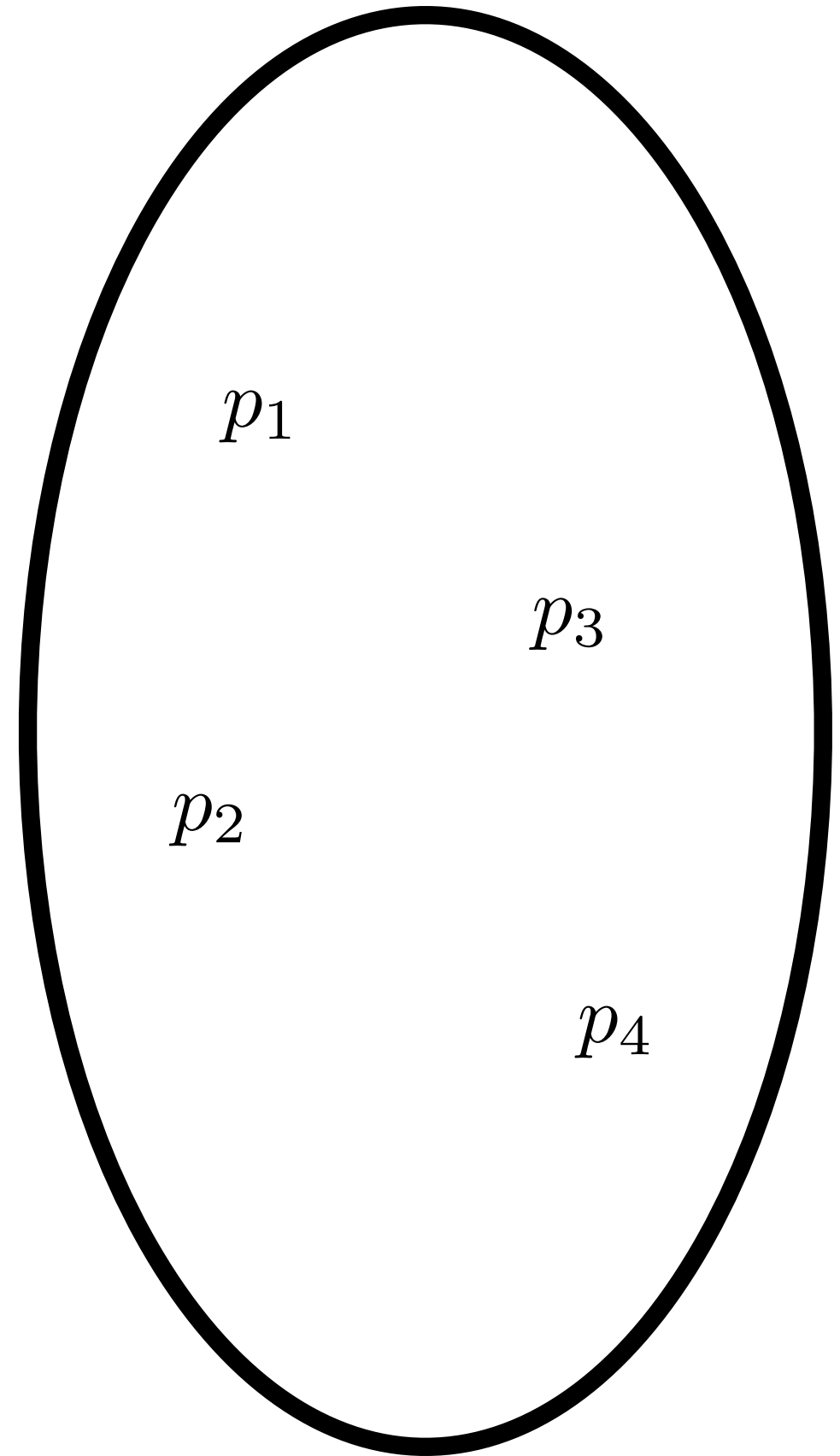
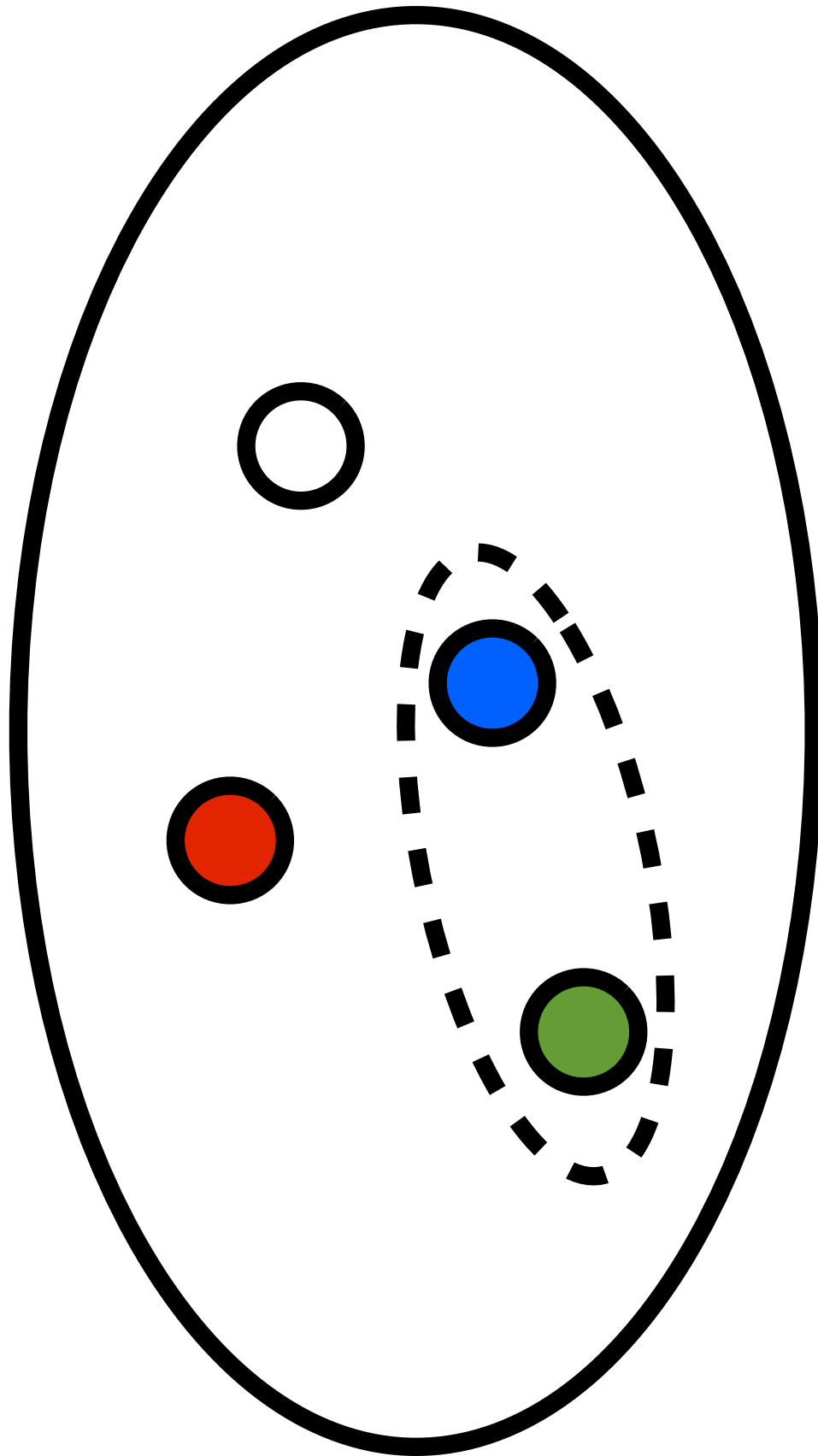
Prime decomposition



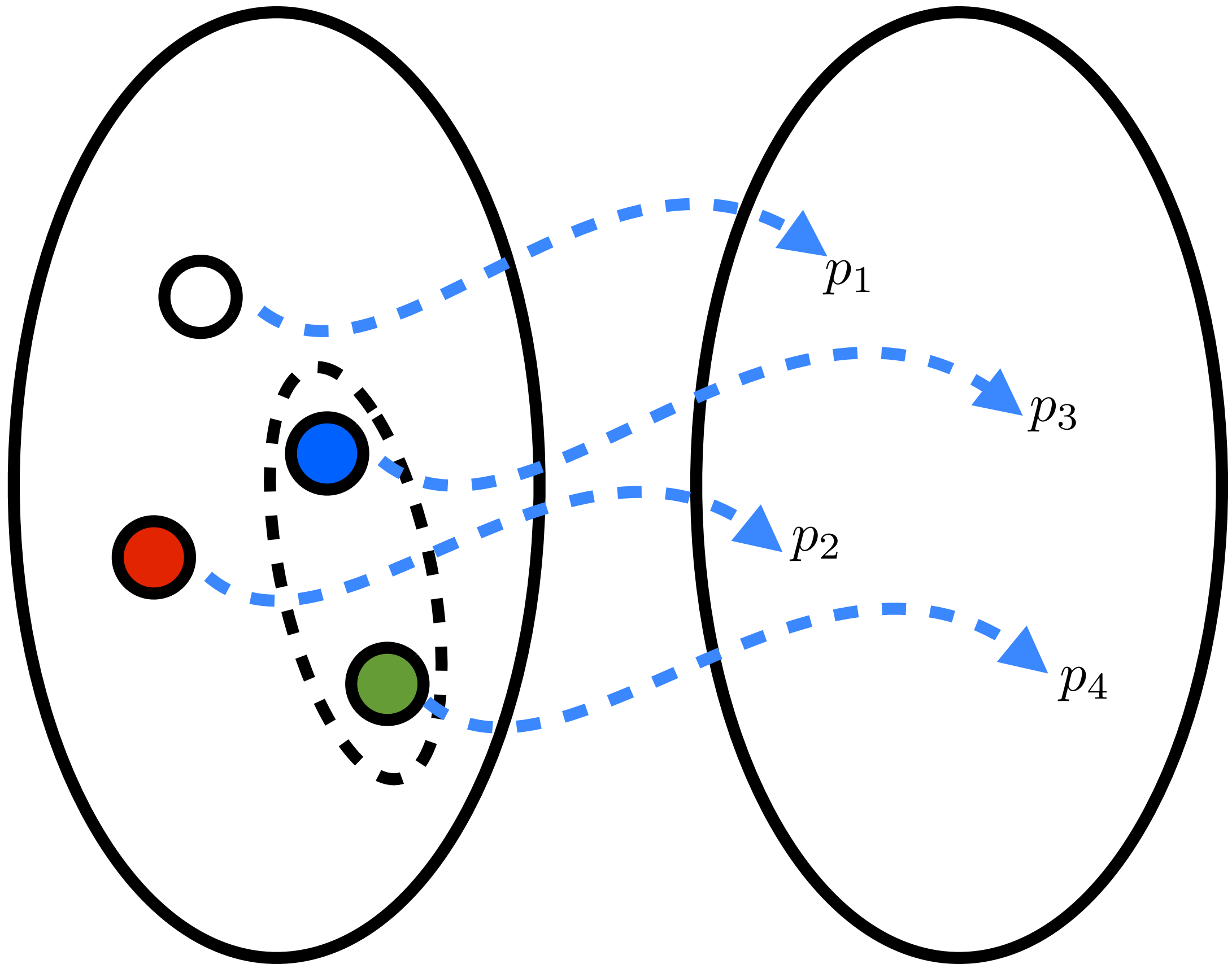


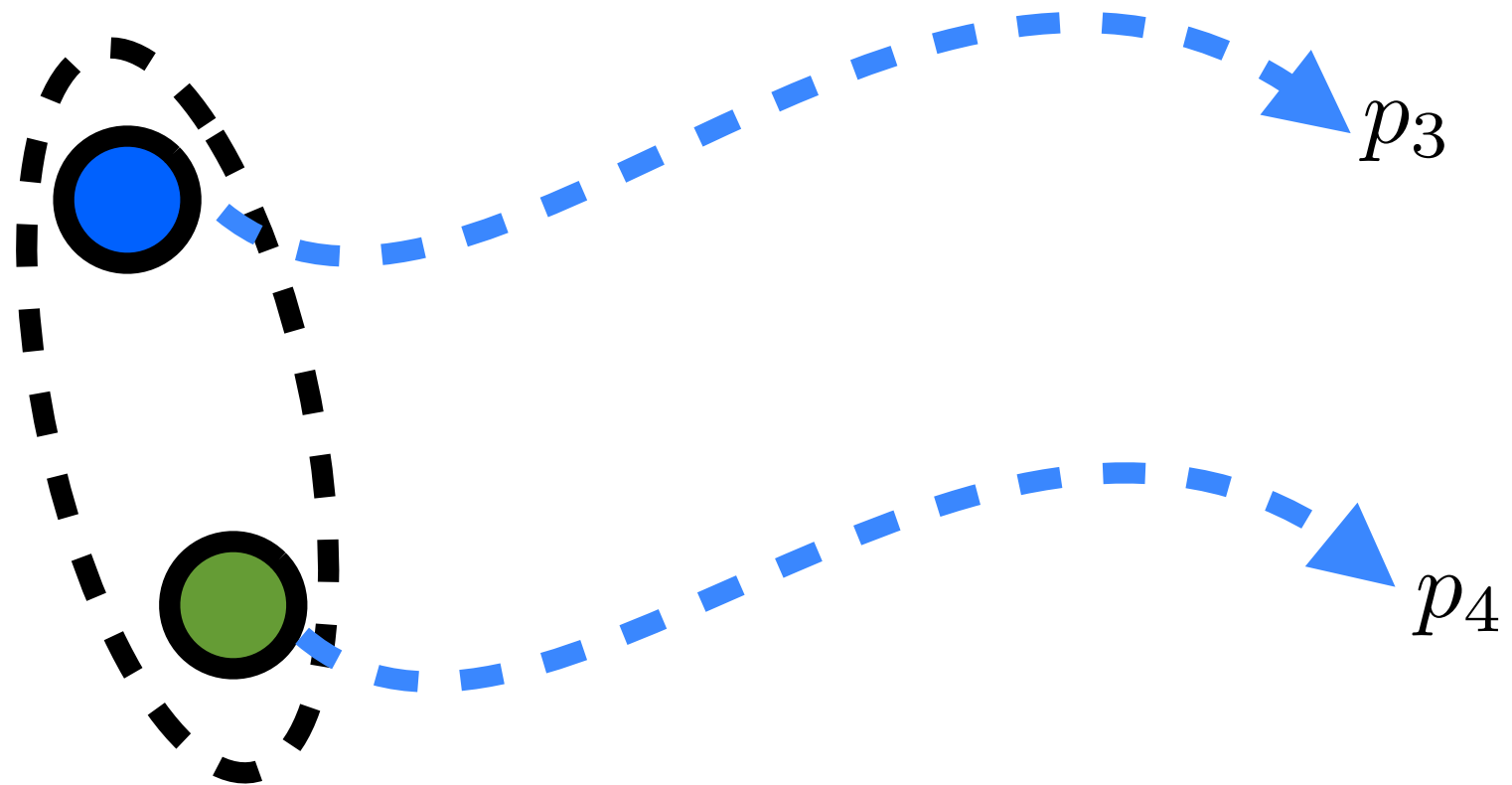


Primes



Primes

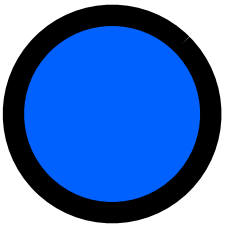
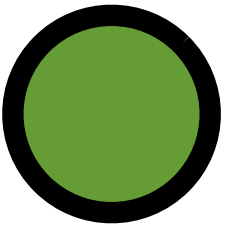


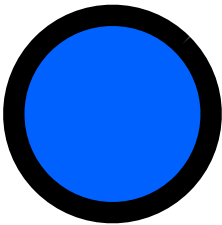
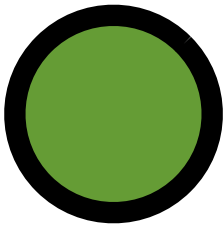


p_3

p_4

$$p_3 \times p_4$$

{ ,  }

{ ,  }

$$A \subseteq B$$

$$\llbracket B \rrbracket \bmod \llbracket A \rrbracket = 0$$

$$A \cap B$$

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

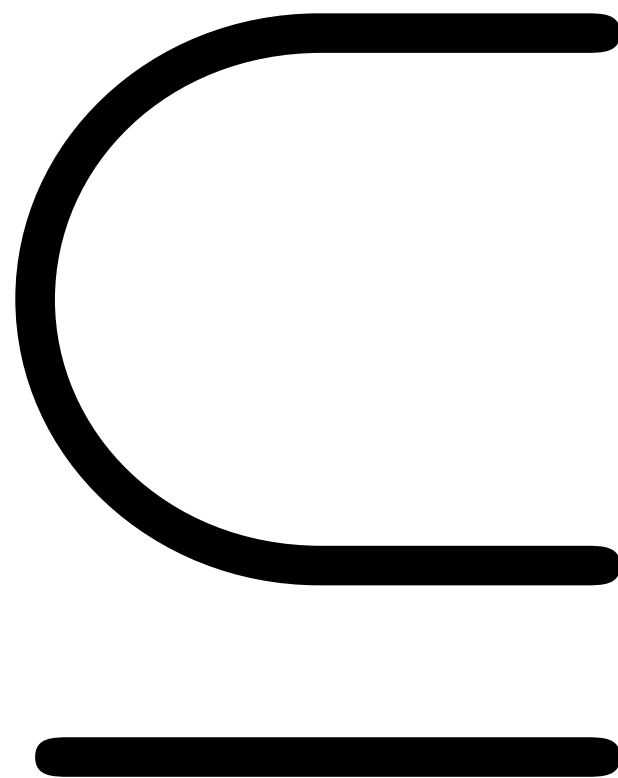
$$\text{lcm}(\llbracket A \rrbracket, \llbracket B \rrbracket)$$

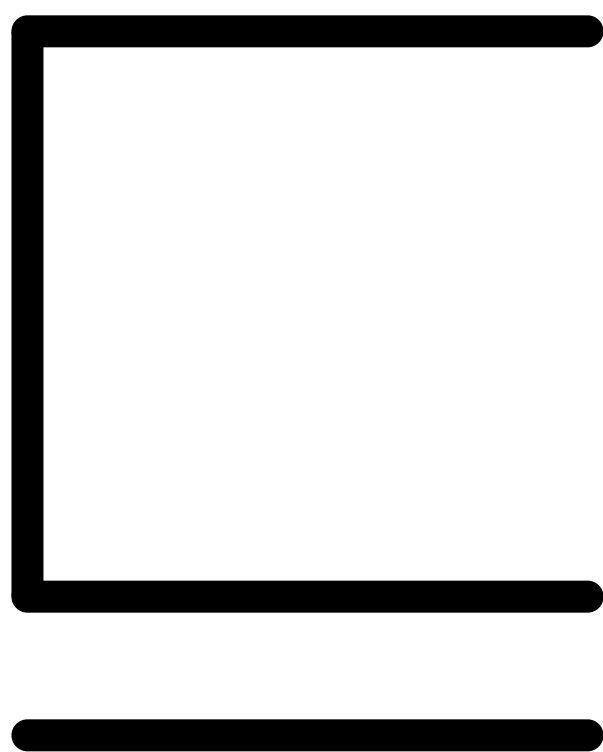
$$A \cup B$$

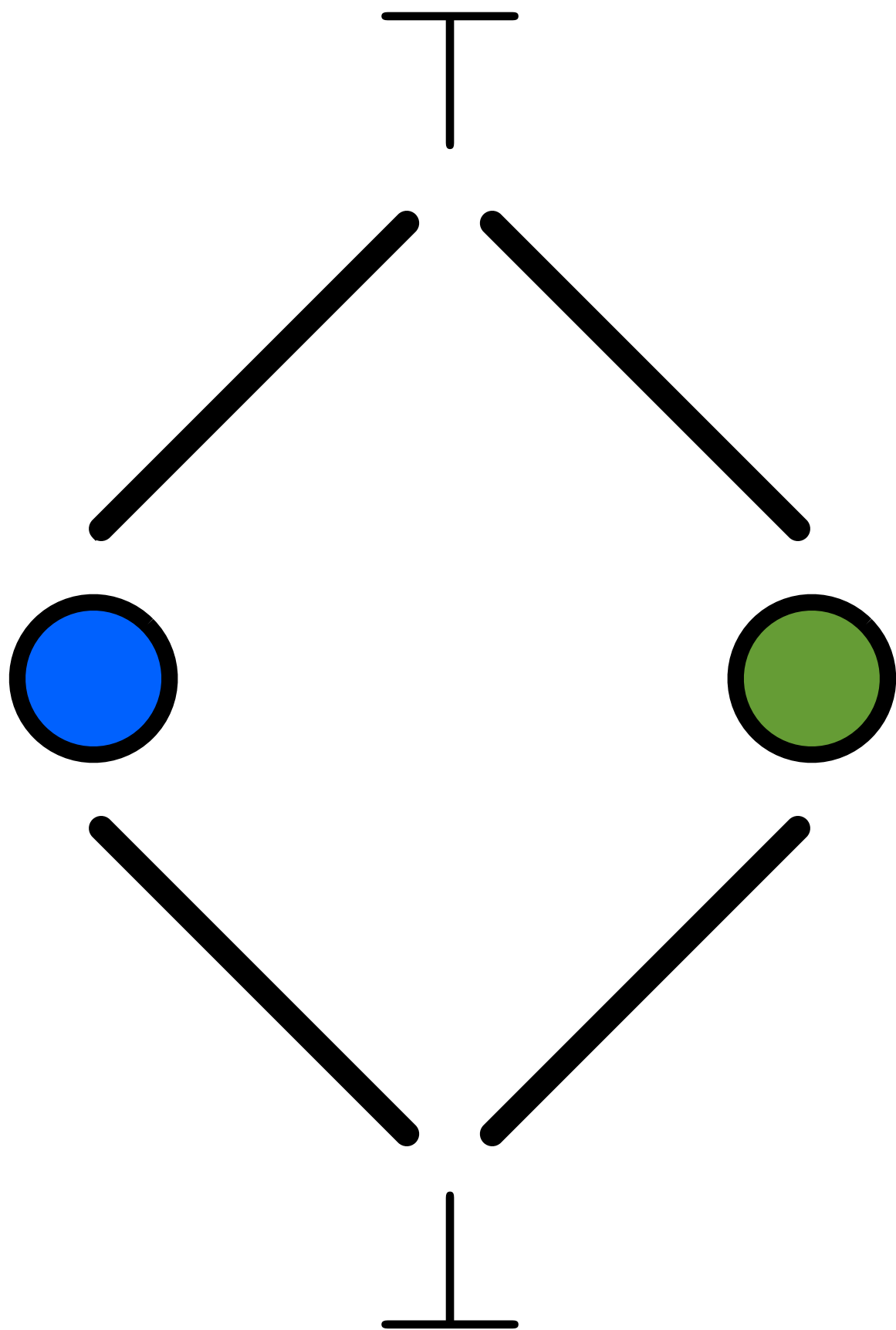
$$A \cup B$$

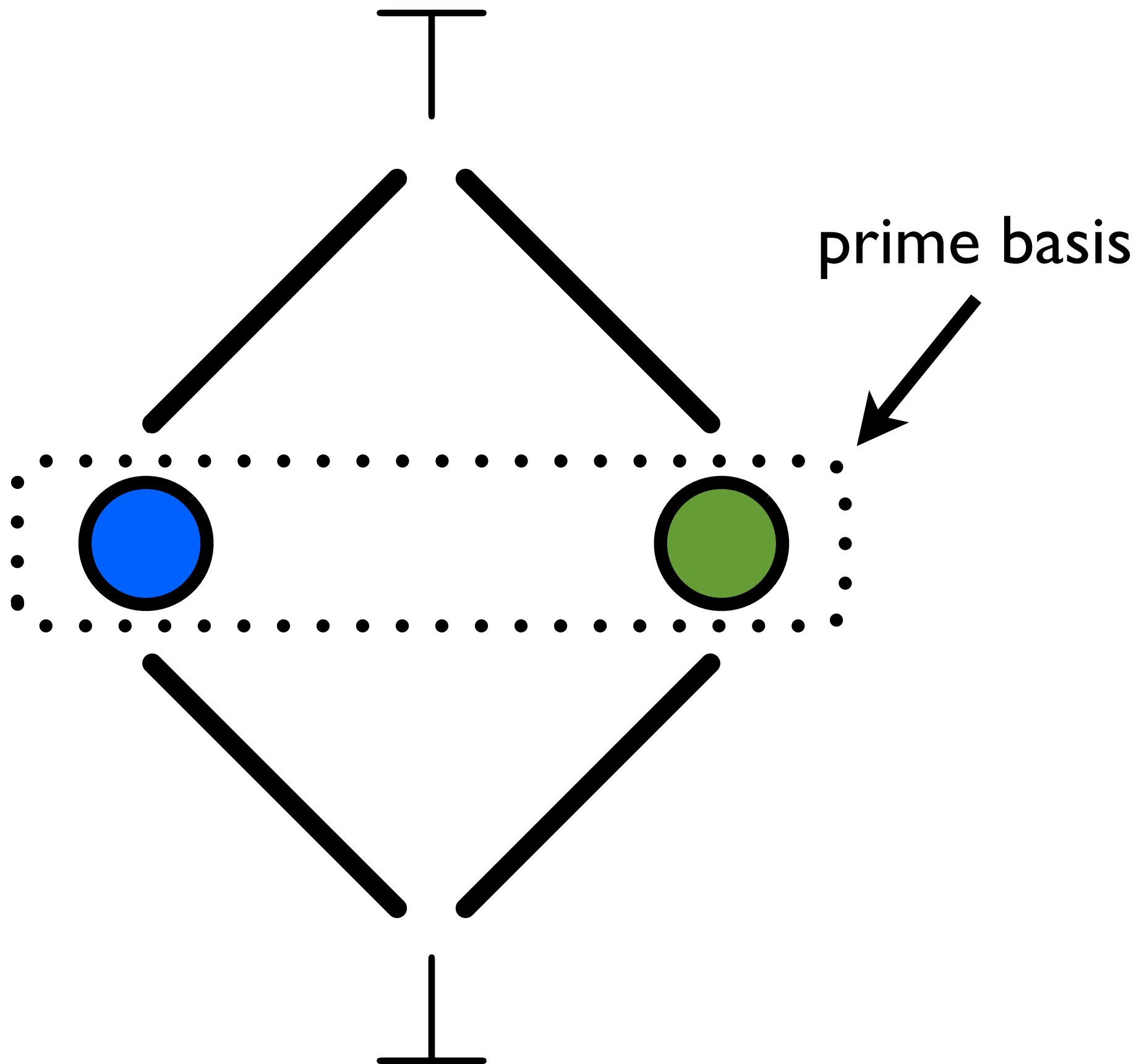
A — *B*

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



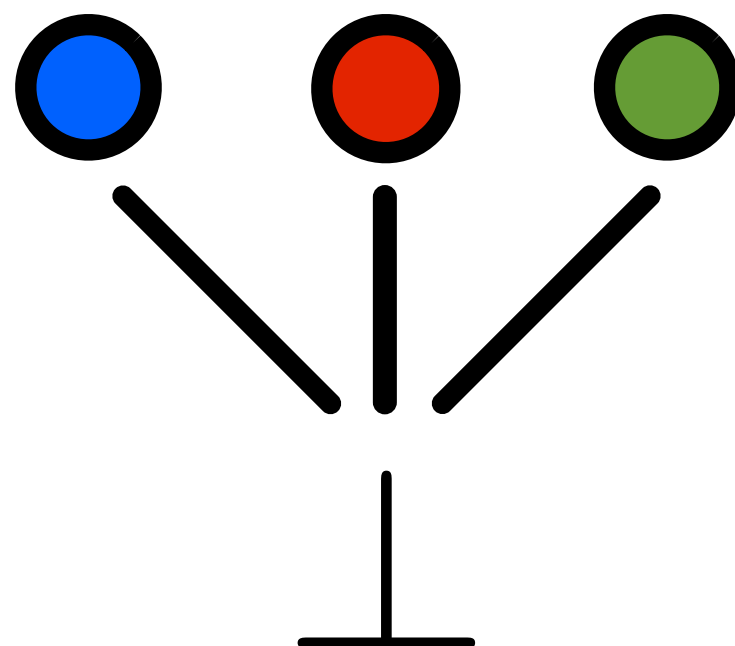


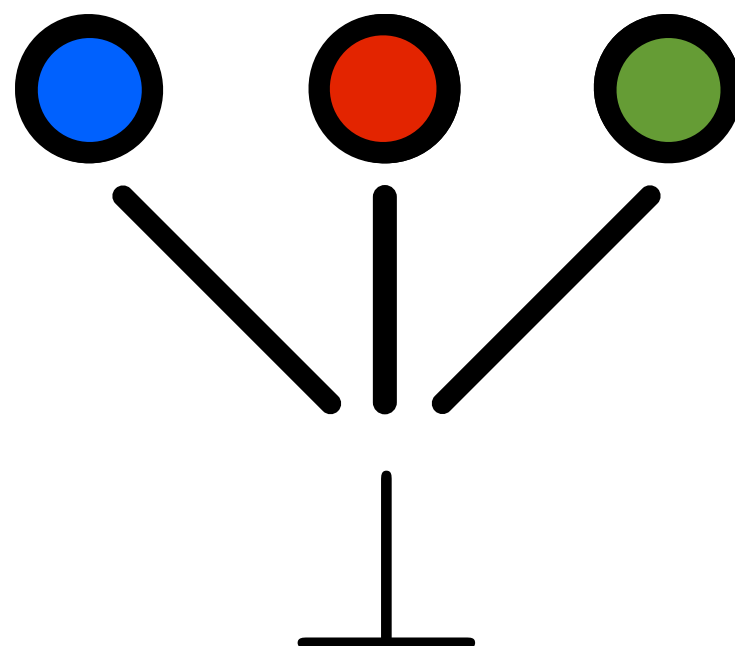


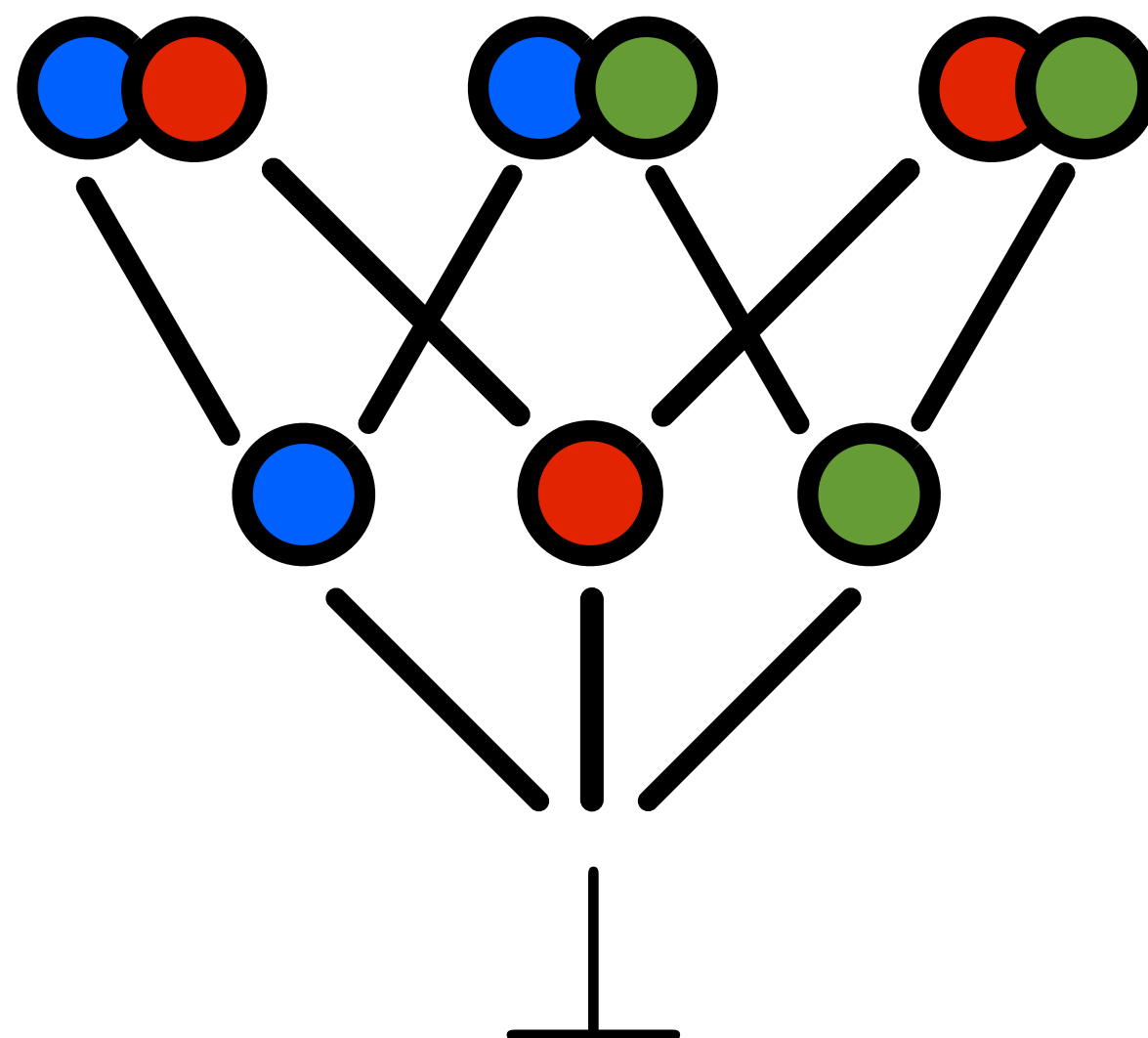


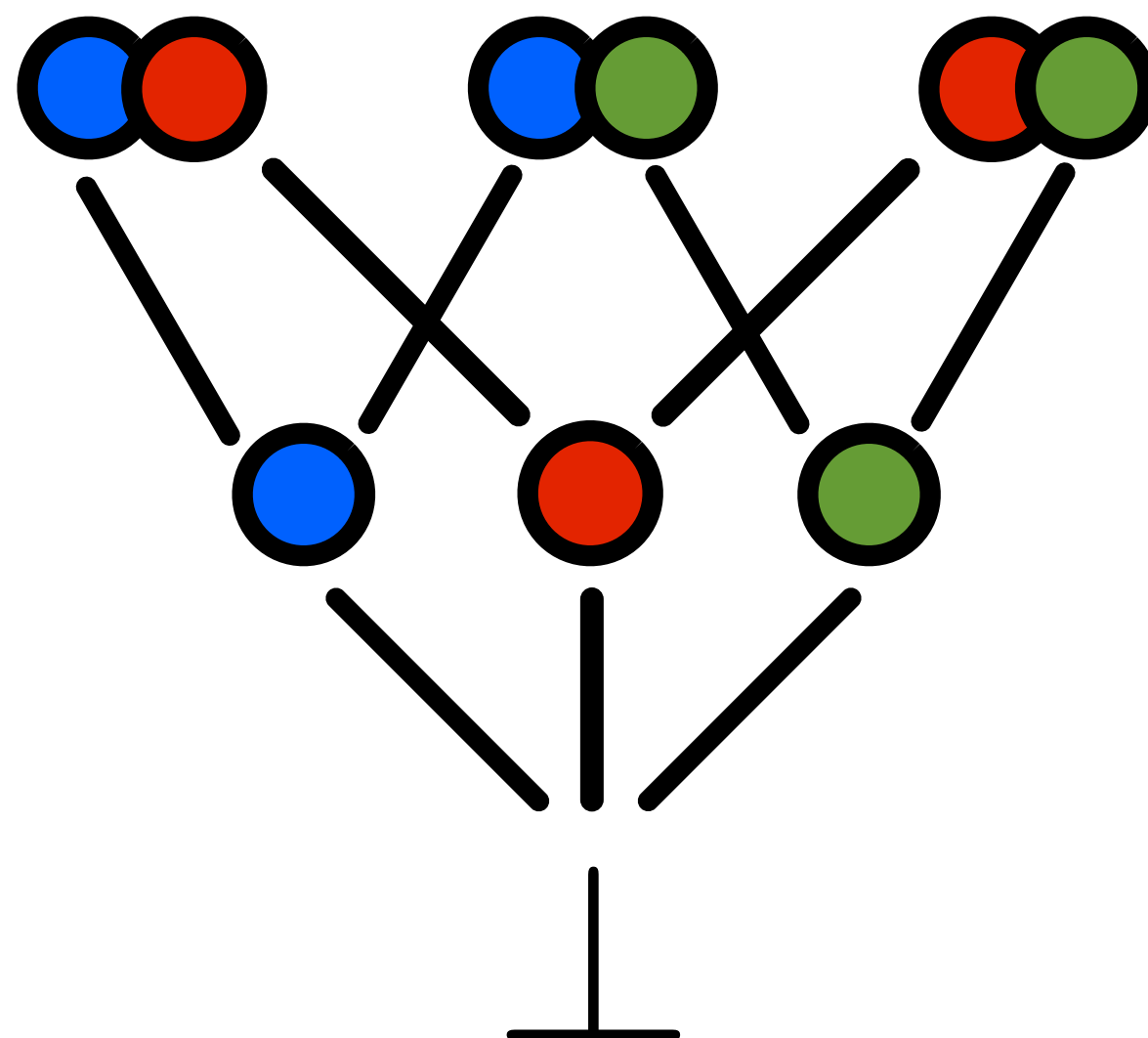
$$n = p_1^{m_1} p_2^{m_2} p_3^{m_3} \cdots$$

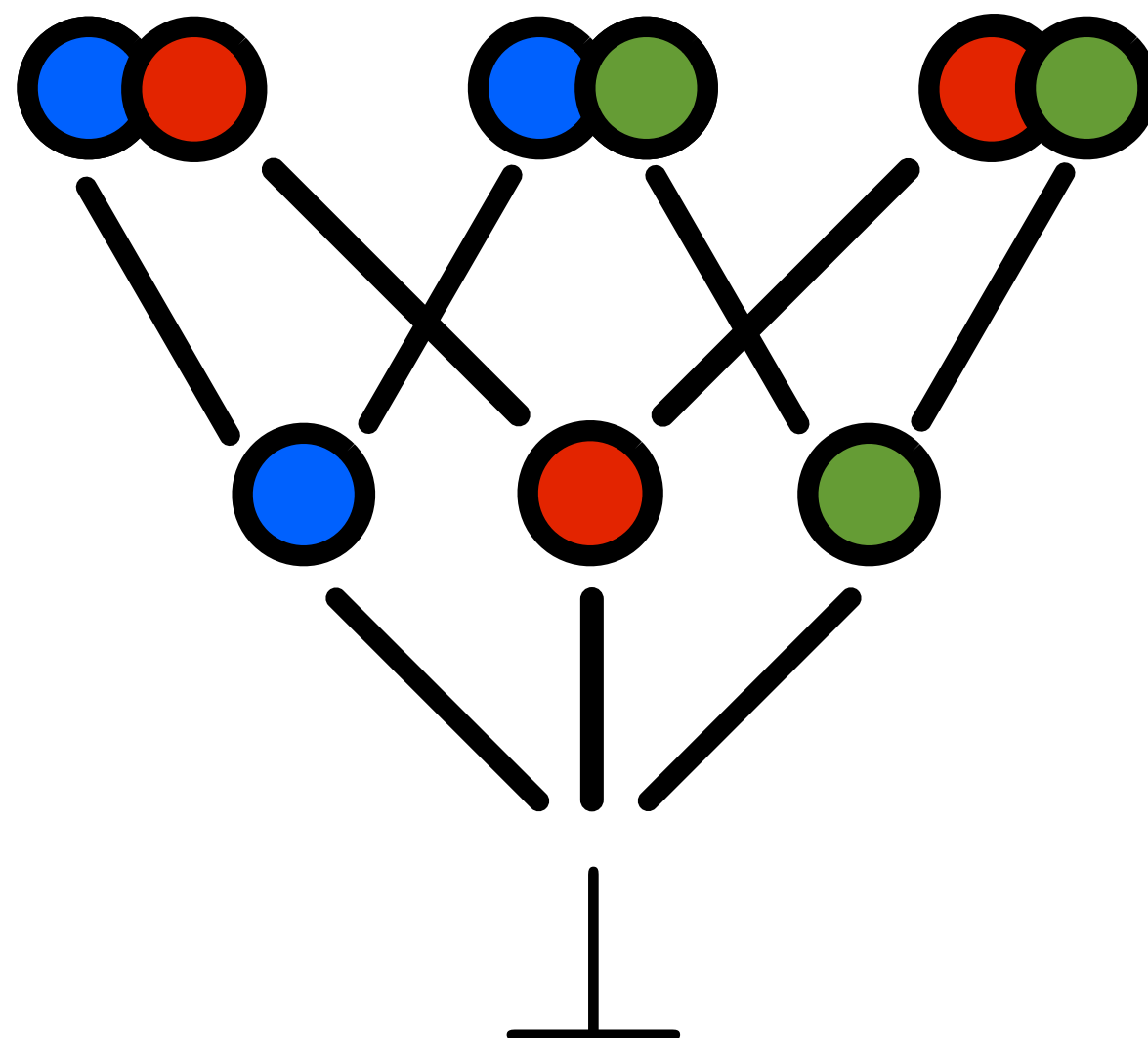
$$n = \sqcup \{ \text{green circle}, \text{blue circle}, \text{red circle} \}$$

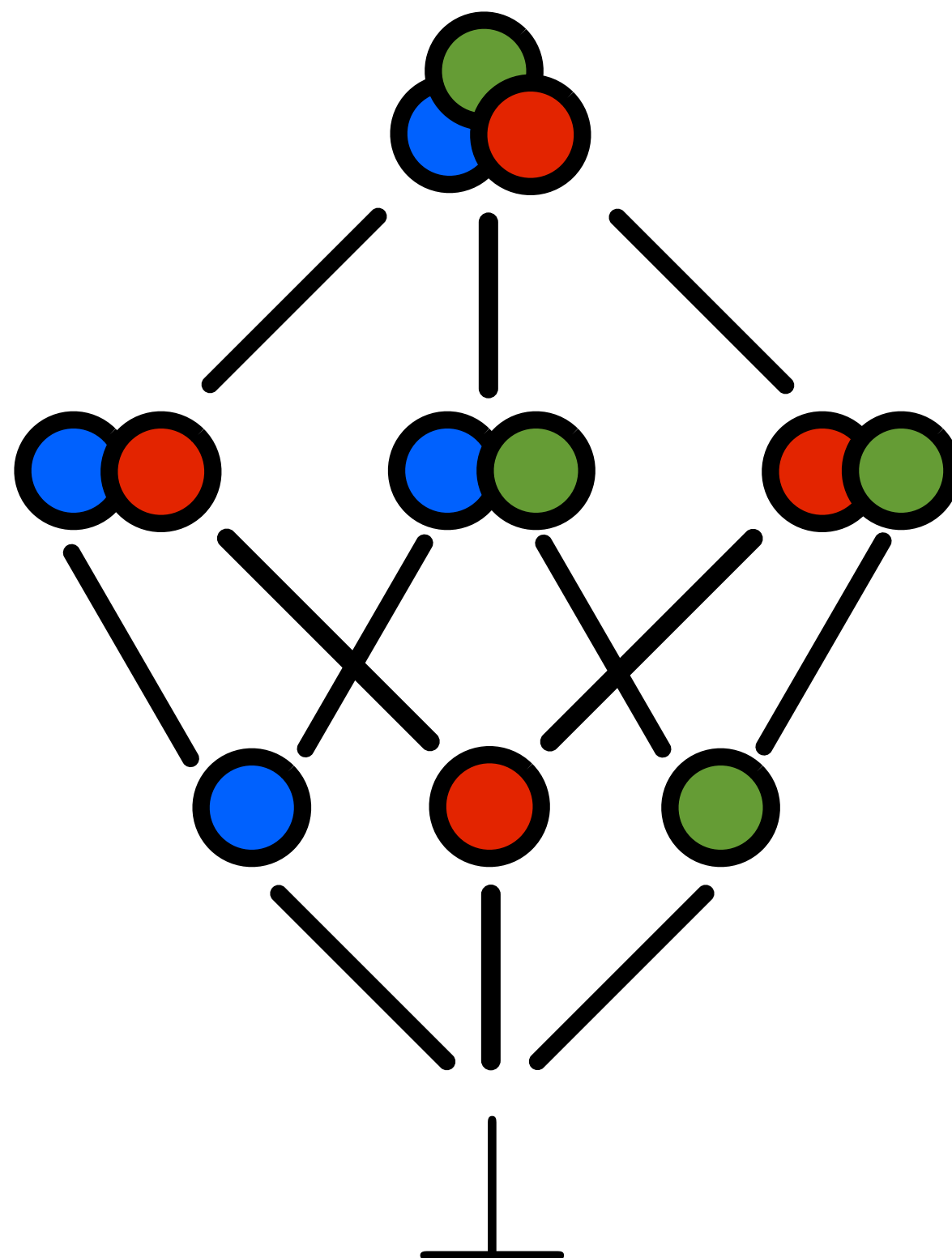


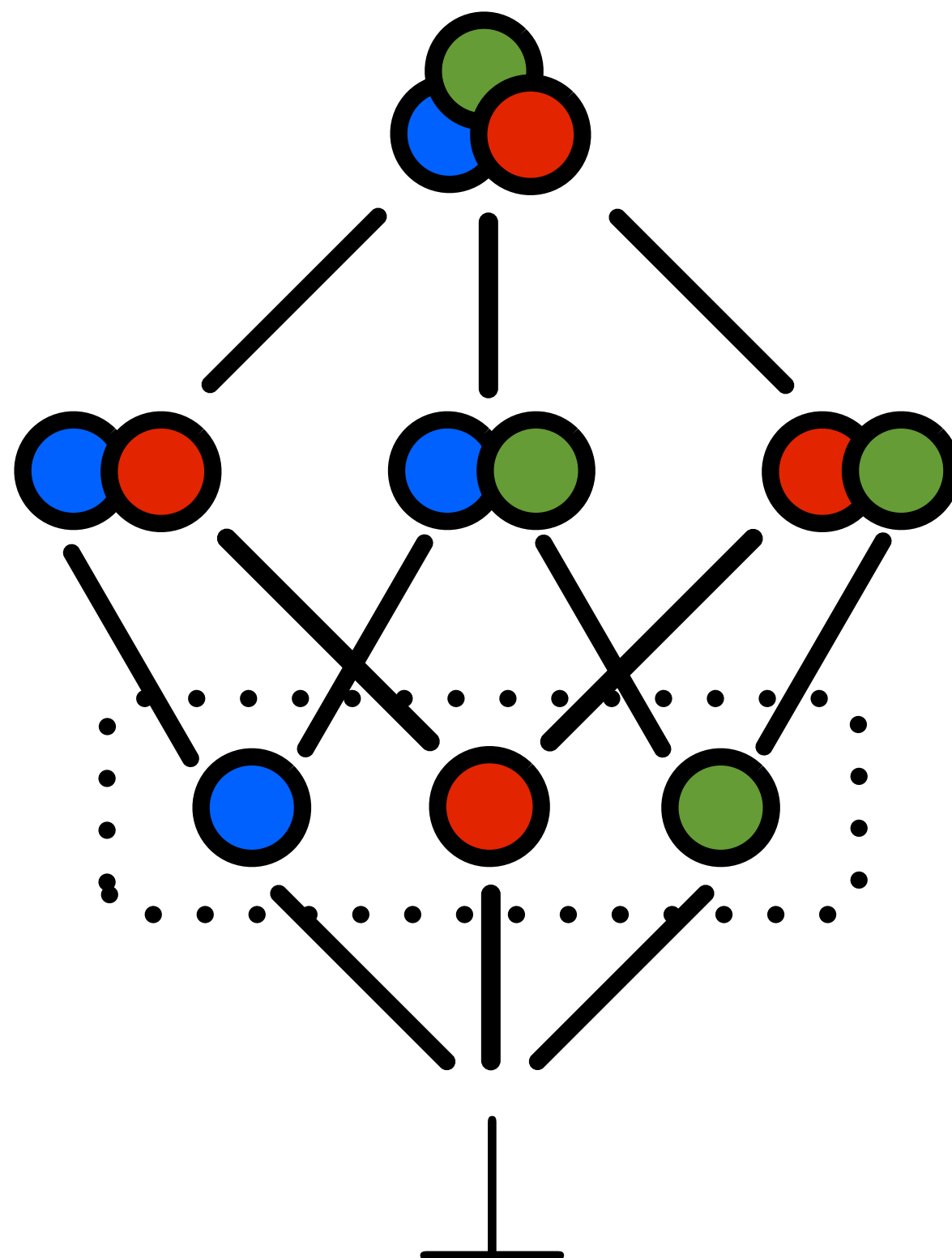


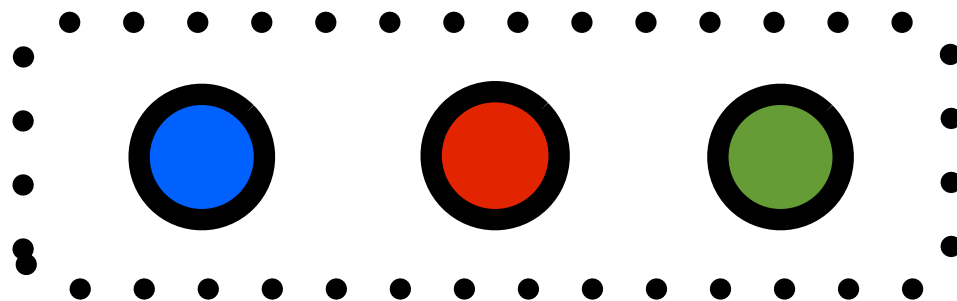


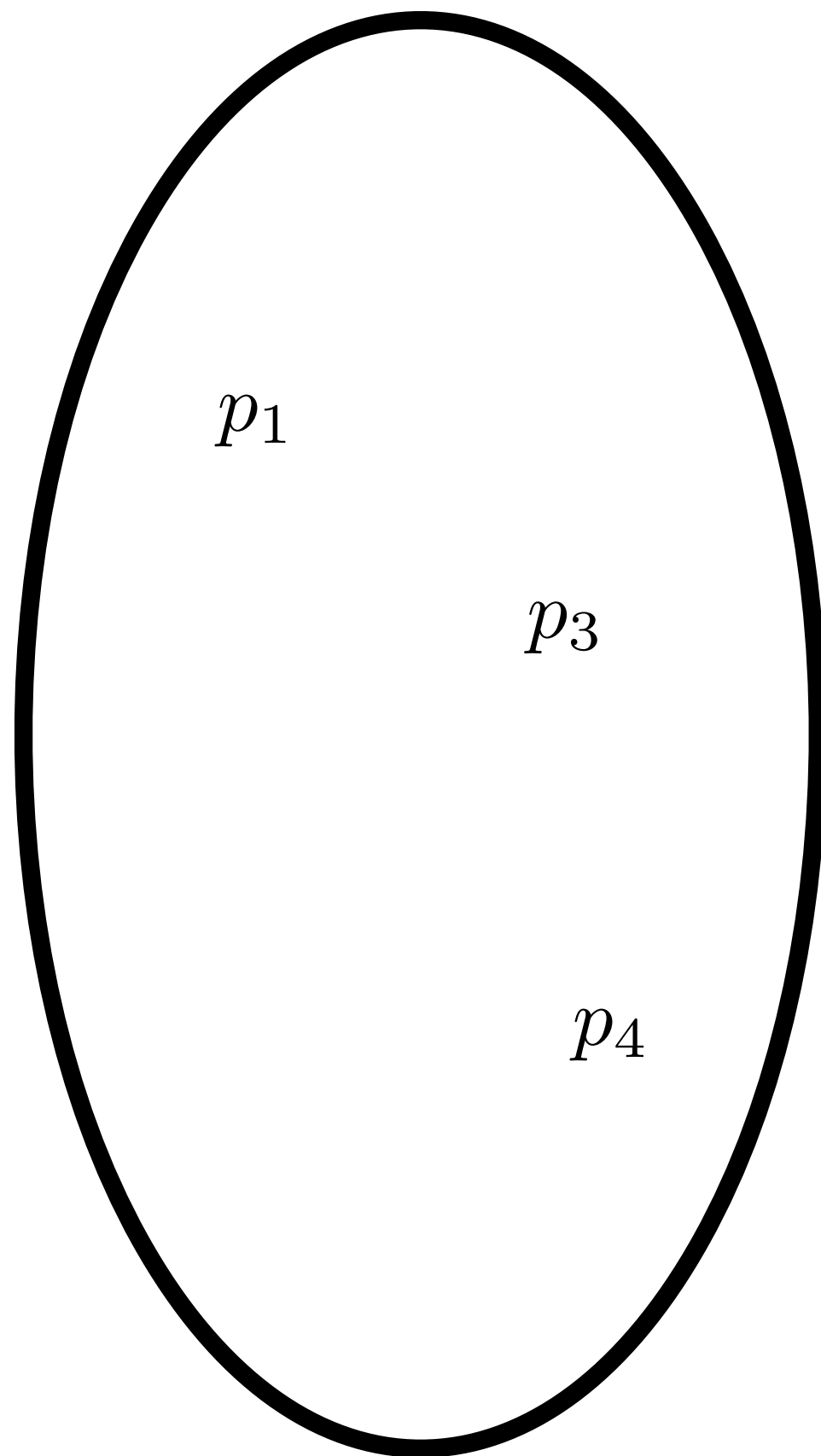
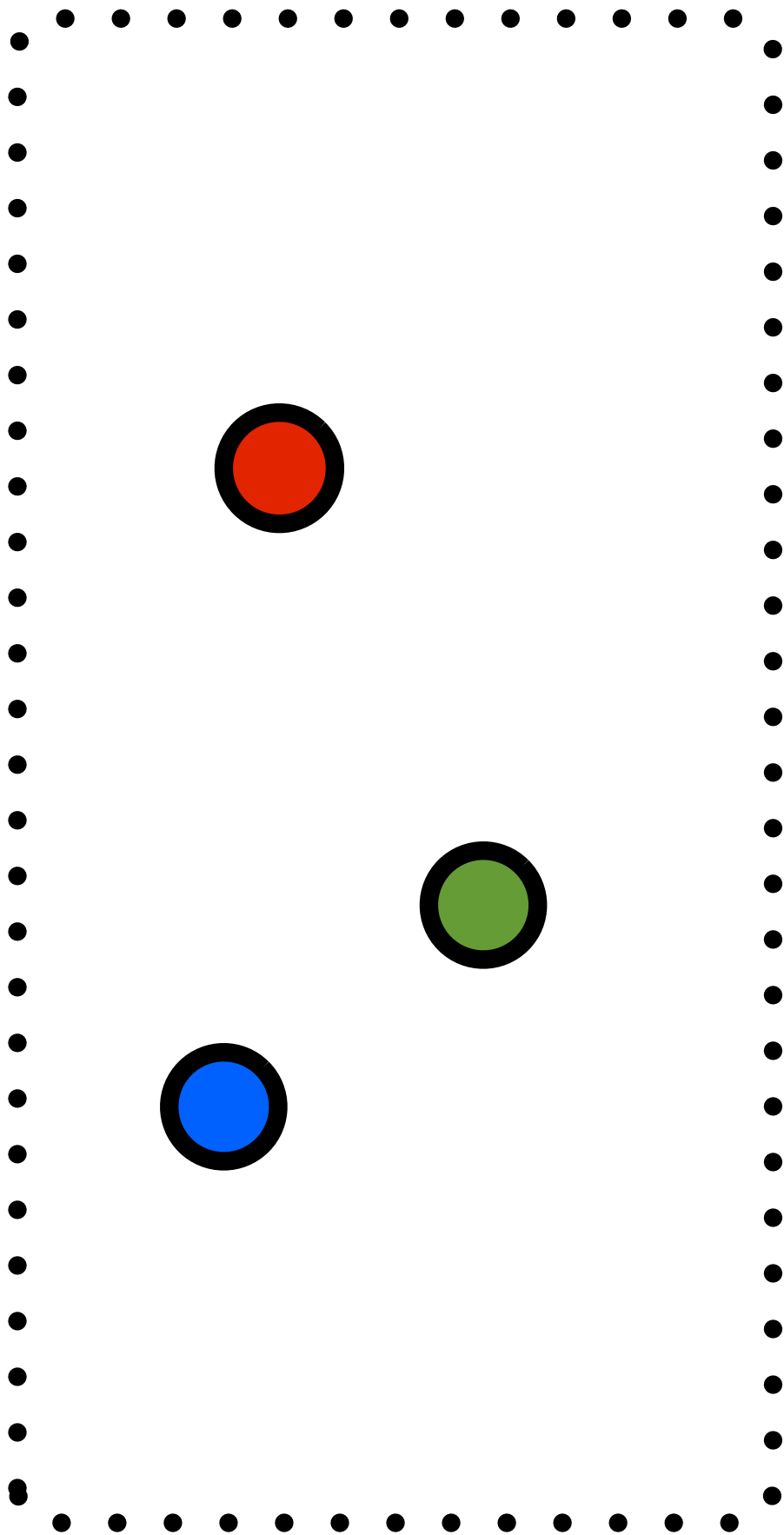


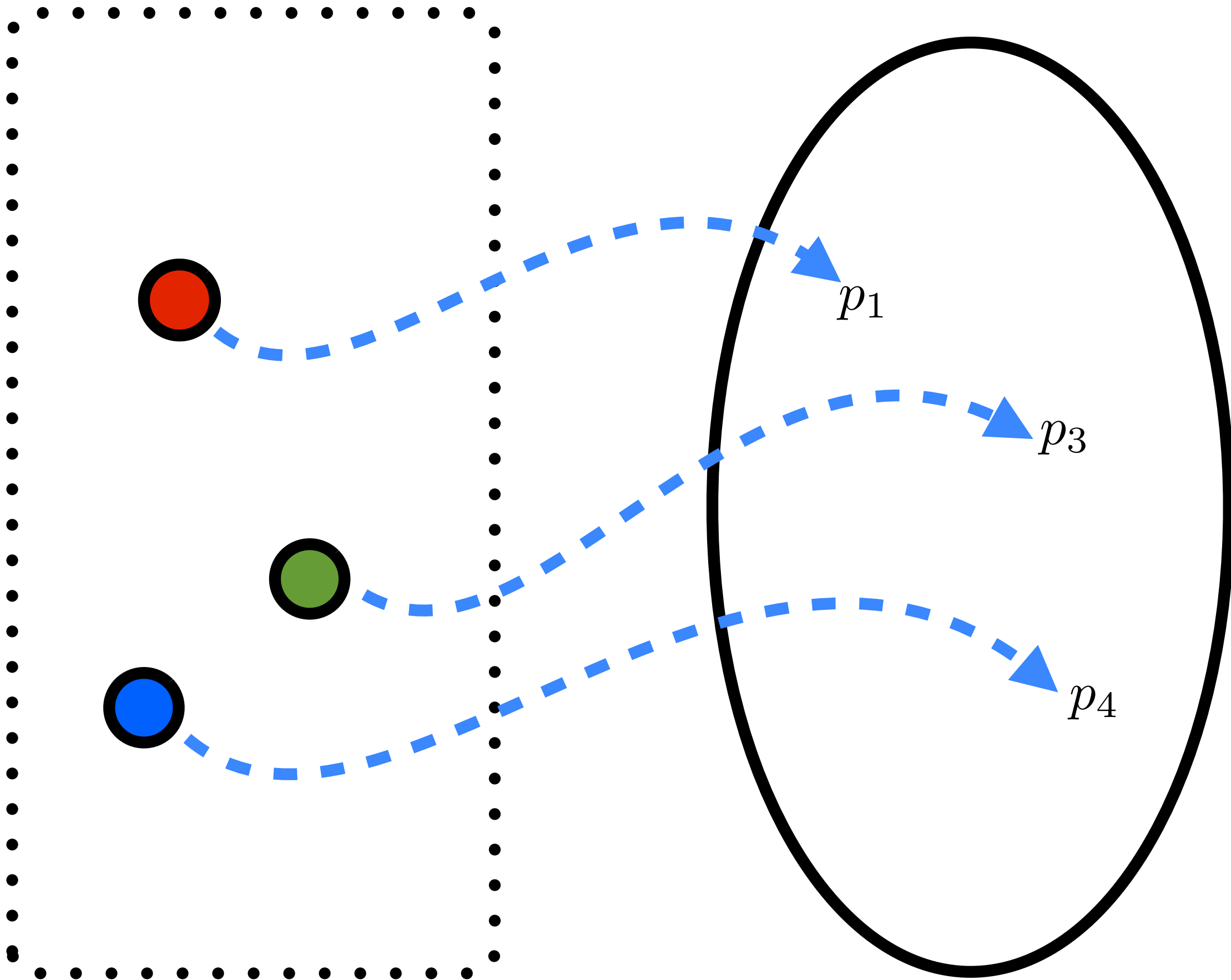












Trick 2

Control-flow still forks.

Return-flow still forks.

a.foo()

```
method foo() {
```

```
  return ; }
```

b.foo()

a.foo()



method foo() {

return ; }

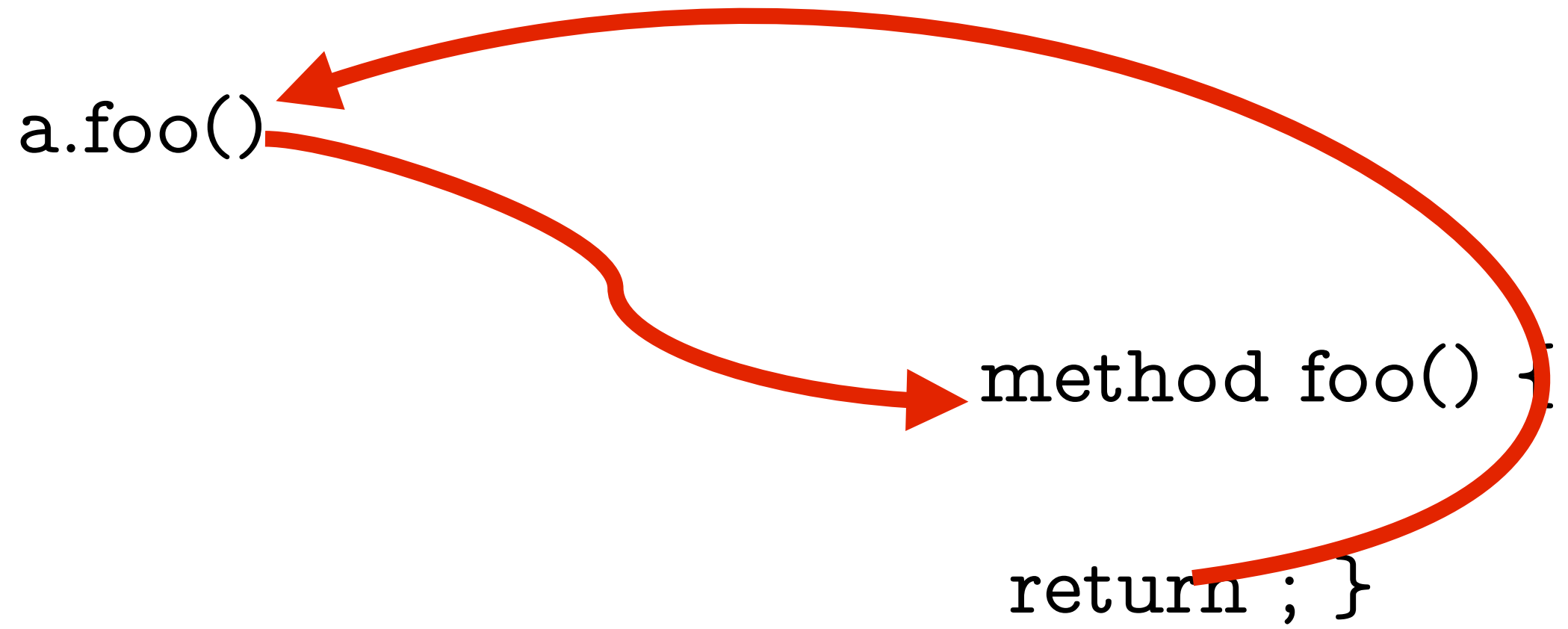
b.foo()

a.foo()

method foo() {

return ; }

b.foo()

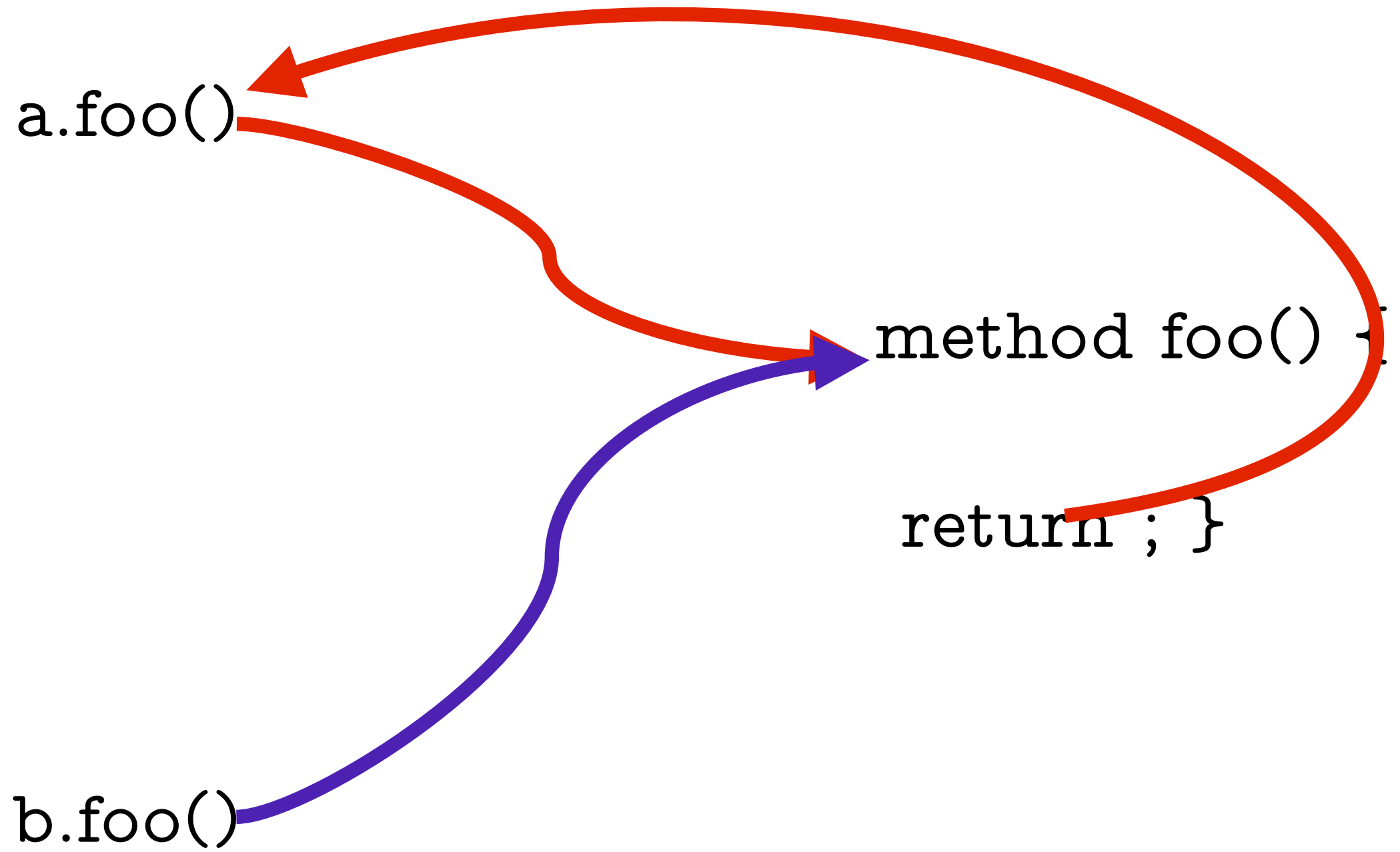


a.foo()

method foo() {

return ; }

b.foo()

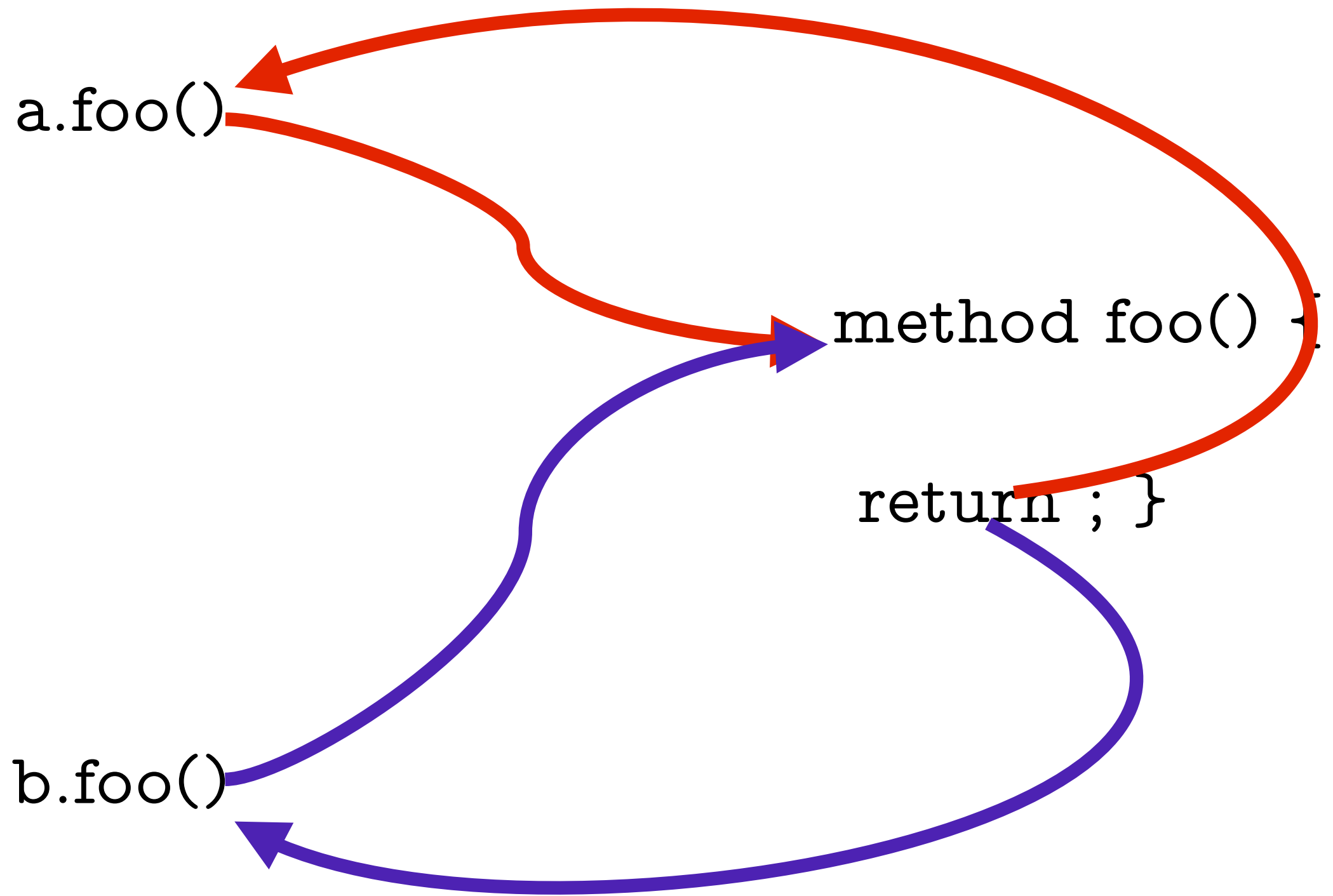


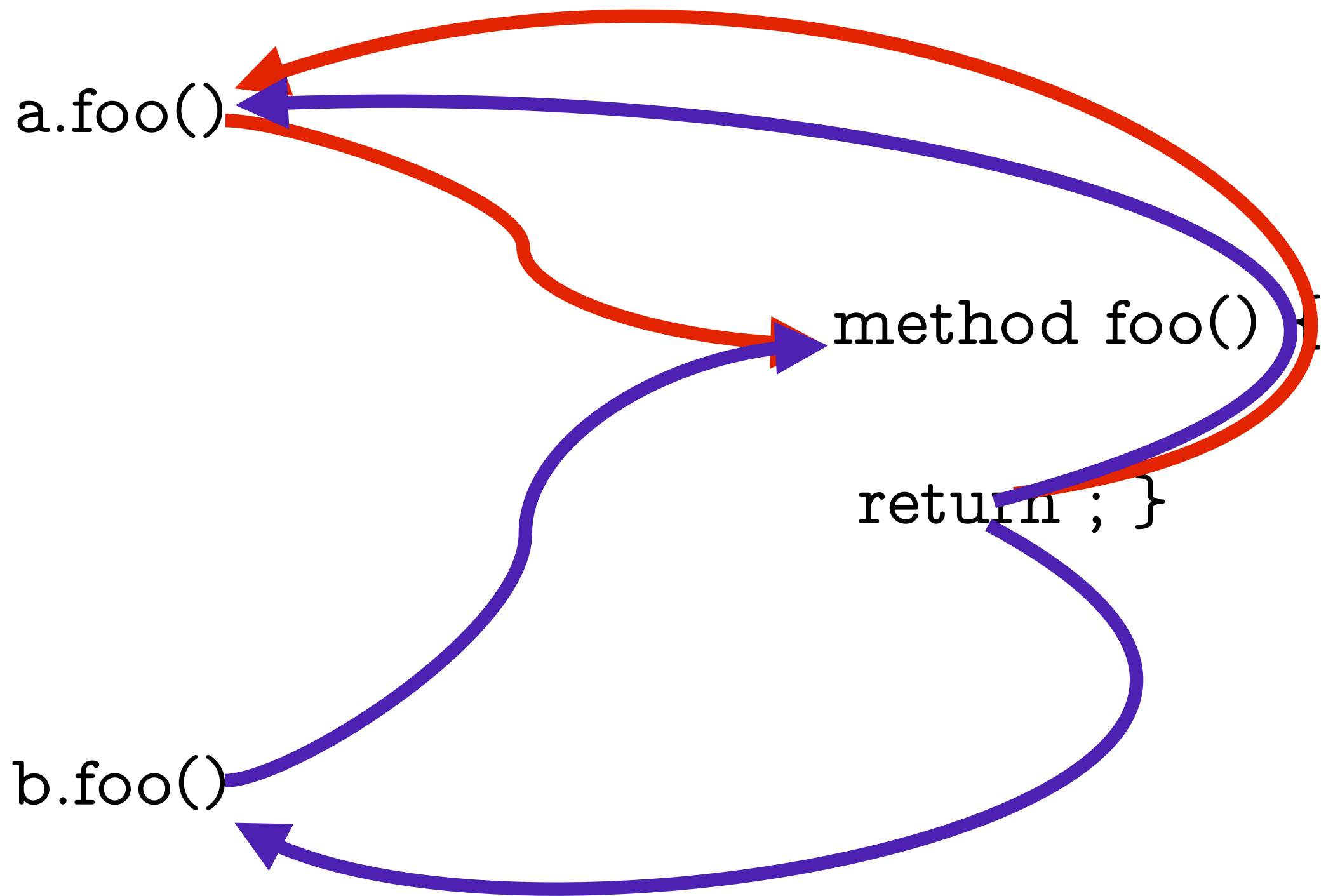
a.foo()

method foo() {

return ; }

b.foo()





CESK

CES K

$\widehat{CES \ K}$

$\widehat{CES} \hat{K}$

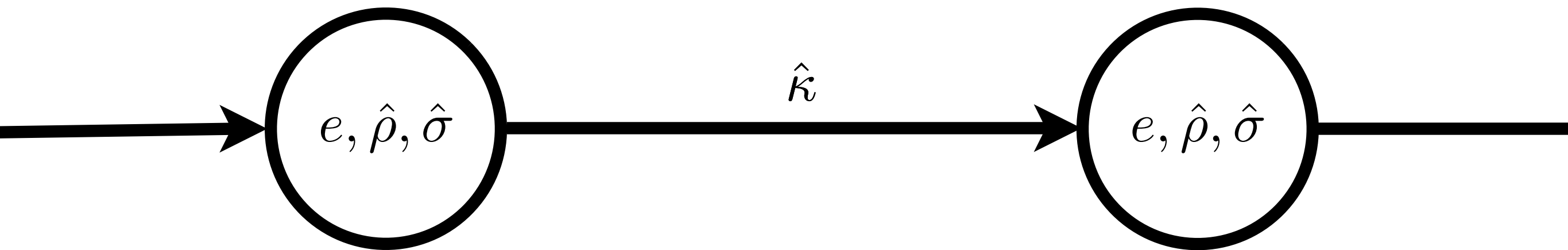
control state

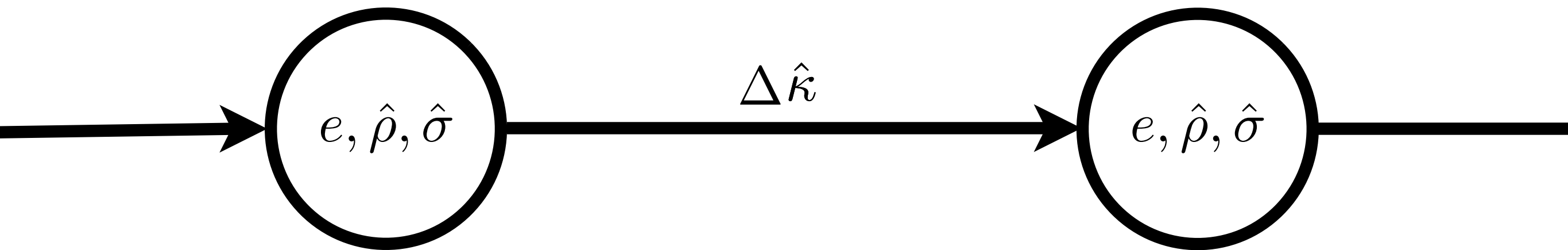
$\widehat{CES} \quad \widehat{K}$

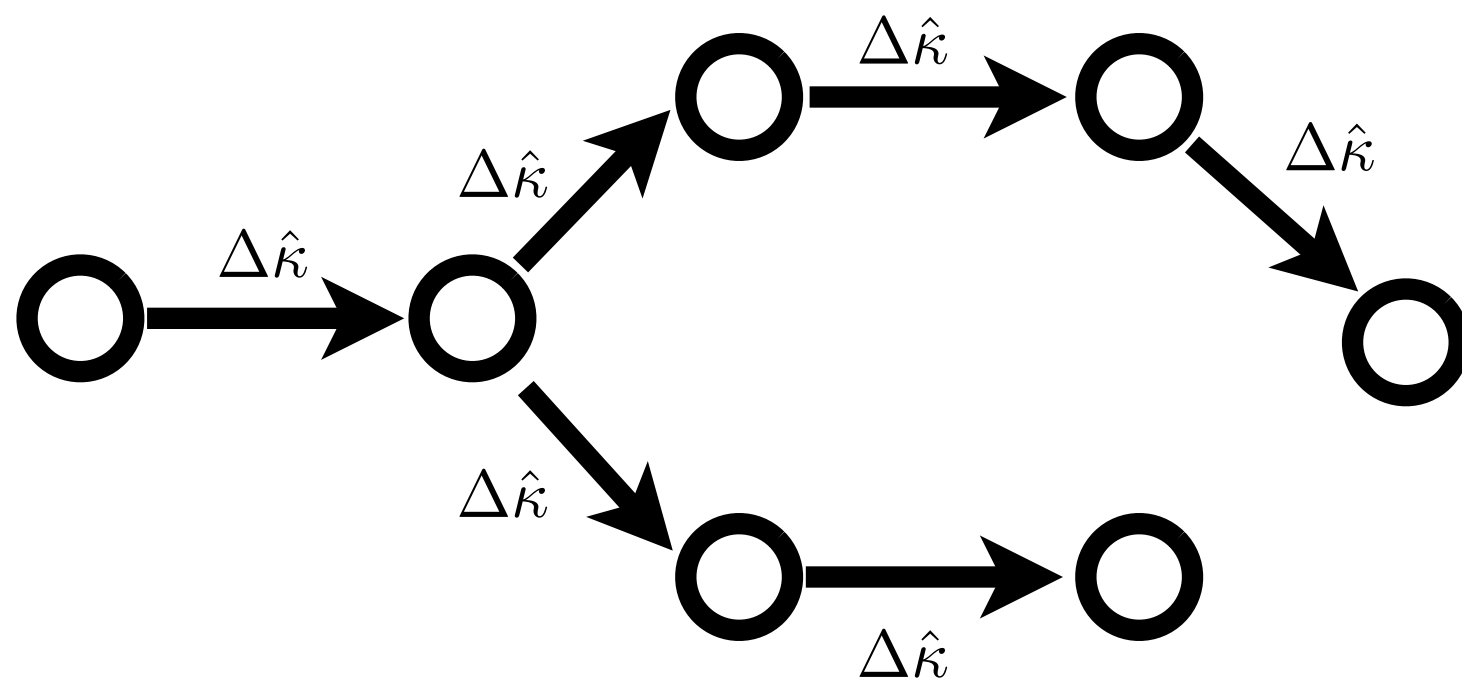
control state stack

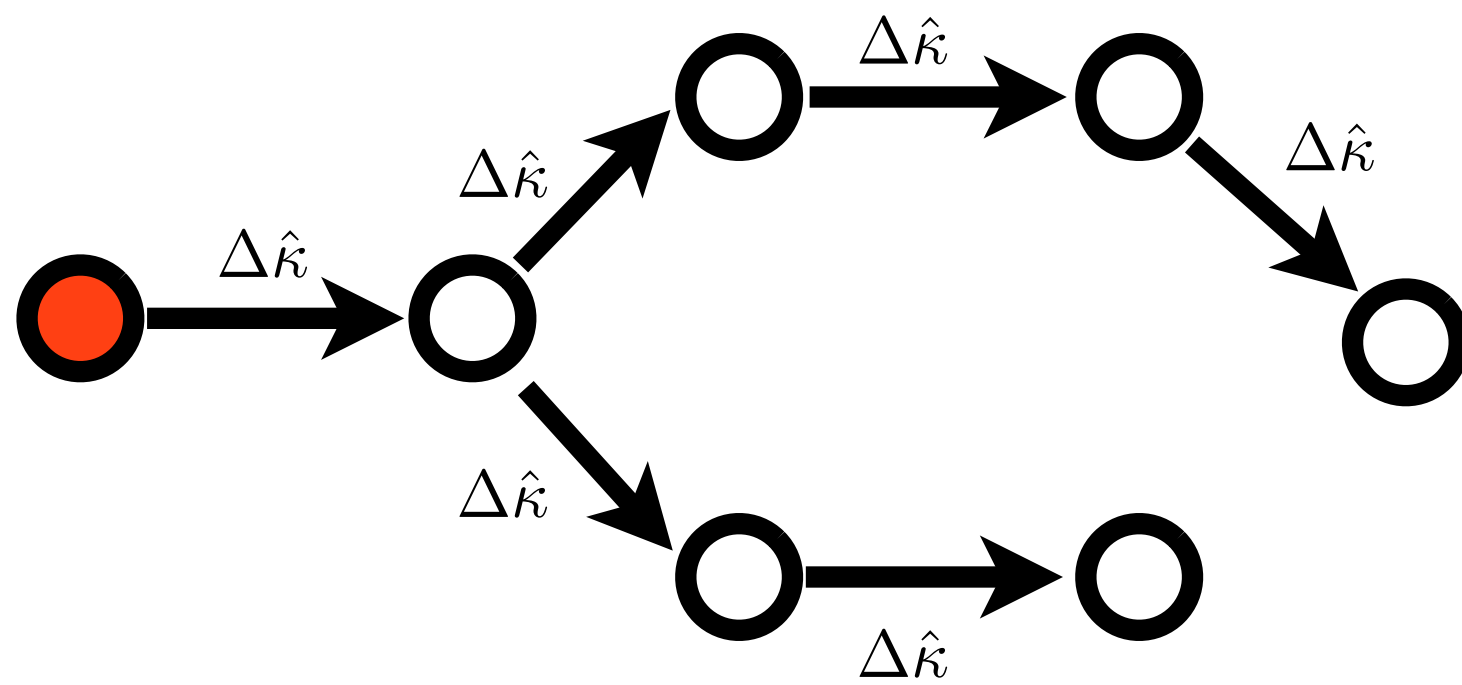
control state + stack = pushdown

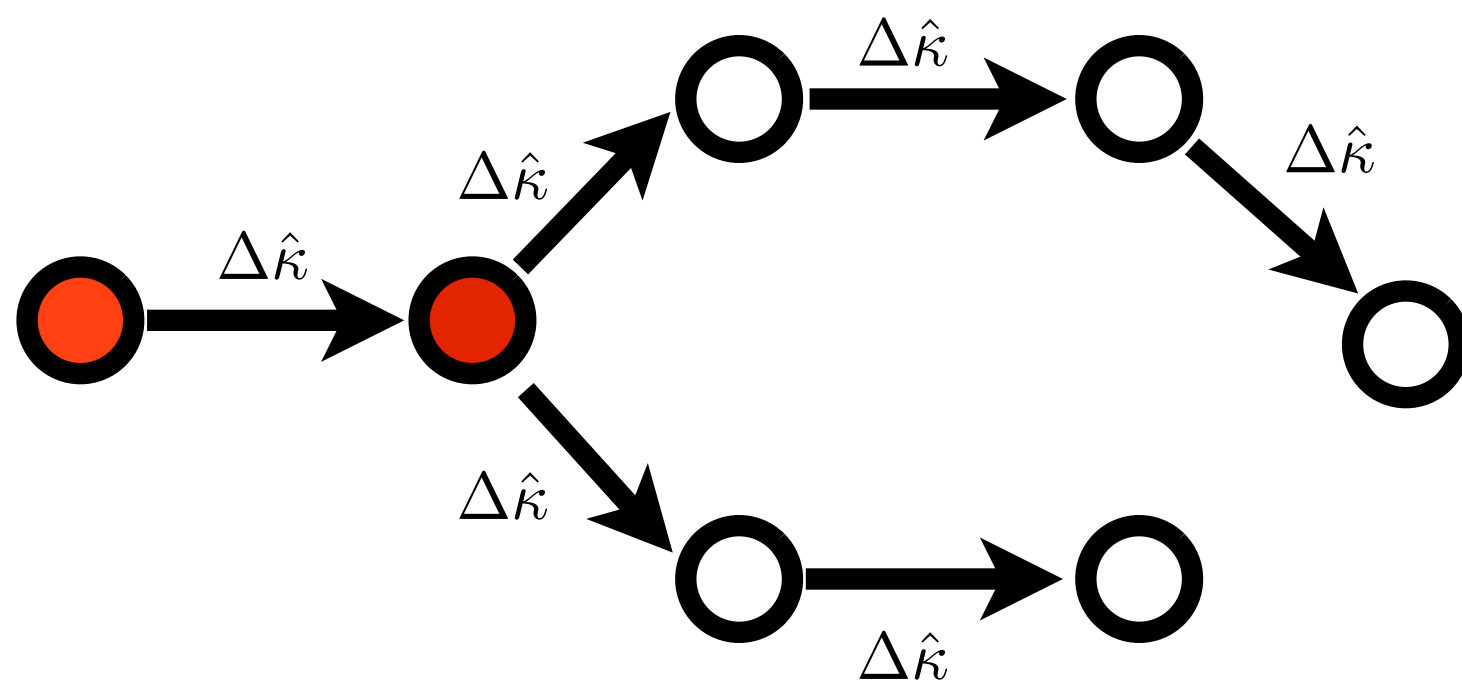


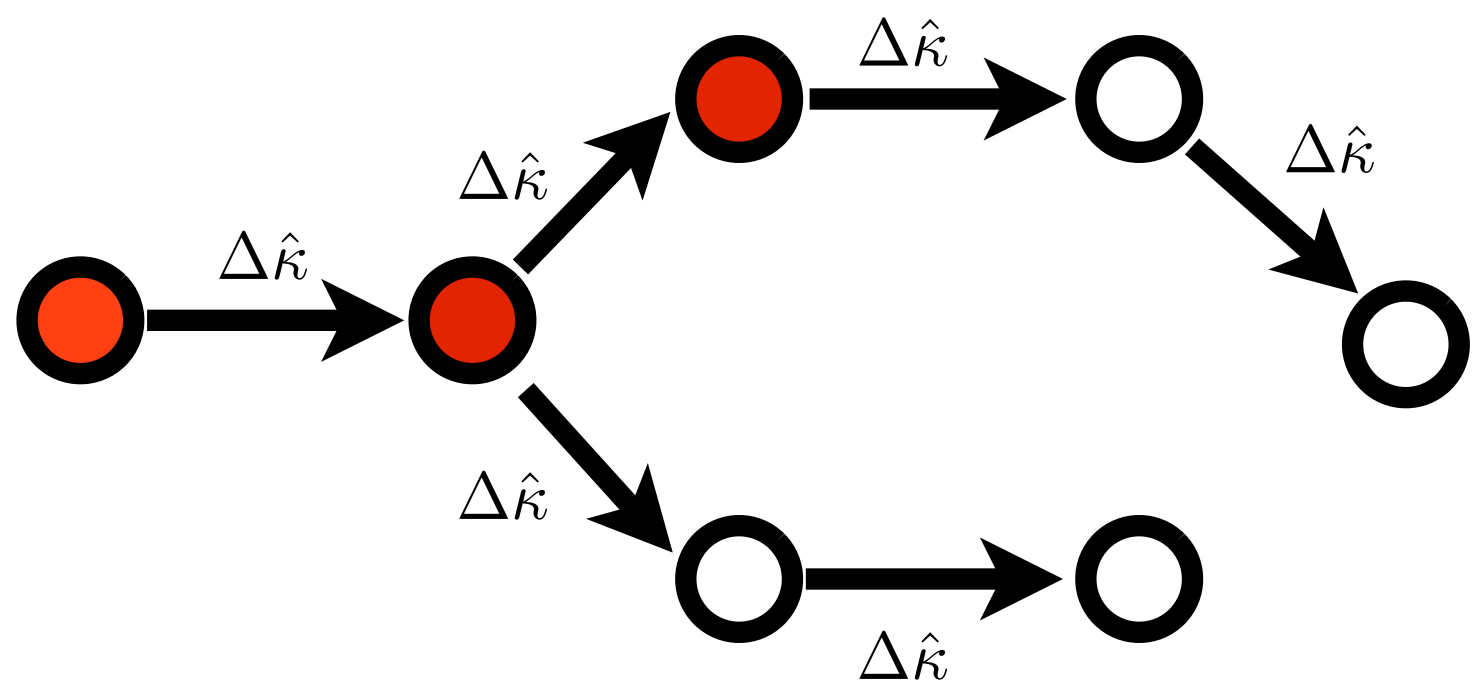


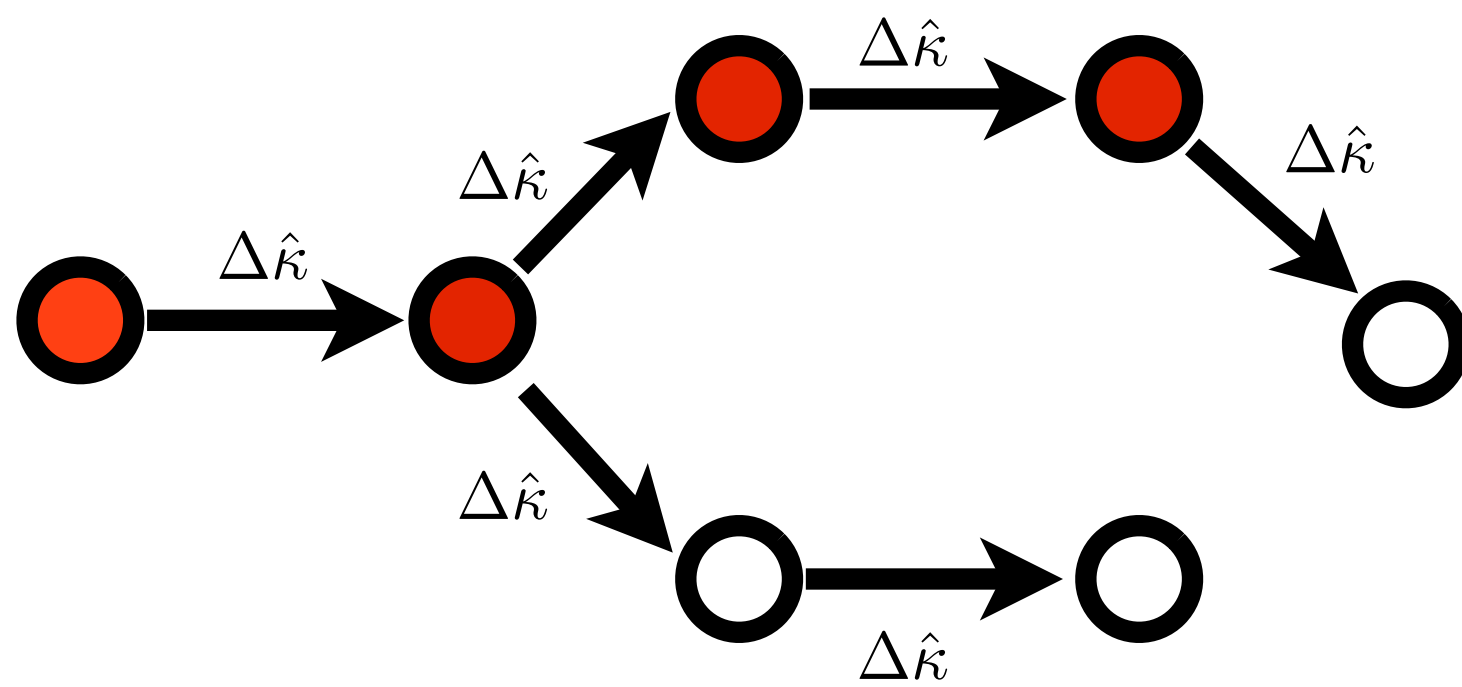


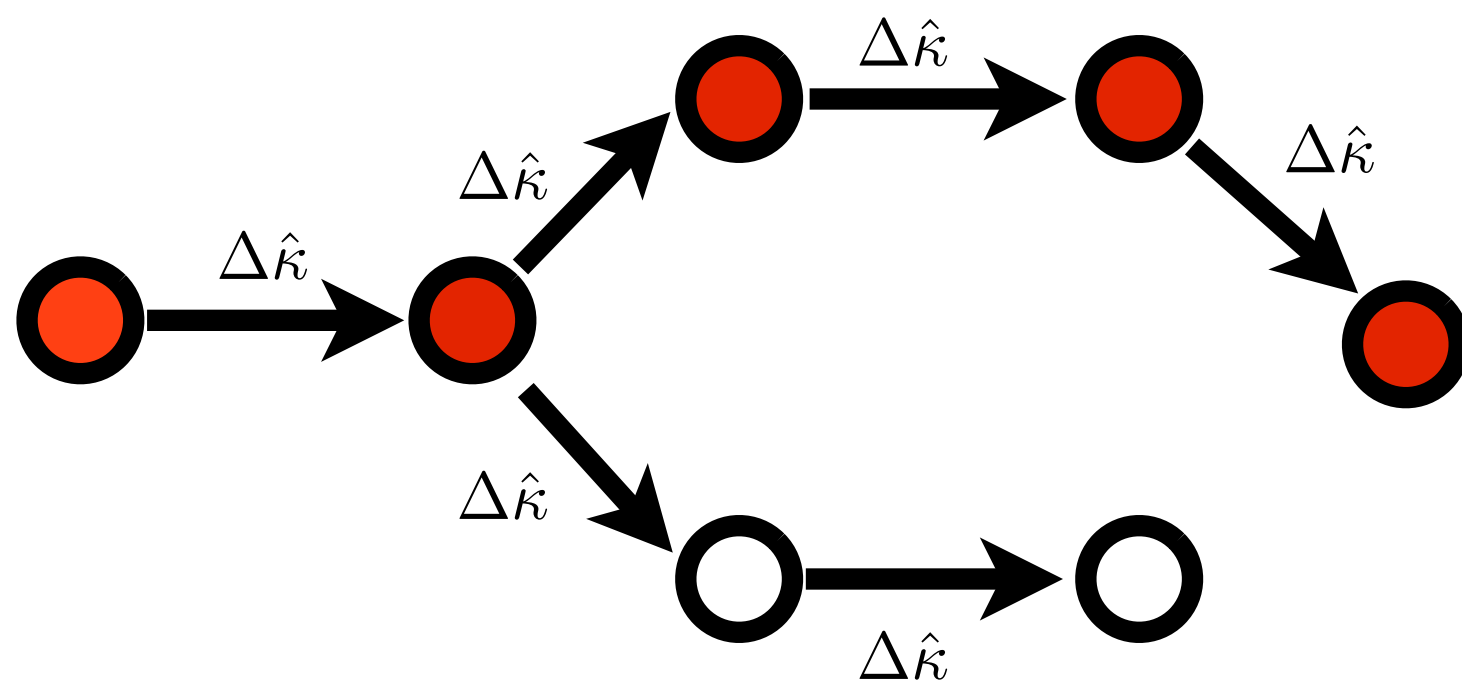


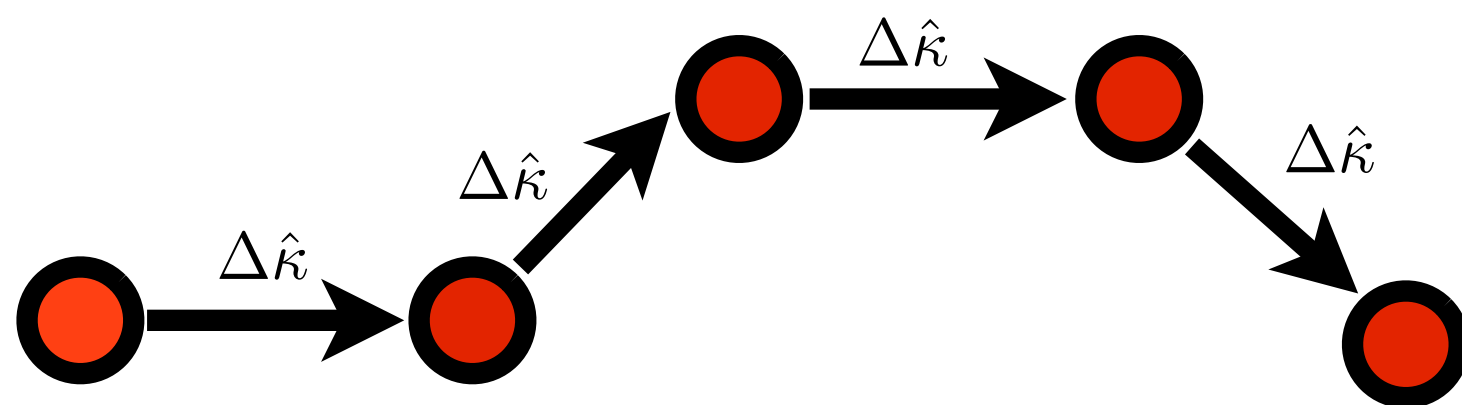


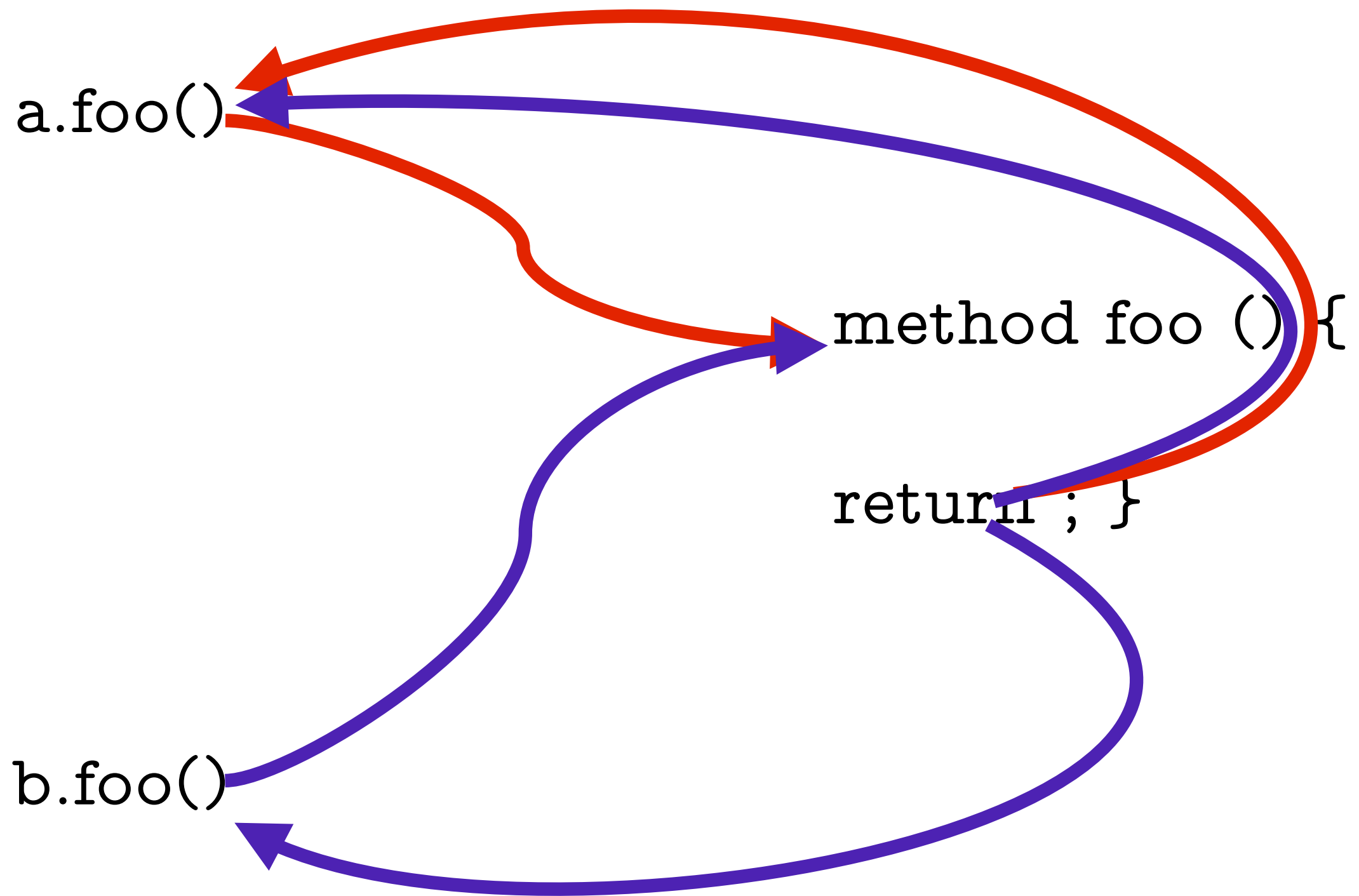










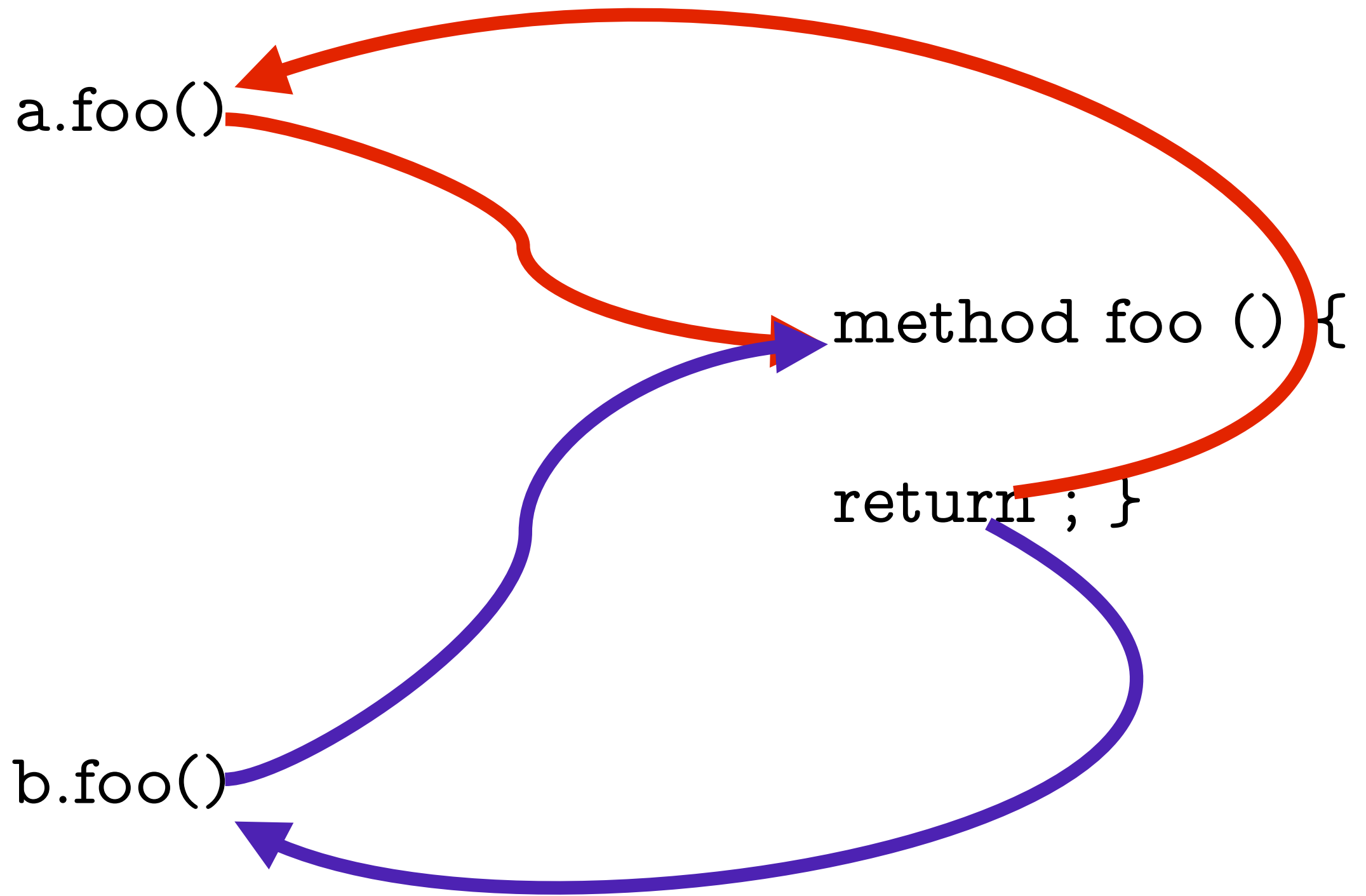


a.foo()

method foo () {

return ; }

b.foo()



Terminal — zsh — 82x20 — 1

</0>

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

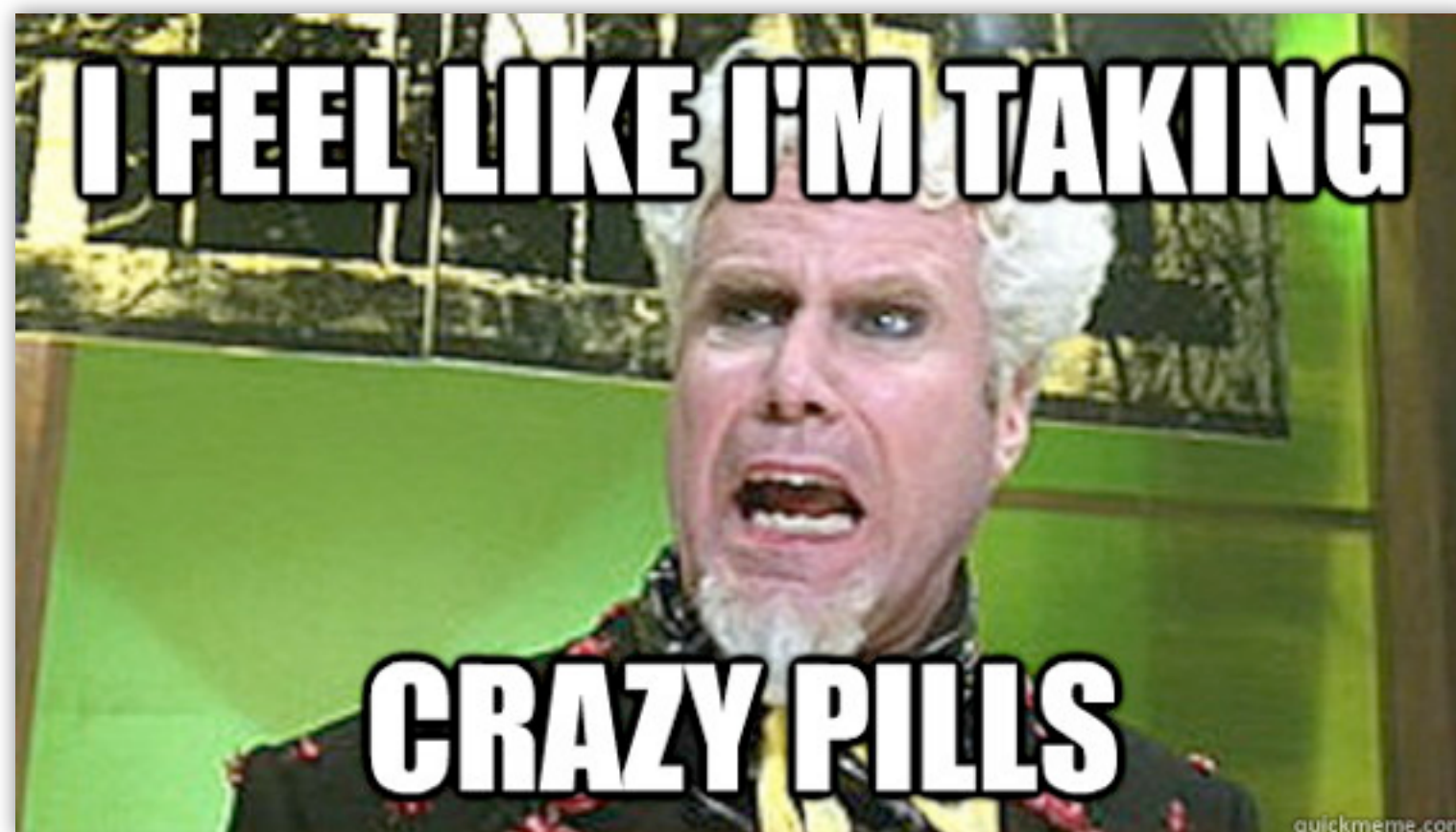
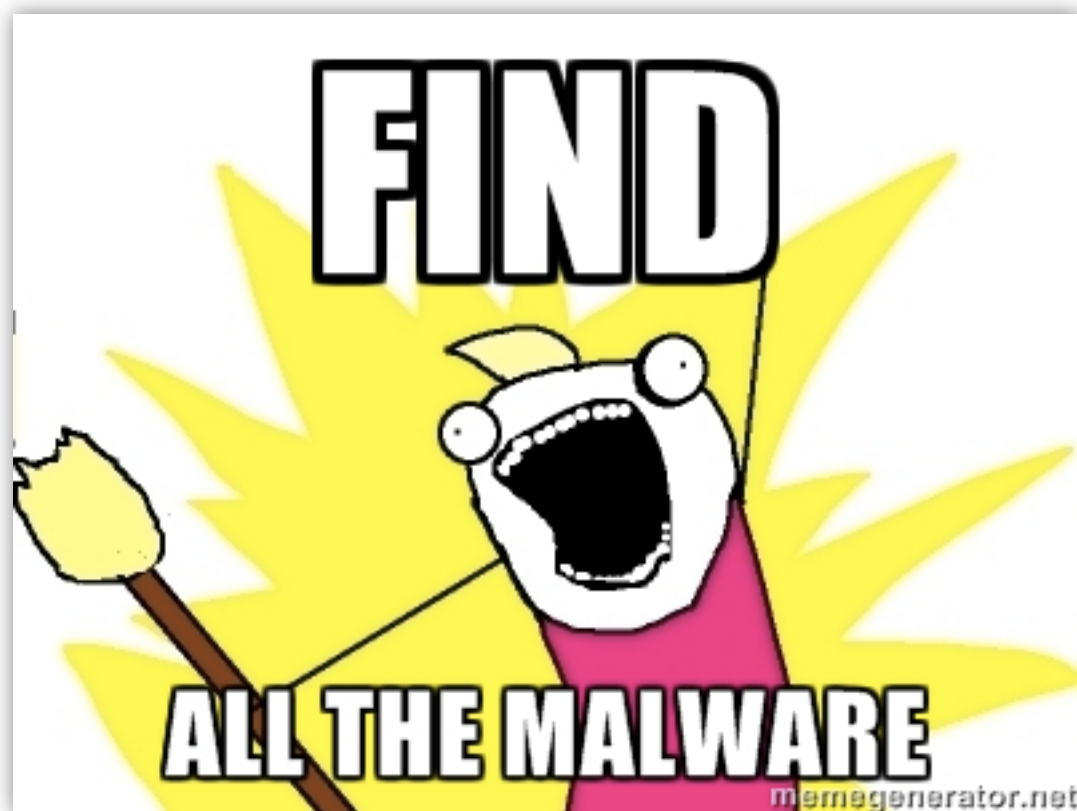
%

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*

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</0>

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

%

flows



In progress

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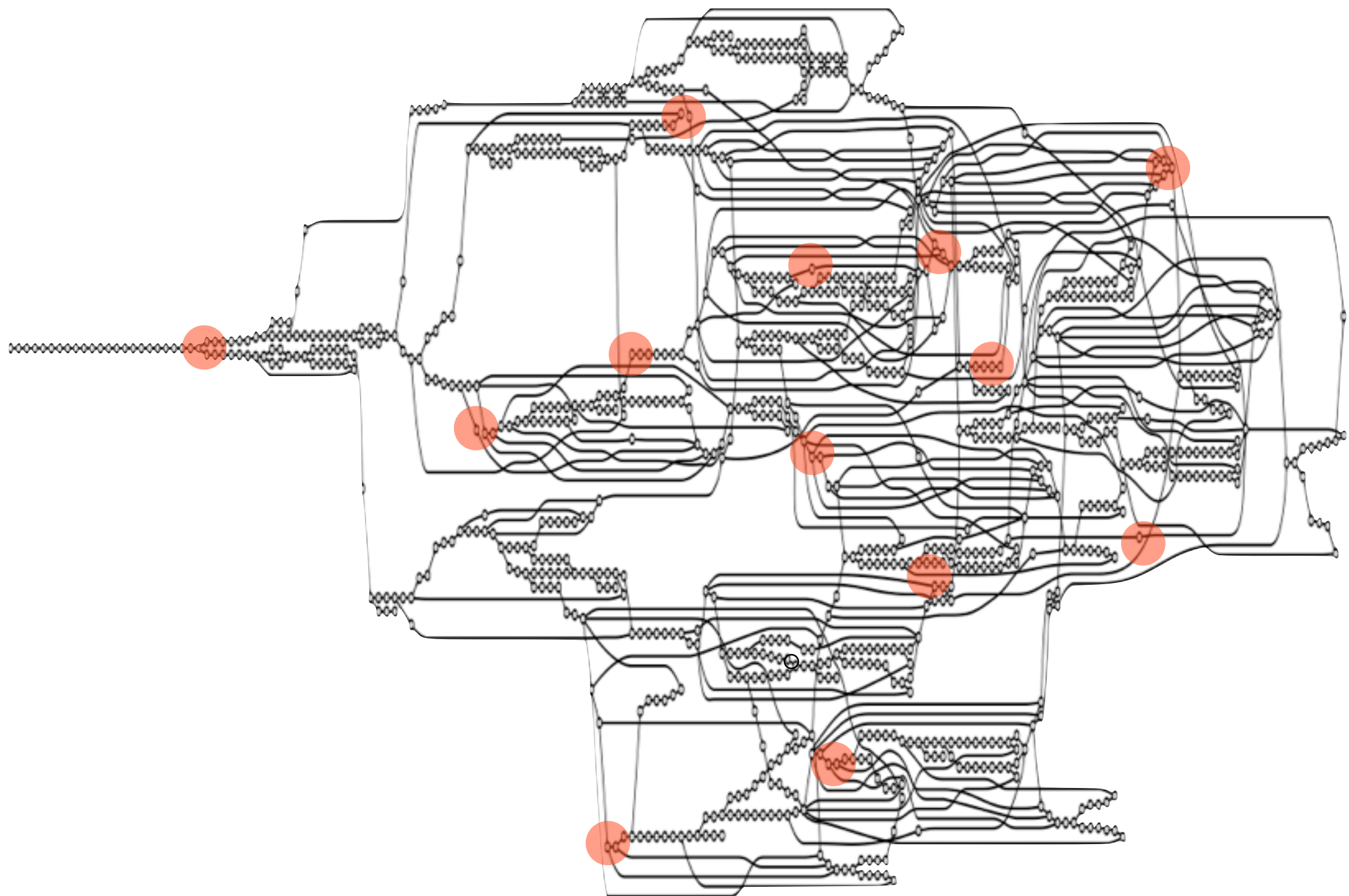
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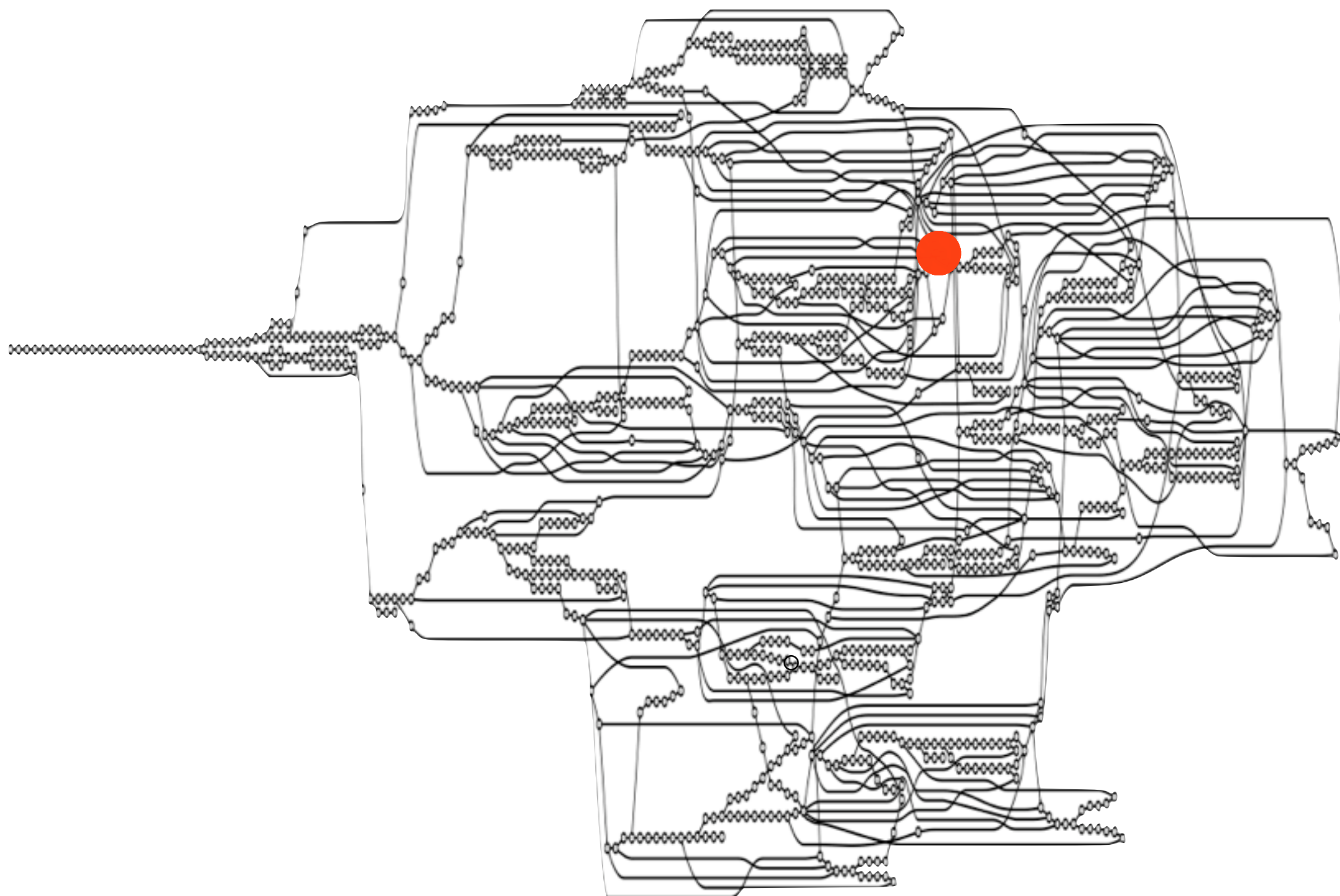
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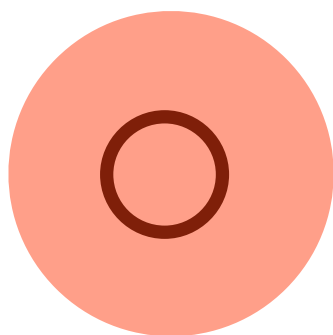
%

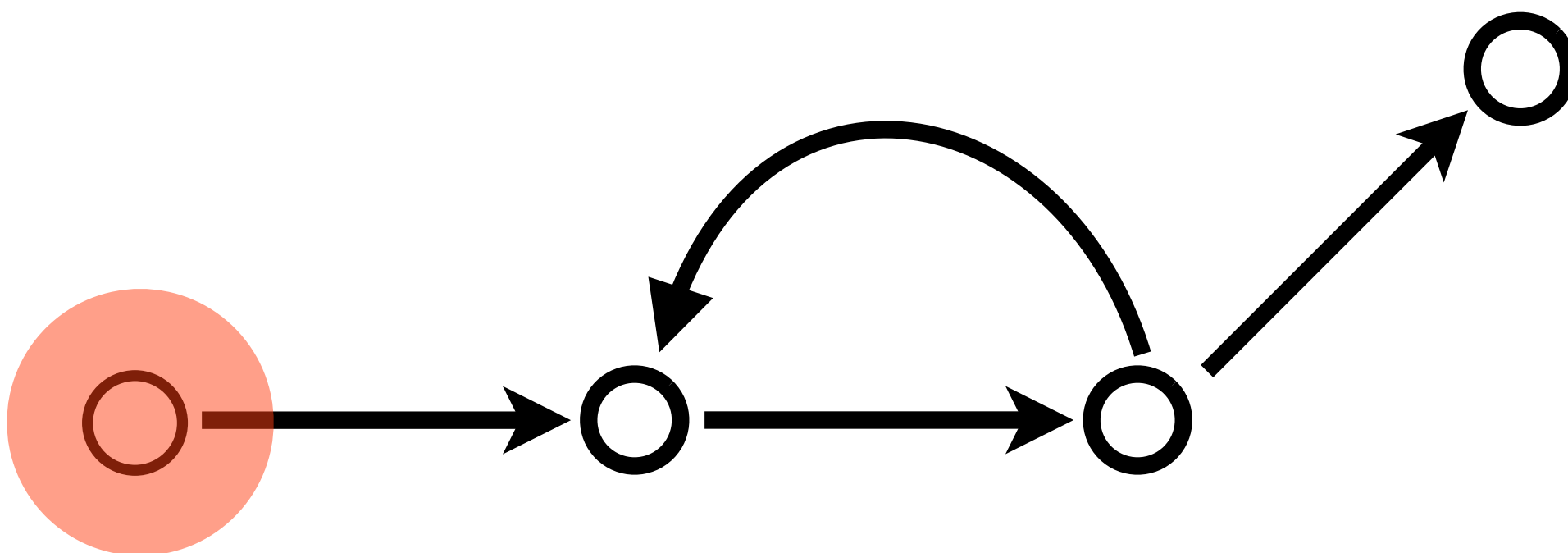
catsup

Abstract
debugging









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</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>

%

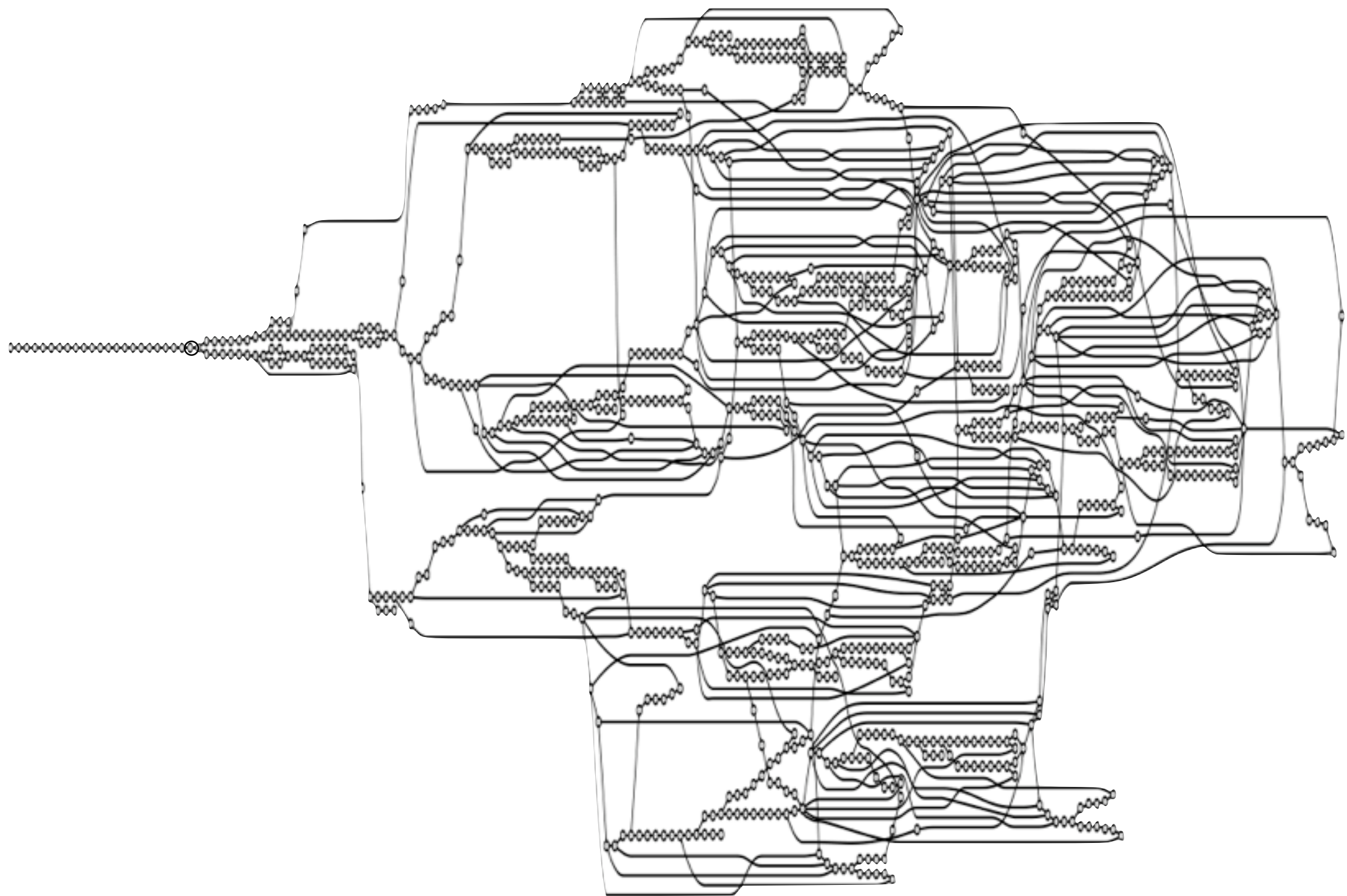
imp

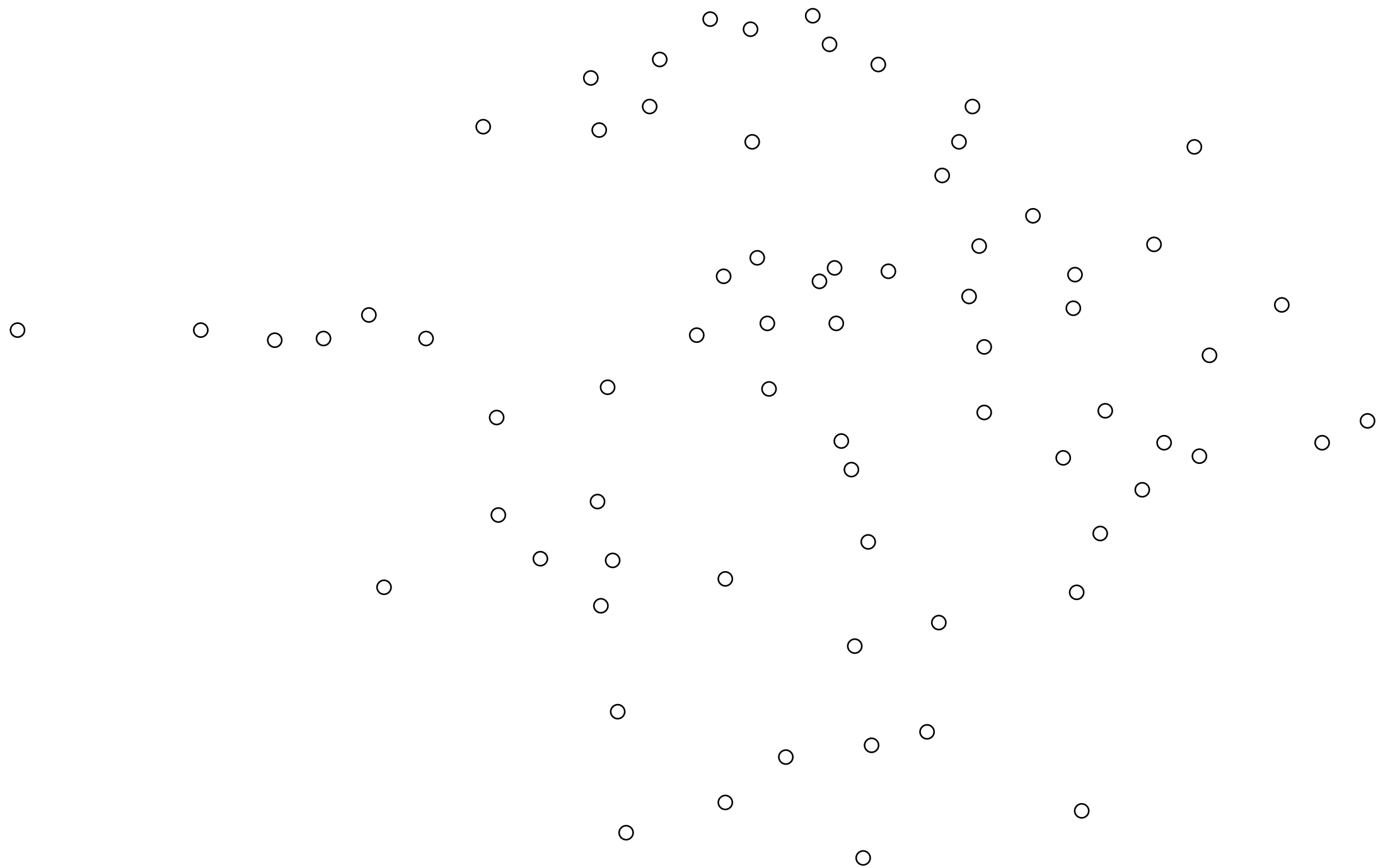

```
void onClick () {  
  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
  
}
```

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

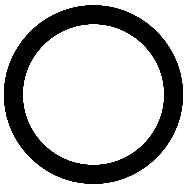
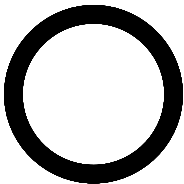
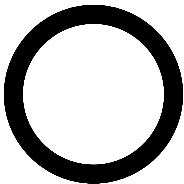
```
void onClick () {  
  
    if (sensitiveCheckBox.isChecked()) {  
        send(true);  
    } else {  
        send(false);  
    }  
  
}
```



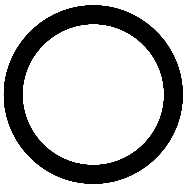
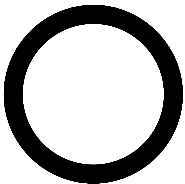
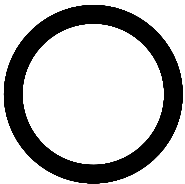




source



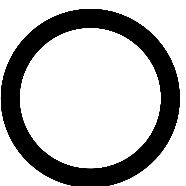
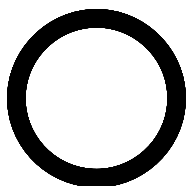
sink



source

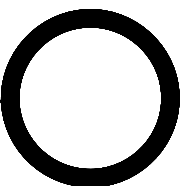
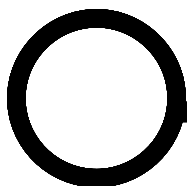
sink

GPS



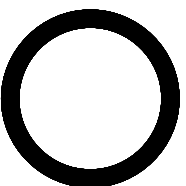
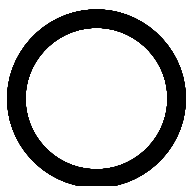
SD

SD



Net

Contacts

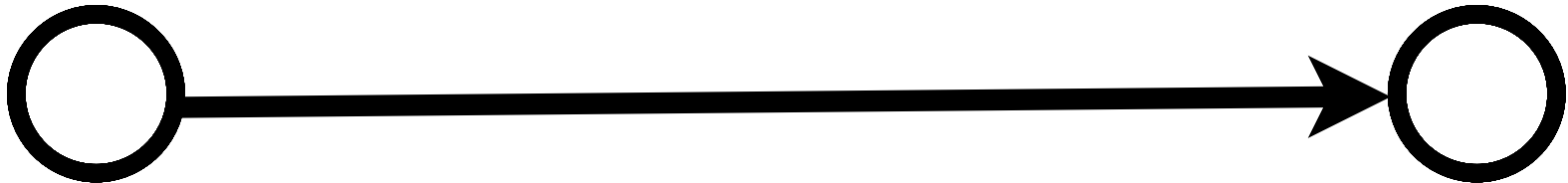


RPC

source

sink

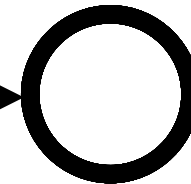
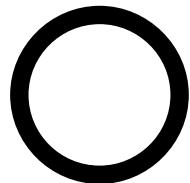
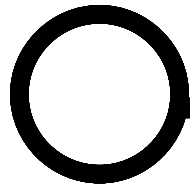
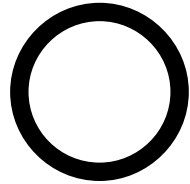
SD



Net

source

sink



Net

source

sink

*

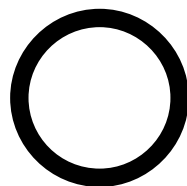
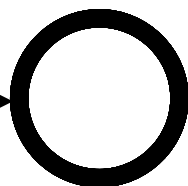
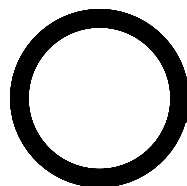
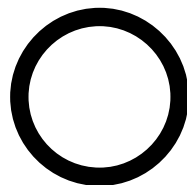


photo.jpg



Net

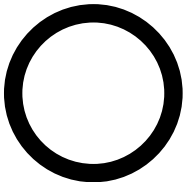
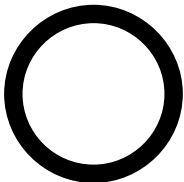
pw.db



source

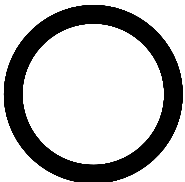
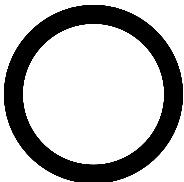
sink

*



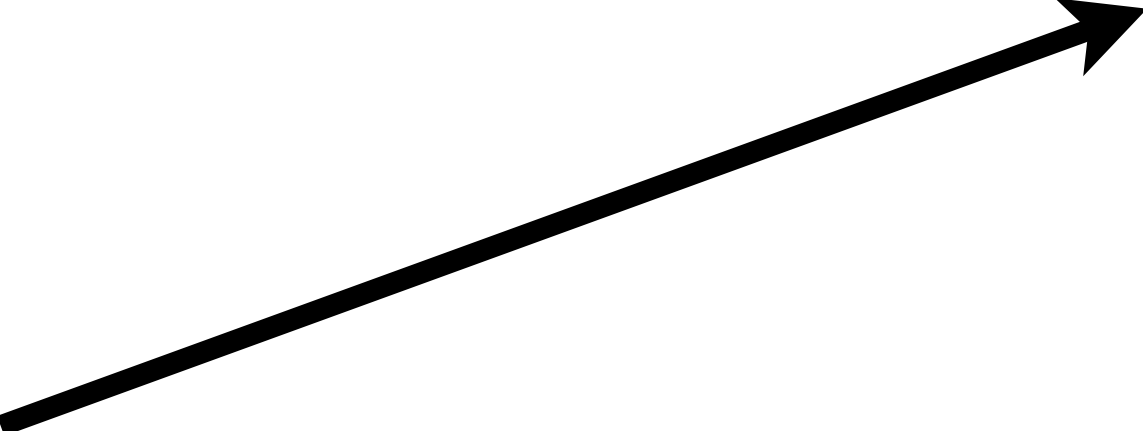
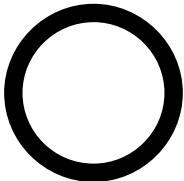
ftp

photo.jpg



Web

pw.db



Terminal — zsh — 82x20 — 1

</0>

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

%

needle