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Text Part Number: 78EE117C99-1774655274

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In your requests please include the following reference number 78EE117C99-1774655274

Contents

1.1 openssl 1.0.1m
1.1.1 Available under license
1.2 openssl 1.0.2j
1.2.1 Notifications
1.2.2 Available under license
1.3 boost 1.58.0
1.3.1 Available under license
1.4 boost 1.67.0
1.4.1 Available under license
1.5 zlib 1.2.8
1.5.1 Available under license
1.6 objenesis 2.5.1
1.6.1 Available under license
1.7 jaxb-api 2.3.1
1.7.1 Available under license
1.8 apr 1.6.5
1.8.1 Available under license
1.9 tinyxml-2 6.1.0
1.9.1 Available under license
1.10 okio 2.8.0
1.10.1 Available under license
1.11 protobuf 3.11.4
1.11.1 Available under license
1.12 snappy-java 1.1.8.4
1.12.1 Available under license
1.13 curl 7.47.0

1.13.1 Available under license
1.14 lz4 1.9.3
1.14.1 Available under license
1.15 python 3.9.2
1.15.1 Available under license
1.16 uuid 1.1.2
1.16.1 Available under license
1.17 activation-api 1.2.0
1.17.1 Available under license
1.18 cpprest 2.10.2
1.18.1 Available under license
1.19 javax-annotation-api 1.3.2
1.19.1 Available under license
1.20 cjson 1.7.7
1.20.1 Available under license
1.21 goprotobuf 1.5.2
1.21.1 Available under license
1.22 logrus 1.8.1
1.22.1 Available under license
1.23 zstd-jni 1.5.2-1
1.23.1 Available under license
1.24 futures 3.3.0
1.24.1 Available under license
1.25 netbase 6.3
1.25.1 Available under license
1.26 ucf 3.0043
1.26.1 Available under license
1.27 zstd 1.5.2
1.27.1 Available under license
1.28 cpp 1.190
1.28.1 Available under license
1.29 gson 2.10.1
1.29.1 Available under license
1.30 boringssl 2.0.34.Final
1.30.1 Available under license
1.31 jsr305 3.0.2
1.31.1 Available under license
1.32 perfmark-api 0.17.0
1.32.1 Available under license

1.33 lz4-java 1.8.0
1.33.1 Available under license
1.34 libaudit 3.0-2
1.34.1 Available under license
1.35 zlib1g 1.2.11.dfsg-2+deb11u2
1.35.1 Available under license
1.36 json-cpp 1.7.4
1.36.1 Available under license
1.37 libzip tags/rel-1-2-0
1.37.1 Available under license
1.38 login 4.8.1-1
1.38.1 Available under license
1.39 netty-nio-client 2.19.2
1.39.1 Available under license
1.40 reporter (devel)
1.40.1 Available under license
1.41 kryo-shaded 4.0.2
1.41.1 Available under license
1.42 grpc-protobuf-lite 1.39.0
1.42.1 Available under license
1.43 libutf8proc2 2.5.0-1
1.43.1 Available under license
1.44 annotations 13.0
1.44.1 Available under license
1.45 gdbm 1.19-2
1.45.1 Available under license
1.46 error_prone_annotations 2.4.0
1.46.1 Available under license
1.47 libssl 1.1.1n-0+deb11u4
1.47.1 Available under license
1.48 kryo-serializers 0.45
1.48.1 Available under license
1.49 pcre 8.39-13
1.49.1 Available under license
1.50 aws-query-protocol 2.19.14
1.50.1 Available under license
1.51 apr-util 1.6.1-5+deb11u1
1.51.1 Available under license
1.52 attr 2.4.48-6

1.52.1 Available under license
1.53 adduser 3.118
1.53.1 Available under license
1.54 kinesis 2.19.14
1.54.1 Available under license
1.55 passwd 4.8.1-1
1.55.1 Available under license
1.56 msgpack 4.0.4+incompatible
1.56.1 Available under license
1.57 commons-io 2.11.0
1.57.1 Available under license
1.58 bean-validation-api 2.0.1.Final
1.58.1 Available under license
1.59 python 3.9.2-1
1.59.1 Available under license
1.60 findutils 4.8.0-1
1.60.1 Available under license
1.61 netty-resolver 4.1.90.Final
1.61.1 Available under license
1.62 libstdc++-10-dev 10.2.1-6
1.62.1 Available under license
1.63 opencensus-api 0.28.0
1.63.1 Available under license
1.64 xiaomi-pegasus-go-client 0.0.0-20210427083443-f3b6b08bc4c2
1.64.1 Available under license
1.65 metrics-spi 2.19.14
1.65.1 Available under license
1.66 junit 4.13.2
1.66.1 Available under license
1.67 command-line-arguments (devel)
1.67.1 Available under license
1.68 libsystemd 247.3-7+deb11u2
1.68.1 Available under license
1.69 kinesis 2.20.8
1.69.1 Available under license
1.70 pgv-java-stub 0.9.1
1.70.1 Available under license
1.71 aws-query-protocol 2.20.8
1.71.1 Available under license

1.72 javapoet 1.13.0
1.72.1 Available under license
1.73 protocol-core 2.20.8
1.73.1 Available under license
1.74 jackson-annotations 2.14.1
1.74.1 Available under license
1.75 libmd0 1.0.3-3
1.75.1 Available under license
1.76 asm 9.1
1.76.1 Available under license
1.77 everit-json-schema 1.12.2
1.77.1 Available under license
1.78 libisl23 0.23-1
1.78.1 Available under license
1.79 commons-lang3 3.12.0
1.79.1 Available under license
1.80 x-crypto v0.12.0
1.80.1 Available under license
1.81 utf8proc 2.5.0-1
1.81.1 Available under license
1.82 flink-shaded-force-shading 15.0
1.82.1 Available under license
1.83 aws-core 2.20.8
1.83.1 Available under license
1.84 glibc 2.31-13+deb11u6
1.84.1 Available under license
1.85 libcrypt-dev 4.4.18-4
1.85.1 Available under license
1.86 iconv 2.31
1.86.1 Available under license
1.87 cmd/cgo (devel)
1.87.1 Available under license
1.88 base-passwd 3.5.51
1.88.1 Available under license
1.89 opentelemetry-proto 0.17.1
1.89.1 Available under license
1.90 x-text 0.4.0
1.90.1 Available under license
1.91 libserf-1-1 1.3.9-10

1.91.1 Available under license
1.92 netty 4.1.86.Final
1.92.1 Available under license
1.93 netty-transport-classes-epoll 4.1.90.Final
1.93.1 Available under license
1.94 sed 4.7-1
1.94.1 Available under license
1.95 cdebconf 0.260
1.95.1 Available under license
1.96 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava
1.96.1 Available under license
1.97 libcbor0 0.5.0+dfsg-2
1.97.1 Available under license
1.98 kotlin-scripting-compiler-embeddable 1.7.20
1.98.1 Available under license
1.99 libseccomp 2.5.1-1+deb11u1
1.99.1 Available under license
1.100 netty-codec 4.1.89.Final
1.100.1 Available under license
1.101 netty-resolver-dns-classes-macos 4.1.85.Final
1.101.1 Available under license
1.102 go-cache 2.1.0+incompatible
1.102.1 Available under license
1.103 lsb 11.1.0
1.103.1 Available under license
1.104 libassuan 2.5.3-7.1
1.104.1 Available under license
1.105 zstd 1.4.8+dfsg-2.1
1.105.1 Available under license
1.106 amazon-kinesis-client 2.4.8
1.106.1 Available under license
1.107 jmespath-java 1.12.430
1.107.1 Available under license
1.108 cmd/test2json (devel)
1.108.1 Available under license
1.109 libgcrypt 1.8.7-6
1.109.1 Available under license
1.110 endpoints-spi 2.19.14
1.110.1 Available under license

1.111 google-golang-org-genproto 0.0.0-20211221231510-d629cc9a93d5
1.111.1 Available under license
1.112 kotlin 1.8.10-release-430
1.112.1 Available under license
1.113 x-sync 0.0.0-20220722155255-886fb9371eb4
1.113.1 Available under license
1.114 jackson-databind 2.14.2
1.114.1 Available under license
1.115 dynamodb 2.20.8
1.115.1 Available under license
1.116 cmd/nm (devel)
1.116.1 Available under license
1.117 aws-json-protocol 2.19.2
1.117.1 Available under license
1.118 aws-cbor-protocol 2.19.2
1.118.1 Available under license
1.119 netty-codec-xml 4.1.85.Final
1.119.1 Available under license
1.120 animal-sniffer-annotation 1.19
1.120.1 Available under license
1.121 cmd/link (devel)
1.121.1 Available under license
1.122 jctools-core 3.1.0
1.122.1 Available under license
1.123 netty-transport 4.1.90.Final
1.123.1 Available under license
1.124 libmpfr6 4.1.0-3
1.124.1 Available under license
1.125 grep 3.6-1+deb11u1
1.125.1 Available under license
1.126 slf4j 2.0.7
1.126.1 Available under license
1.127 spf13-cast 1.4.1
1.127.1 Available under license
1.128 npth 1.6-3
1.128.1 Available under license
1.129 golang-genproto 0.0.0-20211221231510-d629cc9a93d5
1.129.1 Available under license
1.130 libkcrypto 1.18.3-6+deb11u3

1.130.1 Available under license
1.131 cmd/pprof (devel)
1.131.1 Available under license
1.132 httpcomponents-core 4.4.13
1.132.1 Available under license
1.133 liberror-perl 0.17029-1
1.133.1 Available under license
1.134 openssh-client 8.4p1-5+deb11u1
1.134.1 Notifications
1.134.2 Available under license
1.135 protobuf-java-util 3.15.6
1.135.1 Available under license
1.136 guava 31.1-android
1.136.1 Available under license
1.137 libapr-util1 1.6.1-5+deb11u1
1.137.1 Available under license
1.138 gson 2.10
1.138.1 Available under license
1.139 cmd/cover (devel)
1.139.1 Available under license
1.140 xz 5.2.5-2.1~deb11u1
1.140.1 Available under license
1.141 libc 2.31-13+deb11u6
1.141.1 Available under license
1.142 prometheus-client 0.2.0
1.142.1 Available under license
1.143 libc-dev 2.31-13+deb11u6
1.143.1 Available under license
1.144 prometheus-procfs 0.7.3
1.144.1 Available under license
1.145 commons-collections 3.2.2
1.145.1 Available under license
1.146 sysvinit-utils 2.96-7+deb11u1
1.146.1 Available under license
1.147 kotlin-scripting-compiler-embeddable 1.7.10
1.147.1 Available under license
1.148 netty-codec-dns 4.1.85.Final
1.148.1 Available under license
1.149 zlib1g 1.2.11.dfsg-2+deb11u2

1.149.1 Available under license
1.150 gpgv 2.2.27-2+deb11u2
1.150.1 Available under license
1.151 libext2fs2 1.46.2-2
1.151.1 Available under license
1.152 kotlin-scripting-compiler-impl-embeddable 1.7.20
1.152.1 Available under license
1.153 libgcc-s1 10.2.1-6
1.153.1 Available under license
1.154 third-party-jackson-dataformat-cbor 2.20.8
1.154.1 Available under license
1.155 cmd/buildid (devel)
1.155.1 Available under license
1.156 libprocps 3.3.17-5
1.156.1 Available under license
1.157 libpsl5 0.21.0-1.2
1.157.1 Available under license
1.158 mercurial-common 5.6.1-4
1.158.1 Available under license
1.159 zstd 1.4.4
1.159.1 Available under license
1.160 cmd/compile (devel)
1.160.1 Available under license
1.161 libldap 2.4.57+dfsg-3+deb11u1
1.161.1 Available under license
1.162 netty-codec 4.1.90.Final
1.162.1 Available under license
1.163 netty-codec 4.1.86.Final
1.163.1 Available under license
1.164 cmd/asm (devel)
1.164.1 Available under license
1.165 aws-secretsmanager-caching-java 1.0.1
1.165.1 Available under license
1.166 librtmp 2.4+20151223.gitfa8646d.1-2+b2
1.166.1 Available under license
1.167 hamcrest 1.3
1.167.1 Available under license
1.168 schema-registry-serde 1.1.13
1.168.1 Available under license

1.169 clientmodel 0.2.0
1.169.1 Available under license
1.170 re2j 1.7
1.170.1 Available under license
1.171 libhogweed6 3.7.3-1
1.171.1 Available under license
1.172 libdpkg-perl 1.20.12
1.172.1 Available under license
1.173 netty-handler 4.1.86.Final
1.173.1 Available under license
1.174 aws-java-sdk-sts 1.12.430
1.174.1 Available under license
1.175 lz4 1.9.3-2
1.175.1 Available under license
1.176 cloudwatch 2.20.8
1.176.1 Available under license
1.177 avro 1.11.1
1.177.1 Available under license
1.178 libedit 3.1-20191231-2+b1
1.178.1 Available under license
1.179 json-java 20230227
1.179.1 Available under license
1.180 cast 1.4.1
1.180.1 Available under license
1.181 handy-uri-templates 2.1.8
1.181.1 Available under license
1.182 mawk 1.3.4.20200120-2
1.182.1 Available under license
1.183 libcurl 7.74.0-1.3+deb11u7
1.183.1 Available under license
1.184 reflectasm 1.11.3
1.184.1 Available under license
1.185 error_prone_annotations 2.18.0
1.185.1 Available under license
1.186 regions 2.19.14
1.186.1 Available under license
1.187 xxhash 0.8.0-2
1.187.1 Available under license
1.188 perl 5.32.1-4+deb11u2

1.188.1 Available under license
1.189 protobuf-java-util 3.21.10
1.189.1 Available under license
1.190 gpg-agent 2.2.27-2+deb11u2
1.190.1 Available under license
1.191 proto-google-common-protos 2.11.0
1.191.1 Available under license
1.192 libssh2 1.9.0-2
1.192.1 Available under license
1.193 jackson-dataformat-cbor 2.14.2
1.193.1 Available under license
1.194 kotlin-scripting-compiler-impl-embeddable 1.7.10
1.194.1 Available under license
1.195 sysv-init 2.96-7+deb11u1
1.195.1 Available under license
1.196 apt 2.2.4
1.196.1 Available under license
1.197 python 3.9.2-3
1.197.1 Available under license
1.198 mercurial 5.6.1-4
1.198.1 Available under license
1.199 schema-registry-common 1.1.13
1.199.1 Available under license
1.200 cmd/addr2line (devel)
1.200.1 Available under license
1.201 systemd 247.3-7+deb11u2
1.201.1 Available under license
1.202 dgryski-go-rendezvous 0.0.0-20200823014737-9f7001d12a5f
1.202.1 Available under license
1.203 python 3.9.2
1.203.1 Available under license
1.204 sts 2.19.14
1.204.1 Available under license
1.205 cmd/go (devel)
1.205.1 Available under license
1.206 annotations 2.20.8
1.206.1 Available under license
1.207 openssh 8.4p1-5+deb11u1
1.207.1 Notifications

1.207.2 Available under license
1.208 libbrotli1 1.0.9-2+b2
1.208.1 Available under license
1.209 aws-java-sdk-s3 1.12.349
1.209.1 Available under license
1.210 libgssapikrb 1.18.3-6+deb11u3
1.210.1 Available under license
1.211 gomemcache 0.0.0-20190913173617-a41fca850d0b
1.211.1 Available under license
1.212 bash 5.1-2+deb11u1
1.212.1 Available under license
1.213 aws-java-sdk 1.11.409
1.213.1 Available under license
1.214 annotations 4.1.1.4
1.214.1 Available under license
1.215 profiles 2.19.14
1.215.1 Available under license
1.216 nghttp2 1.43.0-1
1.216.1 Available under license
1.217 libuuid 2.36.1-8+deb11u1
1.217.1 Available under license
1.218 netty-codec-http 4.1.90.Final
1.218.1 Available under license
1.219 libsepol 3.1-1
1.219.1 Available under license
1.220 media-types 4.0.0
1.220.1 Available under license
1.221 client-spi 2.20.8
1.221.1 Available under license
1.222 proto-google-common-protos 2.0.1
1.222.1 Available under license
1.223 libkrbsupport 1.18.3-6+deb11u3
1.223.1 Available under license
1.224 libbsd 0.11.3-1
1.224.1 Available under license
1.225 libcurlgnutls 7.74.0-1.3+deb11u7
1.225.1 Available under license
1.226 jackson-annotations 2.14.2
1.226.1 Available under license

1.227 aws-core 2.19.2
1.227.1 Available under license
1.228 mpclib 1.2.0-1
1.228.1 Available under license
1.229 wire-swift-generator 3.7.1
1.229.1 Available under license
1.230 classgraph 4.8.120
1.230.1 Available under license
1.231 libfido2-1 1.6.0-2
1.231.1 Available under license
1.232 git 2.30.2-1+deb11u2
1.232.1 Available under license
1.233 githubcomgolangprotobuf 1.5.2
1.233.1 Available under license
1.234 kotlin 1.8.10
1.234.1 Available under license
1.235 netty-codec-socks 4.1.85.Final
1.235.1 Available under license
1.236 vmihailenco-msgpack 4.0.4+incompatible
1.236.1 Available under license
1.237 sts 2.17.122
1.237.1 Available under license
1.238 auth 2.19.14
1.238.1 Available under license
1.239 asm 5.0.4
1.239.1 Available under license
1.240 metrics-spi 2.20.8
1.240.1 Available under license
1.241 keyutils 1.6.1-2
1.241.1 Available under license
1.242 kinesis 2.19.2
1.242.1 Available under license
1.243 github.com/eko/gocache/v2 2.2.0
1.243.1 Available under license
1.244 rtmpdump 2.4+20151223.gitfa8646d.1-2+b2
1.244.1 Available under license
1.245 pkg-config 0.29.2-1
1.245.1 Available under license
1.246 perl-base 5.32.1-4+deb11u2

1.246.1 Available under license
1.247 media-types 4.0.0
1.247.1 Available under license
1.248 ion-java 1.0.2
1.248.1 Available under license
1.249 netty-handler-proxy 4.1.90.Final
1.249.1 Available under license
1.250 github.com/xiaomi/pegasus-go-client 0.0.0-20210427083443-f3b6b08bc4c2
1.250.1 Available under license
1.251 utils 2.19.2
1.251.1 Available under license
1.252 jackson-databind 2.14.0
1.252.1 Available under license
1.253 libsaslmodulesdb 2.1.27+dfsg-2.1+deb11u1
1.253.1 Available under license
1.254 netty-codec-stomp 4.1.85.Final
1.254.1 Available under license
1.255 libglib 2.66.8-1
1.255.1 Available under license
1.256 kryo-parent 4.0.2
1.256.1 Available under license
1.257 log4j-api 2.20.0
1.257.1 Available under license
1.258 netty-codec-smtp 4.1.85.Final
1.258.1 Available under license
1.259 go-redis-redis v8.11.4
1.259.1 Available under license
1.260 libgcc-10-dev 10.2.1-6
1.260.1 Available under license
1.261 go-rendezvous 0.0.0-20200823014737-9f7001d12a5f
1.261.1 Available under license
1.262 xxhash 2.1.2
1.262.1 Available under license
1.263 glibc 2.31-13+deb11u5
1.263.1 Available under license
1.264 j2objc-annotations 1.3
1.264.1 Available under license
1.265 guava 30.0-android
1.265.1 Available under license

1.266 grpc-go 1.40.0
1.266.1 Available under license
1.267 perfmark-api 0.23.0
1.267.1 Available under license
1.268 libnghttp2-14 1.43.0-1
1.268.1 Available under license
1.269 hostname 3.23
1.269.1 Available under license
1.270 commons-validator 1.7
1.270.1 Available under license
1.271 libfido2 1.6.0-2
1.271.1 Available under license
1.272 joda-time 2.10.2
1.272.1 Available under license
1.273 libncurses 6.2+20201114-2+deb11u1
1.273.1 Available under license
1.274 scala 2.12.10
1.274.1 Available under license
1.275 pegasus-kv-thrift 0.13.0
1.275.1 Available under license
1.276 endpoints-spi 2.19.2
1.276.1 Available under license
1.277 subversion 1.14.1-3+deb11u1
1.277.1 Available under license
1.278 netty-codec-mqtt 4.1.85.Final
1.278.1 Available under license
1.279 audit 3.0-2
1.279.1 Available under license
1.280 wget 1.21-1+deb11u1
1.280.1 Available under license
1.281 reactive-streams 1.0.4
1.281.1 Available under license
1.282 perks 1.0.1
1.282.1 Available under license
1.283 futures 3.3.0
1.283.1 Available under license
1.284 libstd-c 10.2.1-6
1.284.1 Available under license
1.285 libtasn 4.16.0-2+deb11u1

1.285.1 Available under license

1.286 profiles 2.20.8

1.286.1 Available under license

1.287 diffutils 3.7-5

1.287.1 Available under license

1.288 libnpth0 1.6-3

1.288.1 Available under license

1.289 profiles 2.19.2

1.289.1 Available under license

1.290 go-billy 4.3.2

1.290.1 Available under license

1.291 netty-nio-client 2.19.14

1.291.1 Available under license

1.292 apr 1.7.0-6+deb11u2

1.292.1 Available under license

1.293 login 4.8.1-1

1.293.1 Available under license

1.294 libgpg-error 1.38-2

1.294.1 Available under license

1.295 sdk-core 2.19.2

1.295.1 Available under license

1.296 k8s-io-apimachinery 0.0.0-20191123233150-4c4803ed55e3

1.296.1 Available under license

1.297 libapt-pkg 2.2.4

1.297.1 Available under license

1.298 url-connection-client 2.17.122

1.298.1 Available under license

1.299 schema-registry-serde 1.1.14

1.299.1 Available under license

1.300 libpsl 0.21.0-1.2

1.300.1 Available under license

1.301 cmd/pack (devel)

1.301.1 Available under license

1.302 kryo 5.0.0-RC1

1.302.1 Available under license

1.303 protobuf-java 3.22.2

1.303.1 Available under license

1.304 libgdbm6 1.19-2

1.304.1 Available under license

1.305 pgv-java-stub 0.6.1
1.305.1 Available under license
1.306 libcap-ng 0.7.9-2.2+b1
1.306.1 Available under license
1.307 endpoints-spi 2.20.8
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1.309 libksba 1.5.0-3+deb11u2
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1.310 github.com/pegasus-kv/thrift 0.13.0
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1.1 openssl 1.0.1m

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Pentium Pro 200mhz
FreeBSD 2.1.5
gcc 2.7.2.2

SSLeay 0.7.0 30-Jan-1997
built on Tue Apr 22 12:14:36 EST 1997

options:bn(64,32) md2(int) rc4(idx,int) des(ptr,risc1,16,long) idea(int) blowfish(ptr2)
C flags:gcc -DTERMIOS -D_ANSI_SOURCE -fomit-frame-pointer -O3 -m486 -Wall
The 'numbers' are in 1000s of bytes per second processed.

type	8 bytes	64 bytes	256 bytes	1024 bytes	8192 bytes
md2	130.99k	367.68k	499.09k	547.04k	566.50k
md5	1924.98k	8293.50k	13464.41k	16010.39k	16820.68k
sha	1250.75k	5330.43k	8636.88k	10227.36k	10779.14k
sha1	1071.55k	4572.50k	7459.98k	8791.96k	9341.61k
rc4	10724.22k	14546.25k	15240.18k	15259.50k	15265.63k
des cbc	3309.11k	3883.01k	3968.25k	3971.86k	3979.14k
des ede3	1442.98k	1548.33k	1562.48k	1562.00k	1563.33k
idea cbc	2195.69k	2506.39k	2529.59k	2545.66k	2546.54k
rc2 cbc	806.00k	833.52k	837.58k	838.52k	836.69k
blowfish cbc	4687.34k	5949.97k	6182.43k	6248.11k	6226.09k

rsa 512 bits 0.010s
rsa 1024 bits 0.045s
rsa 2048 bits 0.260s
rsa 4096 bits 1.690s
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The implementation was written so as to conform with MIT's libdes.

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Motorolla 68020 20mhz, NetBSD

SSLeay 0.9.0t 29-May-1998
built on Fri Jun 5 12:42:23 EST 1998
options:bn(64,32) md2(char) rc4(idx,int) des(idx,cisc,16,long) idea(int) blowfish(idx)
C flags:gcc -DTERMIOS -O3 -fomit-frame-pointer -Wall -DB_ENDIAN
The 'numbers' are in 1000s of bytes per second processed.

type	8 bytes	64 bytes	256 bytes	1024 bytes	8192 bytes
md2	2176.00	5994.67	8079.73	8845.18	9077.01
mdc2	5730.67	6122.67	6167.66	6176.51	6174.87
md5	29.10k	127.31k	209.66k	250.50k	263.99k
hmac(md5)	12.33k	73.02k	160.17k	228.04k	261.15k
sha1	11.27k	49.37k	84.31k	102.40k	109.23k
rmd160	11.69k	48.62k	78.76k	93.15k	98.41k
rc4	117.96k	148.94k	152.57k	153.09k	152.92k
des cbc	27.13k	30.06k	30.38k	30.38k	30.53k
des ede3	10.51k	10.94k	11.01k	11.01k	11.01k
idea cbc	26.74k	29.23k	29.45k	29.60k	29.74k
rc2 cbc	34.27k	39.39k	40.03k	40.07k	40.16k
rc5-32/12 cbc	64.31k	83.18k	85.70k	86.70k	87.09k
blowfish cbc	48.86k	59.18k	60.07k	60.42k	60.78k
cast cbc	42.67k	50.01k	50.86k	51.20k	51.37k

	sign	verify	sign/s	verify/s
rsa 512 bits	0.7738s	0.0774s	1.3	12.9
rsa 1024 bits	4.3967s	0.2615s	0.2	3.8
rsa 2048 bits	29.5200s	0.9664s	0.0	1.0

	sign	verify	sign/s	verify/s
dsa 512 bits	0.7862s	0.9709s	1.3	1.0
dsa 1024 bits	2.5375s	3.1625s	0.4	0.3
dsa 2048 bits	9.2150s	11.8200s	0.1	0.1

1.2 openssl 1.0.2j

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This is an attempt to acknowledge early contributions to the garbage
collector. Later contributions should instead be mentioned in
README.changes.

HISTORY -

Early versions of this collector were developed as a part of research
projects supported in part by the National Science Foundation
and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was
originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and
Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.
Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied
the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and

Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the
 experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)

1.4 boost 1.67.0

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1.5 zlib 1.2.8

1.5.1 Available under license :

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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1.6 objenesis 2.5.1

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c,
 include/apr_strings.h:

 strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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strings/apr_snprintf.c:

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1.9 tinyxml-2 6.1.0

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1.10 okio 2.8.0

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* /okio-2-8-0-sources-jar/commonMain/okio/internal/RealBufferedSink.kt
* /okio-2-8-0-sources-jar/commonMain/okio/internal/SegmentedByteString.kt
* /okio-2-8-0-sources-jar/commonMain/okio/internal/RealBufferedSource.kt
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* /okio-2-8-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /okio-2-8-0-sources-jar/commonMain/okio/Source.kt
* /okio-2-8-0-sources-jar/commonMain/okio/BufferedSink.kt
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 /okio-2-8-0-sources-jar/commonMain/okio/Sink.kt
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1.11 protobuf 3.11.4

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    text format.
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  * Added @Override annotation to generated Java code where appropriate.
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  * Tru64 support.
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  * Solaris 10 + Sun Studio fixes.
Alek Storm <alek.storm@gmail.com>

  * Slicing support for repeated scalar fields for the Python API.
Oleg Smolsky <oleg.smolsky@gmail.com>
  * MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.
Brian Olson <brianolson@google.com>
  * gzip/zlib I/O support.
Michael Poole <mdpoole@troilus.org>
  * Fixed warnings about generated constructors not explicitly initializing
    all fields (only present with certain compiler settings).
  * Added generation of field number constants.
Wink Saville <wink@google.com>
  * Fixed initialization ordering problem in logging code.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
  * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.
Alexander Melnikov <alm@sibmail.ru>
  * HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
   * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only
    once per string per serialization call.
  * Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.
Michael Kucharski <m.kucharski@gmail.com>
  * Added CodedInputStream.getTotalBytesRead().
Kacper Kowalik <xarthisius.kk@gmail.com>
  * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
  * Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
  * Fixed minor IBM xlC compiler build issues
  * Added atomicops for AIX (POWER)

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1.12 snappy-java 1.1.8.4

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1.13 curl 7.47.0

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==========

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the other libraries use and what possible dilemmas linking and mixing them all
can lead to for end users.

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1.14 lz4 1.9.3

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1.15 python 3.9.2

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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
https://www.python.org/psf/) was formed, a non-profit organization
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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes

2.2 and above	2.1.1	2001-now	
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Bundled Libraries:

****** Base 64 Library (base64/base64.hpp) ******
base64.hpp is a repackaging of the base64.cpp and base64.h files into a
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base64.cpp and base64.h

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http://www.opensource.apple.com/source/cups/cups-59/cups/md5.c to allow it to
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L. Peter Deutsch
ghost@aladdin.com

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1.19 javax-annotation-api 1.3.2

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1.21 goprotobuf 1.5.2

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1.22 logrus 1.8.1

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1.23 zstd-jni 1.5.2-1

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Manifest-Version: 1.0
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1642851452470
Bundle-Description: JNI bindings for Zstd native library that provides
 fast and high compression lossless algorithm for Java and all JVM la
nguages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;descripti
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Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: darwin/x86_64/libzstd-jni-1.5.2-1.dylib;osname=MacO
S;osname=MacOSX;processor=x86_64, darwin/aarch64/libzstd-jni-1.5.2-1.
dylib;osname=MacOS;osname=MacOSX;processor=aarch64, freebsd/amd64/lib
zstd-jni-1.5.2-1.so;osname=FreeBSD;processor=amd64, freebsd/i386/libz
std-jni-1.5.2-1.so;osname=FreeBSD;processor=i386, linux/aarch64/libzs
td-jni-1.5.2-1.so;osname=Linux;processor=aarch64, linux/amd64/libzstd
-jni-1.5.2-1.so;osname=Linux;processor=amd64, linux/arm/libzstd-jni-1
.5.2-1.so;osname=Linux;processor=arm,
 linux/i386/libzstd-jni-1.5.2-1.
so;osname=Linux;processor=i386, linux/mips64/libzstd-jni-1.5.2-1.so;o
sname=Linux;processor=mips64, linux/ppc64/libzstd-jni-1.5.2-1.so;osna
me=Linux;processor=ppc64, linux/ppc64le/libzstd-jni-1.5.2-1.so;osname
=Linux;processor=ppc64le, linux/s390x/libzstd-jni-1.5.2-1.so;osname=L
inux;processor=s390x, win/amd64/libzstd-jni-1.5.2-1.dll;osname=Win32;
processor=amd64, win/x86/libzstd-jni-1.5.2-1.dll;osname=Win32;process

or=x86
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.5.2.1
Created-By: 11.0.14 (Debian)
Export-Package: com.github.luben.zstd;version="1.5.2.1",com.github.lub
en.zstd.util;version="1.5.2.1"
Implementation-Title: zstd-jni
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Implementation-Version: 1.5.2-1
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: linux.amd64,linux.i386,linux.aarch64,linux.arm,linux.
ppc64,linux.ppc64le,linux.mips64,linux.s390x,darwin.x86_64,darwin.aar
ch64,win.amd64,win.x86,freebsd.amd64,freebsd.i386
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11.0))
"
Specification-Title: zstd-jni
Specification-Vendor: com.github.luben
Specification-Version: 1.5.2-1
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /zstd-jni-1-5-2-1-jar/META-INF/MANIFEST.MF

1.24 futures 3.3.0

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1.25 netbase 6.3

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1.26 ucf 3.0043

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1.27 zstd 1.5.2

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1.28 cpp 1.190

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1.29 gson 2.10.1

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1.30 boringssl 2.0.34.Final

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1.35 zlib1g 1.2.11.dfsg-2+deb11u2

1.35.1 Available under license :

No license file was found, but licenses were detected in source scan.

/* gun.c -- simple gunzip to give an example of the use of inflateBack()
* Copyright (C) 2003, 2005, 2008, 2010, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
  Version 1.7 12 August 2012 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gun.c
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/* gzwrite.c -- zlib functions for writing gzip files
* Copyright (C) 2004-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzwrite.c
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/* inffast.h -- header to use inffast.c
* Copyright (C) 1995-2003, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.h
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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zlib_how.html
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/* unzip.c -- IO for uncompress .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

        Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

        Modifications of Unzip for Zip64
        Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip
Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

For more info read MiniZip_info.txt

Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of compatibility with older software. The following is from the original crypt.c.
Code woven in by Terry Thorsen 1/2003.

Copyright (c) 1990-2000 Info-ZIP. All rights reserved.

See the accompanying
file LICENSE, version 2000-Apr-09 or later
(the contents of which are also included in zip.h) for terms of use.
If, for some reason, all these files are missing, the Info-ZIP license
also may be found at: ftp://ftp.info-zip.org/pub/infozip/license.html

crypt.c (full version) by Info-ZIP. Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the
non-echoing password parts) were originally written in Europe. The
whole source package can be freely distributed, including from the USA.
(Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from
Roger Schlafly, described by Phil Katz in the file appnote.txt. This
file (appnote.txt) is distributed with the PKZIP program (even in the
version without encryption capabilities).

Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos
2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
2007-2008 - Even Rouault - Remove old C style function prototypes
2007-2008 - Even Rouault - Add unzip support for ZIP64

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Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G
should only read the compressed/uncompressed size from the Zip64 format if
the size from normal header was 0xFFFFFFFF

Oct-2009 - Mathias Svensson - Applied some bug fixes from paches recived from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression mathod
BZIP2 (bzip2 lib is required)
Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

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*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.c
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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.3
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/* inflate.c -- zlib decompression
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.c
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/* infback.c -- inflate using a call-back interface
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infback.c
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/* gzlog.h
Copyright (C) 2004, 2008, 2012 Mark Adler, all rights reserved
version 2.2, 14 Aug 2012

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Mark Adler madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.h
No license file was found, but licenses were detected in source scan.

/* uncompr.c -- decompress a memory buffer
* Copyright (C) 1995-2003, 2010, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/uncompr.c
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/* inflate.h -- internal inflate state definition
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.h
No license file was found, but licenses were detected in source scan.

/* zip.h -- IO on .zip files using zlib
Version 1.1, February 14h, 2010
part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

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For more info read MiniZip_info.txt

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Changes

See header of zip.h

*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/zip.h
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/*
* gzlog.c
* Copyright (C) 2004, 2008, 2012, 2016 Mark Adler, all rights reserved
* For conditions of distribution and use, see copyright notice in gzlog.h
* version 2.2, 14 Aug 2012
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.c
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/* gzjoin -- command to join gzip files into one gzip file

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version 1.2, 14 Aug 2012

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*/

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ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.11 is a general purpose data compression library. All the code is
thread safe. The data format used by the zlib library is described by RFCs
(Request for Comments) 1950 to 1952 in the files
http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and
rfc1952 (gzip format).

All functions of the compression library are documented in the file zlib.h
(volunteer to write man pages welcome, contact zlib@gzip.org). A usage example
of the library is given in the file test/example.c which also tests that
the library is working correctly. Another example is given in the file
test/minigzip.c. The compression library itself is composed of all source
files in the root directory.

To compile all files and run the test program, follow the instructions given at
the top of Makefile.in. In short "./configure; make test", and if that goes
well, "make install" should work
 for most flavors of Unix. For Windows, use
one of the special makefiles in win32/ or contrib/vstudio/ . For VMS, use

make_vms.com.

Questions about zlib should be sent to <zlib@gzip.org>, or to Gilles Vollant <info@winimage.com> for the Windows DLL version. The zlib home page is http://zlib.net/ . Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ http://zlib.net/zlib_faq.html before asking for help.

Mark Nelson <markn@ieee.org> wrote an article about zlib for the Jan. 1997 issue of Dr. Dobb's Journal; a copy of the article is available at http://marknelson.us/1997/01/01/zlib-engine/ .

The changes made in version 1.2.11 are documented in the file ChangeLog.

Unsupported third party contributions are provided in directory contrib/ .

zlib is available in Java using the java.util.zip package, documented at http://java.sun.com/developer/technicalArticles/Programming/compression/ .

A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available at CPAN (Comprehensive Perl Archive Network) sites, including http://search.cpan.org/~pmqs/IO-Compress-Zlib/ .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see http://docs.python.org/library/zlib.html .

zlib is built into tcl: http://wiki.tcl.tk/4610 .

An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL_FAQ.txt

- For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.

- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.

- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is
 necessary to get gzprintf working correctly. This is done by configure.

- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with
 other compilers. Use "make test" to check your compiler.

- gzdopen is not supported on RISCOS or BEOS.

- For PalmOs, see http://palmzlib.sourceforge.net/

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and
zlib specifications were written by L. Peter Deutsch. Thanks to all the
people who reported problems and suggested various improvements in zlib; they
are too numerous to cite here.

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

If you use the zlib library in a product, we would appreciate *not* receiving
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warranty of any kind. The library has been entirely written by Jean-loup
Gailly and Mark Adler; it does not include

third-party code.

If you redistribute modified sources, we would appreciate that you include in
the file ChangeLog history information documenting your changes. Please read
the FAQ for more information on the distribution of modified source versions.

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/README
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/* fitblk.c: example of fitting compressed output to a specified size
Not copyrighted -- provided to the public domain
Version 1.1 25 November 2004 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/fitblk.c
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/* gzread.c -- zlib functions for reading gzip files
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* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzread.c
No license file was found, but licenses were detected in source scan.

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.h
No license file was found, but licenses were detected in source scan.

/* inftrees.h -- header to use inftrees.c
* Copyright (C) 1995-2005, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.h
No license file was found, but licenses were detected in source scan.

/* zconf.h -- configuration of the zlib compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.cmakein
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.in
No license file was found, but licenses were detected in source scan.

/* deflate.c -- compress data using the deflation algorithm
* Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.c
No license file was found, but licenses were detected in source scan.

/* deflate.h -- internal compression state
* Copyright (C) 1995-2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):

* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.h
No license file was found, but licenses were detected in source scan.

/* minigzip.c -- simulate gzip using the zlib compression library
* Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/minigzip.c
No license file was found, but licenses were detected in source scan.

/* gzlib.c -- zlib functions common to reading and writing gzip files
* Copyright (C) 2004-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzlib.c
No license file was found, but licenses were detected in source scan.

/* infcover.c -- test zlib's inflate routines with full code coverage
* Copyright (C) 2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/infcover.c
No license file was found, but licenses were detected in source scan.

/* inftrees.c -- generate Huffman trees for efficient decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.c
No license file was found, but licenses were detected in source scan.

/* zutil.c -- target dependent utility functions for the compression library
* Copyright (C) 1995-2017 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.c
No license file was found, but licenses were detected in source scan.

/* example.c -- usage example of the zlib compression library
* Copyright (C) 1995-2006, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/example.c
No license file was found, but licenses were detected in source scan.

/* trees.c -- output deflated data using Huffman coding
* Copyright (C) 1995-2017 Jean-loup Gailly
* detect_data_type() function provided freely by Cosmin Truta, 2006
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/trees.c
No license file was found, but licenses were detected in source scan.

MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction

MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant (http://www.winimage.com/zLibDll/minizip.html)

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0.
All possible work was done for compatibility.

Background

When adding ZIP64 support Mathias Svensson found that Even Rouault have added ZIP64
support for unzip.c into minizip for a open source project called gdal (http://www.gdal.org/)

That was used as a starting point. And after that ZIP64 support was added to zip.c
some refactoring and code cleanup was also done.

Changed from MiniZip 1.0 to MiniZip 1.1
---
* Added ZIP64 support for unzip (by Even Rouault)
* Added ZIP64 support for zip (by Mathias Svensson
)
* Reverted some changed that Even Rouault did.
* Bunch of patches received from Gulles Vollant that he received for MiniZip from various users.
* Added unzip patch for BZIP Compression method (patch create by Daniel Borca)
* Added BZIP Compress method for zip
* Did some refactoring and code cleanup

Credits

Gilles Vollant - Original MiniZip author
Even Rouault - ZIP64 unzip Support
Daniel Borca - BZip Compression method support in unzip
Mathias Svensson - ZIP64 zip support
Mathias Svensson - BZip Compression method support in zip

Resources

ZipLayout http://result42.com/projects/ZipFileLayout
Command line tool for Windows that shows the layout and information of the headers in a zip archive.
Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note http://www.pkware.com/documents/casestudies/APPNOTE.TXT
Zip File specification

Notes.
* To be able to use BZip compression method in
zip64.c or unzip64.c the BZIP2 lib is needed and HAVE_BZIP2 need to be defined.

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not be removed or altered from any source distribution.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/MiniZip64_info.txt
No license file was found, but licenses were detected in source scan.

/*
 Additional tools for Minizip
 Code: Xavier Roche '2004
 License: Same as ZLIB (www.gzip.org)
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.c
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.h
No license file was found, but licenses were detected in source scan.

/* compress.c -- compress a memory buffer
* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/compress.c
No license file was found, but licenses were detected in source scan.

/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzclose.c
No license file was found, but licenses were detected in source scan.

/* unzip.h -- IO for uncompress .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

        Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

        Modifications of Unzip for Zip64
        Copyright (C) 2007-2008 Even Rouault

        Modifications for Zip64 support on both zip and unzip
        Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

        For more info read MiniZip_info.txt

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   misrepresented as being the original software.
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Changes

See header of unzip64.c

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.h
No license file was found, but licenses were detected in source scan.

/* zran.c -- example of zlib/gzip stream indexing and random access
* Copyright (C) 2005, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
  Version 1.1 29 Sep 2012 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zran.c
No license file was found, but licenses were detected in source scan.

/* inffast.c -- fast decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.c

No license file was found, but licenses were detected in source scan.

```
/* crc32.c -- compute the CRC-32 of a data stream
* Copyright (C) 1995-2006, 2010, 2011, 2012, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*
* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
* tables for updating the shift register in one step with three exclusive-ors
* instead of four steps with four exclusive-ors.  This results in about a
* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/crc32.c
No license file was found, but licenses were detected in source scan.

```
/* adler32.c -- compute the Adler-32 checksum of a data stream
* Copyright (C) 1995-2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/adler32.c
No license file was found, but licenses were detected in source scan.

```
/* zutil.h -- internal interface and configuration of the compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.h
No license file was found, but licenses were detected in source scan.

```
/* gzguts.h -- zlib internal header definitions for gz* operations
* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzguts.h
No license file was found, but licenses were detected in source scan.

```
/* zpipe.c: example of proper use of zlib's inflate() and deflate()
  Not copyrighted -- provided to the public domain
  Version 1.4  11 December 2005  Mark Adler */
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zpipe.c
No license file was found, but licenses were detected in source scan.

/* gzappend -- command to append to a gzip file

 Copyright (C) 2003, 2012 Mark Adler, all rights reserved
 version 1.2, 11 Oct 2012

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 removed or altered from any source distribution.

 Mark Adler   madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzappend.c
No license file was found, but licenses were detected in source scan.

For conditions of distribution and use, see copyright notice in zlib.h

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/os2/Makefile.os2
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.dj2
No license file was found, but licenses were detected in source scan.

Frequently Asked Questions about zlib

If your question is not there, please check the zlib home page
http://zlib.net/ which may have more recent information.
The lastest zlib FAQ is at http://zlib.net/zlib_faq.html

1. Is zlib Y2K-compliant?

Yes. zlib doesn't handle dates.

2. Where can I get a Windows DLL version?

The zlib sources can be compiled without change to produce a DLL. See the file win32/DLL_FAQ.txt in the zlib distribution. Pointers to the precompiled DLL are found in the zlib web site at http://zlib.net/ .

3. Where can I get a Visual Basic interface to zlib?

See

* http://marknelson.us/1997/01/01/zlib-engine/
* win32/DLL_FAQ.txt in the zlib distribution

4. compress() returns Z_BUF_ERROR.

Make sure that before the call of compress(), the length of the compressed buffer is equal to the available size of the compressed buffer and not zero. For Visual Basic, check that this parameter is passed by reference ("as any"), not by value ("as long").

5. deflate() or inflate() returns Z_BUF_ERROR.

Before making the call, make sure that avail_in and avail_out are not zero. When setting the parameter flush equal to Z_FINISH, also make sure that avail_out is big enough to allow processing all pending input. Note that a Z_BUF_ERROR is not fatal--another call to deflate() or inflate() can be made with more input or output space. A Z_BUF_ERROR may in fact be unavoidable depending on how the functions are used, since it is not possible to tell whether or not there is more output pending when strm.avail_out returns with zero. See http://zlib.net/zlib_how.html for a heavily annotated example.

6. Where's the zlib documentation (man pages, etc.)?

It's in zlib.h . Examples of zlib usage are in the files test/example.c and test/minigzip.c, with more in examples/ .

7. Why don't you use GNU autoconf or libtool or ...?

Because we would like to keep zlib as a very small and simple package. zlib is rather portable and doesn't need much configuration.

8. I found a bug in zlib.

Most of the time, such problems are due to an incorrect usage of zlib.
Please try to reproduce the problem with a small program and send the
corresponding source to us at zlib@gzip.org . Do not send multi-megabyte
data files without prior agreement.

9. Why do I get "undefined reference to gzputc"?

If "make test" produces something like

example.o(.text+0x154): undefined reference to `gzputc'

check that you don't have old files libz.* in /usr/lib, /usr/local/lib or
/usr/X11R6/lib. Remove any old versions, then do "make install".

10. I need a Delphi interface to zlib.

See the contrib/delphi directory in the zlib distribution.

11. Can zlib handle .zip archives?

Not by itself, no. See the directory contrib/minizip in the zlib
distribution.

12.
Can zlib handle .Z files?

No, sorry. You have to spawn an uncompress or gunzip subprocess, or adapt
the code of uncompress on your own.

13. How can I make a Unix shared library?

By default a shared (and a static) library is built for Unix. So:

make distclean
./configure
make

14. How do I install a shared zlib library on Unix?

After the above, then:

make install

However, many flavors of Unix come with a shared zlib already installed.
Before going to the trouble of compiling a shared version of zlib and

trying to install it, you may want to check if it's already there! If you can #include <zlib.h>, it's there. The -lz option will probably link to it. You can check the version at the top of zlib.h or with the ZLIB_VERSION symbol defined in zlib.h .

15. I have a question about OttoPDF.

We are not the authors of OttoPDF. The real author is on the OttoPDF web site: Joel Hainley, jhainley@myndkryme.com.

16.
Can zlib decode Flate data in an Adobe PDF file?

Yes. See http://www.pdflib.com/ . To modify PDF forms, see http://sourceforge.net/projects/acroformtool/ .

17. Why am I getting this "register_frame_info not found" error on Solaris?

After installing zlib 1.1.4 on Solaris 2.6, running applications using zlib generates an error such as:

```
ld.so.1: rpm: fatal: relocation error: file /usr/local/lib/libz.so:
symbol __register_frame_info: referenced symbol not found
```

The symbol __register_frame_info is not part of zlib, it is generated by the C compiler (cc or gcc). You must recompile applications using zlib which have this problem. This problem is specific to Solaris. See http://www.sunfreeware.com for Solaris versions of zlib and applications using zlib.

18. Why does gzip give an error on a file I make with compress/deflate?

The compress and deflate functions produce data in the zlib format, which is different and incompatible
with the gzip format. The gz* functions in
zlib on the other hand use the gzip format. Both the zlib and gzip formats use the same compressed data format internally, but have different headers and trailers around the compressed data.

19. Ok, so why are there two different formats?

The gzip format was designed to retain the directory information about a single file, such as the name and last modification date. The zlib format on the other hand was designed for in-memory and communication channel applications, and has a much more compact header and trailer and uses a faster integrity check than gzip.

20. Well that's nice, but how do I make a gzip file in memory?

You can request that deflate write the gzip format instead of the zlib format using deflateInit2(). You can also request that inflate decode the gzip format using inflateInit2(). Read zlib.h for more details.

21. Is zlib thread-safe?

Yes. However any library routines that zlib uses and any application-provided memory allocation routines must also be thread-safe. zlib's gz* functions use stdio library routines, and most of zlib's functions use the library memory allocation routines by default. zlib's *Init* functions allow for the application to provide custom memory allocation routines.

Of course, you should only operate on any given zlib or gzip stream from a single thread at a time.

22. Can I use zlib in my commercial application?

Yes. Please read the license in zlib.h.

23. Is zlib under the GNU license?

No. Please read the license in zlib.h.

24. The license says that altered source versions must be "plainly marked". So what exactly do I need to do to meet that requirement?

You need to change the ZLIB_VERSION and ZLIB_VERNUM #defines in zlib.h. In particular, the final version number needs to be changed to "f", and an identification string should be appended to ZLIB_VERSION. Version numbers x.x.x.f are reserved for modifications to zlib by others than the zlib maintainers. For example, if the version of the base zlib you are altering is "1.2.3.4", then in zlib.h you should change ZLIB_VERNUM to 0x123f, and ZLIB_VERSION to something like "1.2.3.f-zachary-mods-v3". You can also update the version strings in deflate.c and inftrees.c.

For altered source distributions, you should also note the origin and nature of the changes in zlib.h, as well as in ChangeLog and README, along with the dates of the alterations. The origin should include at least your name (or your company's name), and an email address to contact for help or issues with the library.

Note that distributing a compiled zlib library along with zlib.h and zconf.h is also a source distribution, and so you should change ZLIB_VERSION and ZLIB_VERNUM and note the origin and nature of the changes in zlib.h as you would for a full source distribution.

25.

Will zlib work on a big-endian or little-endian architecture, and can I exchange compressed data between them?

Yes and yes.

26. Will zlib work on a 64-bit machine?

Yes. It has been tested on 64-bit machines, and has no dependence on any data types being limited to 32-bits in length. If you have any difficulties, please provide a complete problem report to zlib@gzip.org

27. Will zlib decompress data from the PKWare Data Compression Library?

No. The PKWare DCL uses a completely different compressed data format than does PKZIP and zlib. However, you can look in zlib's contrib/blast directory for a possible solution to your problem.

28. Can I access data randomly in a compressed stream?

No, not without some preparation. If when compressing you periodically use Z_FULL_FLUSH, carefully write all the pending data at those points, and keep an index of those locations, then you can start decompression at those points. You have to be careful to not use Z_FULL_FLUSH too often, since it can significantly degrade compression. Alternatively, you can scan a deflate stream once to generate an index, and then use that index for random access. See examples/zran.c .

29. Does zlib work on MVS, OS/390, CICS, etc.?

It has in the past, but we have not heard of any recent evidence. There were working ports of zlib 1.1.4 to MVS, but those links no longer work. If you know of recent, successful applications of zlib on these operating systems, please let us know. Thanks.

30. Is there some simpler, easier to read version of inflate I can look at to understand the deflate format?

First off, you should read RFC 1951. Second, yes. Look in zlib's contrib/puff directory.

31. Does zlib infringe on any patents?

As far as we know, no. In fact, that was originally the whole point behind zlib. Look here for some more information:

http://www.gzip.org/#faq11

32. Can zlib work
with greater than 4 GB of data?

Yes. inflate() and deflate() will process any amount of data correctly.
Each call of inflate() or deflate() is limited to input and output chunks
of the maximum value that can be stored in the compiler's "unsigned int"
type, but there is no limit to the number of chunks. Note however that the
strm.total_in and strm_total_out counters may be limited to 4 GB. These
counters are provided as a convenience and are not used internally by
inflate() or deflate(). The application can easily set up its own counters
updated after each call of inflate() or deflate() to count beyond 4 GB.
compress() and uncompress() may be limited to 4 GB, since they operate in a
single call. gzseek() and gztell() may be limited to 4 GB depending on how
zlib is compiled. See the zlibCompileFlags() function in zlib.h.

The word "may" appears several times above since there is a 4 GB limit only
if the compiler's "long" type is
32 bits. If the compiler's "long" type is
64 bits, then the limit is 16 exabytes.

33. Does zlib have any security vulnerabilities?

The only one that we are aware of is potentially in gzprintf(). If zlib is
compiled to use sprintf() or vsprintf(), then there is no protection
against a buffer overflow of an 8K string space (or other value as set by
gzbuffer()), other than the caller of gzprintf() assuring that the output
will not exceed 8K. On the other hand, if zlib is compiled to use
snprintf() or vsnprintf(), which should normally be the case, then there is
no vulnerability. The ./configure script will display warnings if an
insecure variation of sprintf() will be used by gzprintf(). Also the
zlibCompileFlags() function will return information on what variant of
sprintf() is used by gzprintf().

If you don't have snprintf() or vsnprintf() and would like one, you can
find a portable implementation here:

http://www.ijs.si/software/snprintf/

Note that you should be using the most recent version of zlib. Versions
1.1.3 and before were subject to a double-free vulnerability, and versions
1.2.1 and 1.2.2 were subject to an access exception when decompressing
invalid compressed data.

34. Is there a Java version of zlib?

Probably what you want is to use zlib in Java. zlib is already included
as part of the Java SDK in the java.util.zip package. If you really want

a version of zlib written in the Java language, look on the zlib home page for links: http://zlib.net/ .

35. I get this or that compiler or source-code scanner warning when I crank it up to maximally-pedantic. Can't you guys write proper code?

Many years ago, we gave up attempting to avoid warnings on every compiler in the universe. It just got to be a waste of time, and some compilers were downright silly as well as contradicted each other. So now, we simply make sure that the code always
works.

36. Valgrind (or some similar memory access checker) says that deflate is performing a conditional jump that depends on an uninitialized value. Isn't that a bug?

No. That is intentional for performance reasons, and the output of deflate is not affected. This only started showing up recently since zlib 1.2.x uses malloc() by default for allocations, whereas earlier versions used calloc(), which zeros out the allocated memory. Even though the code was correct, versions 1.2.4 and later was changed to not stimulate these checkers.

37. Will zlib read the (insert any ancient or arcane format here) compressed data format?

Probably not. Look in the comp.compression FAQ for pointers to various formats and associated software.

38. How can I encrypt/decrypt zip files with zlib?

zlib doesn't support encryption. The original PKZIP encryption is very weak and can be broken with freely available programs. To get strong encryption,
use GnuPG, http://www.gnupg.org/ , which already includes zlib compression. For PKZIP compatible "encryption", look at http://www.info-zip.org/

39. What's the difference between the "gzip" and "deflate" HTTP 1.1 encodings?

"gzip" is the gzip format, and "deflate" is the zlib format. They should probably have called the second one "zlib" instead to avoid confusion with the raw deflate compressed data format. While the HTTP 1.1 RFC 2616 correctly points to the zlib specification in RFC 1950 for the "deflate" transfer encoding, there have been reports of servers and browsers that incorrectly produce or expect raw deflate data per the deflate specification in RFC 1951, most notably Microsoft. So even though the "deflate" transfer encoding using the zlib format would be the more

efficient approach (and in fact exactly what the zlib format was designed
for), using the "gzip" transfer encoding is probably more reliable due to
an
unfortunate choice of name on the part of the HTTP 1.1 authors.

Bottom line: use the gzip format for HTTP 1.1 encoding.

40. Does zlib support the new "Deflate64" format introduced by PKWare?

No. PKWare has apparently decided to keep that format proprietary, since
they have not documented it as they have previous compression formats. In
any case, the compression improvements are so modest compared to other more
modern approaches, that it's not worth the effort to implement.

41. I'm having a problem with the zip functions in zlib, can you help?

There are no zip functions in zlib. You are probably using minizip by
Giles Vollant, which is found in the contrib directory of zlib. It is not
part of zlib. In fact none of the stuff in contrib is part of zlib. The
files in there are not supported by the zlib authors. You need to contact
the authors of the respective contribution for help.

42. The match.asm code in contrib is under the GNU General
Public License.
Since it's part of zlib, doesn't that mean that all of zlib falls under the
GNU GPL?

No. The files in contrib are not part of zlib. They were contributed by
other authors and are provided as a convenience to the user within the zlib
distribution. Each item in contrib has its own license.

43. Is zlib subject to export controls? What is its ECCN?

zlib is not subject to export controls, and so is classified as EAR99.

44. Can you please sign these lengthy legal documents and fax them back to us
so that we can use your software in our product?

No. Go away. Shoo.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/FAQ

1.36 json-cpp 1.7.4

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1.37 libzip tags/rel-1-2-0

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1.38 login 4.8.1-1

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* /kryo-shaded-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/BlowfishSerializer.java
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* /kryo-shaded-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ExternalizableSerializer.java
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1.43 libutf8proc2 2.5.0-1

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1.45 gdbm 1.19-2

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* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/ForOverride.java
* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
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* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
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* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/CompatibleWith.java
* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/DoNotMock.java
*
/error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
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* /error-prone-annotations-2-4-0-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
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1.47 libssl 1.1.1n-0+deb11u4

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1.49 pcre 8.39-13

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1.53 adduser 3.118

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1.54 kinesis 2.19.14

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1.55 passwd 4.8.1-1

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1.59 python 3.9.2-1

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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
https://www.python.org/psf/) was formed, a non-profit organization
created specifically to own Python-related Intellectual Property.
Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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* /netty-resolver-4-1-90-final-sources-jar/io/netty/resolver/package-info.java
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C,
Objective-C++, and Modula-2 compilers, documentation, and support
libraries. In addition, Debian provides the gm2 compiler, either in
the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

ftp://gcc.gnu.org/pub/gcc/releases/ (for full releases)
svn://gcc.gnu.org/svn/gcc/ (for prereleases)
ftp://sourceware.org/pub/newlib/ (for newlib)
git://git.savannah.gnu.org/gm2.git (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-10	libgnat-10	gnat-10-doc
BRIG	gccbrig-10	libhsail-rt0	
C	gcc-10		gcc-10-doc
C++	g++-10	libstdc++6	libstdc++6-10-doc
D	gdc-10		
Fortran 95	gfortran-10	libgfortran5	gfortran-10-doc
Go	gccgo-10	libgo0	
Objective C	gobjc-10	libobjc4	
Objective C++	gobjc++-10		
Modula-2	gm2-10	libgm2	

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent

C++ libstdc++6-10-dbg libstdc++6-10-pic
D libphobos-10-dev

Additional packages include:

All languages:
libgcc1,
libgcc2, libgcc4 GCC intrinsics (platform-dependent)
gcc-10-base Base files common to all compilers
gcc-10-soft-float Software floating point (ARM only)
gcc-10-source The sources with patches

Ada:
libgnat-util10-dev, libgnat-util10 GNAT version library

C:
cpp-10, cpp-10-doc GNU C Preprocessor
libssp0-dev, libssp0 GCC stack smashing protection library
libquadmath0 Math routines for the __float128 type
fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

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D:
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libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

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The Phobos standard runtime library:
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written offer, valid for at least three years
and valid for as
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more than your reasonable cost of physically performing this
conveying of source, or (2) access to copy the
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the same way through the same place at no
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Version 2, June 1991

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[This is the first released version of the library GPL. It is
 numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble
========

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When a "work that uses the Library" uses material from a header
file that is part of the Library, the object code for the work may
be a derivative work of the Library even though the source code is
not. Whether this is true is especially significant if the work
can be linked without the Library, or if the work is itself a
library. The threshold for this to be true is not precisely
defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a
derivative work. (Executables containing this object code plus
portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section
6. Any
executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
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a.
Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b. Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of

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c. If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d. Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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practice
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The precise terms and conditions for copying, distribution and
modification follow.

@heading TERMS AND CONDITIONS

@enumerate 0
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it does not include the work's
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and giving a relevant date.

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requirement modifies the requirement in section 4 to ``keep intact all
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Corresponding Source fixed on a durable physical medium customarily
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@item
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(including a physical distribution medium), accompanied by a written
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received the object code with such an offer, in accord with subsection
6b.

@item
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Corresponding Source in the same way through
the same place at no
further charge. You need not require recipients to copy the
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the object code is a network server, the Corresponding Source may be
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@item
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@end enumerate

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1.63 opencensus-api 0.28.0

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*/
/**
* API for resource information population.
*
* <p>The resource library primarily defines a type "Resource" that captures information about the
* entity for which stats or traces are recorded. For example, metrics exposed by a Kubernetes
* container can be linked to a resource that specifies the cluster, namespace, pod,
 and container
* name.
*
* <p>Two environment variables are used to populate resource information:
*
* <ul>
*   <li>OC_RESOURCE_TYPE: A string that describes the type of the resource prefixed by a domain
*       namespace. Leading and trailing whitespaces are trimmed. e.g. “kubernetes.io/container”.
*   <li>OC_RESOURCE_LABELS: A comma-separated list of labels describing the source in more detail,
*       e.g. “key1=val1,key2=val2”. The allowed character set is appropriately constrained.
* </ul>
*
* <p>Type, label keys, and label values MUST contain only printable ASCII (codes between 32 and
* 126, inclusive) and less than 256 characters. Type and label keys MUST have a length greater than
* zero. They SHOULD start with a domain name and separate hierarchies with / characters, e.g.
* k8s.io/namespace/name.
*
```

```
* <p>WARNING: Currently all the public classes under this package are marked as {@link
* io.opencensus.common.ExperimentalApi}. DO NOT USE except for experimental
 purposes.
*
* <p>Please see
* https://github.com/census-instrumentation/opencensus-specs/blob/master/resource/Resource.md for
* more details.
*/
```

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*/
/**
* This package describes the Metrics data model. Metrics are a data model for what stats exporters
* take as input. This data model may eventually become the wire format for metrics.
*
* <p>WARNING: Currently all the public classes under this package are marked as {@link
* io.opencensus.common.ExperimentalApi}. The classes
 and APIs under {@link io.opencensus.metrics}
* are likely to get backwards-incompatible updates in the future. DO NOT USE except for
* experimental purposes.
*
* <p>Please see
* https://github.com/census-instrumentation/opencensus-specs/blob/master/stats/Metrics.md and
* https://github.com/census-instrumentation/opencensus-
proto/blob/master/opencensus/proto/stats/metrics/metrics.proto
* for more details.
*/
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* /opencensus-api-0-28-0-sources-jar/io/opencensus/trace/MessageEvent.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/common/ServerStats.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/MetricProducer.java
*
 /opencensus-api-0-28-0-sources-jar/io/opencensus/trace/BigendianEncoding.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/common/ToDoubleFunction.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/trace/Tracestate.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/LabelValue.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/Value.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/DoubleGauge.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/common/ServerStatsFieldEnums.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/internal/Utils.java
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* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/ExportComponent.java
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* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/DerivedLongGauge.java
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 /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/MetricDescriptor.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/TimeSeries.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/export/Distribution.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/stats/package-info.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/common/ServerStatsDeserializationException.java
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* /opencensus-api-0-28-0-sources-jar/io/opencensus/trace/export/RunningSpanStore.java
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 /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/DoubleCumulative.java
* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/DerivedLongCumulative.java
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* /opencensus-api-0-28-0-sources-jar/io/opencensus/metrics/MetricOptions.java
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1.66 junit 4.13.2

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1.67 command-line-arguments (devel)

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1.68 libsystemd 247.3-7+deb11u2

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1.76 asm 9.1

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1.77 everit-json-schema 1.12.2

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1.78 libisl23 0.23-1

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1.79 commons-lang3 3.12.0

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1.80 x-crypto v0.12.0

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ASM: a very small and fast Java bytecode manipulation framework

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1.83 aws-core 2.20.8

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1.85 libcrypt-dev 4.4.18-4

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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or

collective works based on the Library.

In addition,
mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.

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License instead of this License to a given copy of the Library. To do
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that they refer to the ordinary GNU General Public License, version 2,
instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify
that version instead if you wish.) Do not make any other change in
these notices.

Once this change is made in a given copy, it is irreversible for
that copy, so the ordinary GNU General Public License applies to all
subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of
the
Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being compiled or
linked with it, is called a "work that uses the Library". Such a
work, in isolation, is not a derivative
work of the Library, and
therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file
that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of
the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the
Library is used in it and that the Library and its use are covered by
this License. You must supply
a copy of this License. If the work
during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Accompany the
work with a written offer, valid for at
least three years, to give the same user the materials
specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.

d) Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
the source code distributed need not include anything that is normally
distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
which the executable runs, unless that component itself accompanies
the executable.

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

7. You may place library facilities that are a work based on the
Library side-by-side in a single library together with other library
facilities not covered by this License, and distribute such a combined
library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise
permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work
based on the Library, uncombined with any other library
facilities. This must be distributed under the terms of the
Sections above.

b) Give prominent notice with the combined library of the fact
that part of it is a work based on the
Library, and explaining
where to find the accompanying uncombined form of the same work.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

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school, if any, to sign a "copyright disclaimer" for the library, if
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library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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Version 3, 29 June 2007

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Developers that use the GNU GPL protect your rights with two steps: (1)
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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand
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The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS

0. Definitions.

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"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

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A "covered work" means either the unmodified Program or a work based on the Program.

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An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that

is widely used among developers working in that language.

The
"System Libraries" of an executable work include anything, other
than the work as a whole, that (a) is included in the normal form of
packaging a Major Component, but which is not part of that Major
Component, and (b) serves only to enable use of the work with that
Major Component, or to implement a Standard Interface for which an
implementation is available to the public in source code form. A
"Major Component", in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However, it does not include the work's
System Libraries, or general-purpose tools or generally
available free
programs which are used unmodified in performing those activities but
which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,
such as by intimate data communication or control flow between those
subprograms and other parts of the work.

The Corresponding Source need not include anything that users
can regenerate automatically from other parts of the Corresponding
Source.

The Corresponding Source for a work in source code form is that
same work.

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section 10
makes it unnecessary.

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4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately
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You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the

terms of section 4, provided that you also meet all of these conditions:

a) The work must carry prominent notices stating that you modified it, and giving a relevant date.

b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".

c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.

d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product

(including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a

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"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying.

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1.92 netty 4.1.86.Final

1.92.1 Available under license :

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```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
 <modelVersion>4.0.0</modelVersion>

 <artifactId>jctools-core</artifactId>
 <groupId>org.jctools</groupId>
 <version>3.1.0</version>
 <name>Java Concurrency Tools Core Library</name>
 <description>Java Concurrency Tools Core Library</description>
 <packaging>bundle</packaging>

 <dependencies>
  <dependency>
   <groupId>org.hamcrest</groupId>
   <artifactId>hamcrest-all</artifactId>
   <version>${hamcrest.version}</version>
   <scope>test</scope>
  </dependency>

  <dependency>
   <groupId>junit</groupId>
   <artifactId>junit</artifactId>
   <version>${junit.version}</version>
   <scope>test</scope>
  </dependency>

  <dependency>
```

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  <groupId>com.google.guava</groupId>
  <artifactId>guava-testlib</artifactId>
  <version>${guava-testlib.version}</version>
  <scope>test</scope>
 </dependency>
</dependencies>
<build>
 <plugins>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-surefire-plugin</artifactId>
   <version>3.0.0-M3</version>
   <configuration>
    <includes>
     <include>*</include>
    </includes>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.felix</groupId>
   <artifactId>maven-bundle-plugin</artifactId>
   <version>4.2.1</version>
   <extensions>true</extensions>
   <configuration>
    <instructions>
     <Import-Package>sun.misc;resolution:=optional</Import-Package>
    </instructions>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-source-plugin</artifactId>
   <version>3.2.0</version>
   <executions>
    <execution>
     <id>attach-sources</id>
     <phase>verify</phase>
     <goals>
      <goal>jar-no-fork</goal>
     </goals>
    </execution>
   </executions>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-javadoc-plugin</artifactId>
   <version>3.1.1</version>
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```

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    <additionalOptions>
     <additionalOption>-Xdoclint:none</additionalOption>
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   </configuration>
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     <goals>
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  </plugin>
 </plugins>
</build>

<distributionManagement>
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  <id>bintray-jctools-jctools</id>
  <name>jctools-jctools</name>
  <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
 </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
 <license>
  <name>Apache
License, Version 2.0</name>
  <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
  <distribution>repo</distribution>
 </license>
</licenses>

<scm>
 <url>https://github.com/JCTools/JCTools</url>
 <connection>scm:git:https://github.com/JCTools/JCTools</connection>
 <tag>HEAD</tag>
</scm>

<developers>
 <developer>
  <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
```

```
  <url>https://github.com/mjpt777</url>
 </developer>
 <developer>
  <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
  <url>https://github.com/kay</url>
 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

<prerequisites>
 <maven>3.5.0</maven>
</prerequisites>

<properties>
 <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
 <java.version>1.6</java.version>
 <java.test.version>1.8</java.test.version>

 <maven.compiler.source>${java.version}</maven.compiler.source>
 <maven.compiler.target>${java.version}</maven.compiler.target>
 <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
 <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

 <hamcrest.version>1.3</hamcrest.version>
 <junit.version>4.12</junit.version>
 <guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>
```

Found
in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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```

Found in path(s):
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec-http2/native-image.properties
* /netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/native-image/io.netty/netty-transport/native-image.properties

* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties
* /netty-zip/netty/netty-buffer-4-1-86-final-jar/META-INF/native-image/io.netty/netty-buffer/native-image.properties
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/native-image/io.netty/netty-common/native-image.properties
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/native-image/io.netty/netty-codec/native-image.properties
*
/netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/native-image/io.netty/netty-handler/native-image.properties
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Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/maven/io.netty/netty-common/pom.xml
* /netty-zip/netty/netty-buffer-4-1-86-final-jar/META-INF/maven/io.netty/netty-buffer/pom.xml
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec/pom.xml
*
/netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport/pom.xml
* /netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/maven/io.netty/netty-handler/pom.xml
* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml
* /netty-zip/netty/netty-codec-socks-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-socks/pom.xml
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Manifest-Version: 1.0
Implementation-Title: Netty/Common
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.common
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.common

Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855137664
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.misc;resolution:=optional,com.oracle.svm.core.anno
tate;resolution:=optional,javax.security.cert;resolution:=optional,or
g.apache.commons.logging;resolution:=optional;version="[1.2,2)",org.a
pache.log4j;resolution:=optional;version="[2.17,3)",org.apache.loggin
g.log4j;resolution:=optional;version="[2.17,3)",org.apache.logging.lo
 g4j.message;resolution:=optional;version="[2.17,3)",org.apache.loggin
g.log4j.spi;resolution:=optional;version="[2.17,3)",org.slf4j;resolut
ion:=optional;version="[1.7,2)",org.slf4j.helpers;resolution:=optiona
l;version="[1.7,2)",org.slf4j.spi;resolution:=optional;version="[1.7,
2)",reactor.blockhound;resolution:=optional,reactor.blockhound.integr
ation;resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
DynamicImport-Package: *
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.util;uses:="io.netty.util.concurrent,io.netty
.util.internal";version="4.1.86",io.netty.util.collection;version="4.
1.86",io.netty.util.concurrent;uses:="io.netty.util.internal";version
="4.1.86",io.netty.util.internal;uses:="io.netty.util,io.netty.util.c
oncurrent,io.netty.util.internal.logging,javax.security.cert,reactor.
blockhound,reactor.blockhound.integration";version="4.1.86",io.netty.
util.internal.logging;version="4.1.86",io.netty.util.internal.svm;ver
 sion="4.1.86"
Bundle-Name: Netty/Common
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-common/

Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-INF/MANIFEST.MF
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Manifest-Version: 1.0
Implementation-Title: Netty/Buffer
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.buffer
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.buffer

Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855150807
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.buffer;uses:="io.netty.util";version="4.1.86"
,io.netty.buffer.search;uses:="io.netty.util";version="4.1.86"
Bundle-Name: Netty/Buffer
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-buffer/

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* /netty-zip/netty/netty-transport-classes-epoll-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml

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io.netty.util.internal.Hidden$NettyBlockHoundIntegration

Found in path(s):
* /netty-zip/netty/netty-common-4-1-86-final-jar/META-
INF/services/reactor.blockhound.integration.BlockHoundIntegration
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Manifest-Version: 1.0
Implementation-Title: Netty/Codec/HTTP
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.codec.http
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-http
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855212920
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optiona
l,com.jcraft.jzlib;resolution:=optional,io.netty.buffer;version="[4.1
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ipse.jetty.alpn;version="[1,2)";resolution:=optional

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.http;uses:="io.netty.buffer,io.
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tty.handler.stream,io.netty.util";version="4.1.86",io.netty.handler.c
odec.http.cookie;version="4.1.86",io.netty.handler.codec.http.cors;us
es:="io.netty.channel,io.netty.handler.codec.http";version="4.1.86",i
 o.netty.handler.codec.http.multipart;uses:="io.netty.buffer,io.netty.
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andler.stream,io.netty.util";version="4.1.86",io.netty.handler.codec.
http.websocketx;uses:="io.netty.buffer,io.netty.channel,io.netty.hand
ler.codec,io.netty.handler.codec.http,io.netty.handler.stream,io.nett
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ler.codec.http.websocketx.extensions;uses:="io.netty.channel,io.netty
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Bundle-Name:
 Netty/Codec/HTTP
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec-http/

Found in path(s):
* /netty-zip/netty/netty-codec-http-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Codec/Socks
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.codec.socks
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-socks
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851140833
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty

Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.handler.codec,io.netty.util;version="[4.1,5)"
,io.netty.util.internal;version="[4.1,5)",io.netty.util.internal.logg
ing;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jet
ty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;ve
 rsion="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.socks;uses:="io.netty.buffer,io
.netty.channel,io.netty.handler.codec";version="4.1.86",io.netty.hand
ler.codec.socksx;uses:="io.netty.buffer,io.netty.channel,io.netty.han
dler.codec,io.netty.handler.codec.socksx.v5";version="4.1.86",io.nett
y.handler.codec.socksx.v4;uses:="io.netty.buffer,io.netty.channel,io.
netty.handler.codec,io.netty.handler.codec.socksx";version="4.1.86",i
o.netty.handler.codec.socksx.v5;uses:="io.netty.buffer,io.netty.chann
el,io.netty.handler.codec,io.netty.handler.codec.socksx";version="4.1
.86"
Bundle-Name: Netty/Codec/Socks
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-codec-socks/

Found in path(s):
* /netty-zip/netty/netty-codec-socks-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.transport
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855167311
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.resolver;ve
rsion="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurr
ent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.net

ty.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opt
ional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.
eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.bootstrap;uses:="io.netty.channel,io.netty.re
solver,io.netty.util";version="4.1.86",io.netty.channel;uses:="io.net
ty.bootstrap,io.netty.buffer,io.netty.util,io.netty.util.concurrent";
version="4.1.86",io.netty.channel.embedded;uses:="io.netty.channel";v
ersion="4.1.86",io.netty.channel.group;uses:="io.netty.channel,io.net
ty.util.concurrent";version="4.1.86",io.netty.channel.internal;versio
n="4.1.86",io.netty.channel.local;uses:="io.netty.channel";version="4
.1.86",io.netty.channel.nio;uses:="io.netty.buffer,io.netty.channel,i
o.netty.util,io.netty.util.concurrent";version="4.1.86",io.netty.chan
nel.oio;uses:="io.netty.buffer,io.netty.channel";version="4.1.86",io.
netty.channel.pool;uses:="io.netty.bootstrap,io.netty.channel,io.nett
y.util.concurrent";version="4.1.86",io.netty.channel.socket;uses:="io
.netty.buffer,io.netty.channel,io.netty.util";version="4.1.86",io.net
ty.channel.socket.nio;uses:="io.netty.buffer,io.netty.channel,io.nett
y.channel.nio,io.netty.channel.socket";version="4.1.86",io.netty.chan
nel.socket.oio;uses:="io.netty.buffer,io.netty.channel,io.netty.chann
el.oio,io.netty.channel.socket";version="4.1.86"
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport/

Found in path(s):
* /netty-zip/netty/netty-transport-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.transport.epoll.linux.x86_64
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-epoll
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851257748
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project

Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Transport/Native/Epoll
Bundle-Version:
4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-transport-native-epoll/

Found in path(s):
* /netty-zip/netty/netty-transport-native-epoll-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Codec
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.codec
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855178734
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j;resolution:=optional,com.aa
yushatharva.brotli4j.decoder;resolution:=optional,com.aayushatharva.b
rotli4j.encoder;resolution:=optional,com.github.luben.zstd;version="[
1.5,2)";resolution:=optional,com.google.protobuf;version="[2.6,3)";re
solution:=optional,com.google.protobuf.nano;resolution:=optional,com.
jcraft.jzlib;resolution:=optional,com.ning.compress;version="[1.0,2)"
;resolution:=optional,com.ning.compress.lzf;version="[1.0,2)";resolut
ion:=optional,com.ning.compress.lzf.util;version="[1.0,2)";resolution
:=optional,io.netty.buffer;version="[4.1,5)",io.netty.channel;version
="[4.1,5)",io.netty.channel.socket;version="[4.1,5)",io.netty.util;ve
rsion="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.u
til.internal;version="[4.1,5)",io.netty.util.internal.logging;version
="[4.1,5)",lzma.sdk;resolution:=optional,lzma.sdk.lzma;resolution:=op
tional,net.jpountz.lz4;resolution:=optional,net.jpountz.xxhash;resolu
tion:=optional,org.jboss.marshalling;resolution:=optional,sun.nio.ch;
resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution
:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optiona

l
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package:
 io.netty.handler.codec;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.util";version="4.1.86",io.n
etty.handler.codec.base64;uses:="io.netty.buffer,io.netty.channel,io.
netty.handler.codec";version="4.1.86",io.netty.handler.codec.bytes;us
es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.compression;uses:="com.aayushatharva
.brotli4j.encoder,io.netty.buffer,io.netty.channel,io.netty.handler.c
odec,net.jpountz.lz4";version="4.1.86",io.netty.handler.codec.json;us
es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.marshalling;uses:="io.netty.buffer,i
o.netty.channel,io.netty.handler.codec,org.jboss.marshalling";version
="4.1.86",io.netty.handler.codec.protobuf;uses:="com.google.protobuf,
com.google.protobuf.nano,io.netty.buffer,io.netty.channel,io.netty.ha
ndler.codec";version="4.1.86",io.netty.handler.codec.serialization;us
 es:="io.netty.buffer,io.netty.channel,io.netty.handler.codec";version
="4.1.86",io.netty.handler.codec.string;uses:="io.netty.buffer,io.net
ty.channel,io.netty.handler.codec";version="4.1.86",io.netty.handler.
codec.xml;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.co
dec";version="4.1.86"
Bundle-Name: Netty/Codec
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec/

Found in path(s):
* /netty-zip/netty/netty-codec-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Classes/Epoll
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.transport.classes.epoll
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-classes-epoll
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851209269
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/

Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.channel.unix;version=
"[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.collection;ve
rsion="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.u
til.internal;version="[4.1,5)",io.netty.util.internal.logging;version
 ="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;vers
ion="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2
)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.epoll;uses:="io.netty.buffer,io.netty
.channel,io.netty.channel.socket,io.netty.channel.unix,io.netty.util,
io.netty.util.concurrent";version="4.1.86"
Bundle-Name: Netty/Transport/Classes/Epoll
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-transport-classes-epoll/

Found in path(s):
* /netty-zip/netty/netty-transport-classes-epoll-4-1-86-final-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /netty-zip/netty/netty-transport-native-epoll-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/maven/io.netty/netty-codec-http2/pom.xml
* /netty-zip/netty/netty-resolver-4-1-86-final-jar/META-INF/maven/io.netty/netty-resolver/pom.xml
*

/netty-zip/netty/netty-handler-proxy-4-1-86-final-jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Transport/Native/Unix/Common
Bundle-Description: Static library which contains common unix utilitie
s.
Automatic-Module-Name: io.netty.transport.unix.common
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport-native-unix-common
Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855190526
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel,io.
netty.channel.socket;version="[4.1,5)",io.netty.util;version="[4.1,5)
",io.netty.util.internal;version="[4.1,5)",sun.nio.ch;resolution:=opt
ional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.
eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool:
Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.channel.unix;uses:="io.netty.buffer,io.netty.
channel,io.netty.channel.socket,io.netty.util";version="4.1.86"
Bundle-Name: Netty/Transport/Native/Unix/Common
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport-native-unix-commo
n/

Found in path(s):
* /netty-zip/netty/netty-transport-native-unix-common-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Resolver
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.resolver
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver
Implementation-Version: 4.1.86.Final

Built-By: norman
Bnd-LastModified: 1670855159282
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.util;version="[4.1,5)",io.netty.util.concurre
nt;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.nett
y.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=opti
onal,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.e
clipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.resolver;uses:="io.netty.util.concurrent";ver
sion="4.1.86"
Bundle-Name: Netty/Resolver
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-resolver/

Found in path(s):
* /netty-zip/netty/netty-resolver-4-1-86-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Handler/Proxy
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.handler.proxy
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.handler-proxy
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851161046
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.channel;ver
sion="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",io.net
ty.handler.codec.http;version="[4.1,5)",io.netty.handler.codec.socksx
.v4;version="[4.1,5)",io.netty.handler.codec.socksx.v5;version="[4.1,
5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version=

"[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.inte
rnal.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.ec
lipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jett
y.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.proxy;uses:="io.netty.channel,io.nett
y.handler.codec.http,io.netty.util.concurrent";version="4.1.86"
Bundle-Name: Netty/Handler/Proxy
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-handler-proxy/

Found in path(s):
* /netty-zip/netty/netty-handler-proxy-4-1-86-final-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /netty-zip/netty/netty-transport-native-unix-common-4-1-86-final-jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml
No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Implementation-Title: Netty/Handler
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.handler
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.handler

Implementation-Version: 4.1.86.Final
Built-By: norman
Bnd-LastModified: 1670855199960
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.security.x509;resolution:=optional,org.eclipse.jet
ty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;ve
rsion="[1,2)";resolution:=optional,io.netty.buffer;version="[4.1,5)",
io.netty.channel;version="[4.1,5)",io.netty.channel.socket;version="[
4.1,5)",io.netty.channel.unix;version="[4.1,5)",io.netty.handler.code
 c;version="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",i
o.netty.internal.tcnative;version="[2.0,3)";resolution:=optional,io.n
etty.resolver;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.ne
tty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version=
"[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",javax.cryp
to,javax.crypto.spec,javax.net.ssl,javax.security.auth.x500,javax.sec
urity.cert,org.bouncycastle.asn1.pkcs;version="[1.69,2)";resolution:=
optional,org.bouncycastle.asn1.x500;version="[1.69,2)";resolution:=op
tional,org.bouncycastle.cert;version="[1.69,2)";resolution:=optional,
org.bouncycastle.cert.jcajce;version="[1.69,2)";resolution:=optional,
org.bouncycastle.jce.provider;version="[1.69,2)";resolution:=optional
,org.bouncycastle.openssl;version="[1.69,2)";resolution:=optional,org
.bouncycastle.openssl.jcajce;version="[1.69,2)";resolution:=optional,
org.bouncycastle.operator;version="[1.69,2)";resolution:=optional,org
 .bouncycastle.operator.jcajce;version="[1.69,2)";resolution:=optional
,org.bouncycastle.pkcs;version="[1.69,2)";resolution:=optional,org.co
nscrypt;version="[2.5,3)";resolution:=optional,sun.nio.ch;resolution:
=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.address;uses:="io.netty.channel,io.ne
tty.resolver";version="4.1.86",io.netty.handler.flow;uses:="io.netty.
channel";version="4.1.86",io.netty.handler.flush;uses:="io.netty.chan
nel";version="4.1.86",io.netty.handler.ipfilter;uses:="io.netty.chann
el";version="4.1.86",io.netty.handler.logging;uses:="io.netty.channel
,io.netty.util.internal.logging";version="4.1.86",io.netty.handler.pc
ap;uses:="io.netty.channel";version="4.1.86",io.netty.handler.ssl;use
s:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io.netty.
util,io.netty.util.concurrent,javax.crypto,javax.net.ssl";version="4.
 1.86",io.netty.handler.ssl.ocsp;uses:="io.netty.channel,io.netty.hand
ler.ssl";version="4.1.86",io.netty.handler.ssl.util;uses:="javax.net.
ssl,javax.security.auth.x500,javax.security.cert";version="4.1.86",io
.netty.handler.stream;uses:="io.netty.buffer,io.netty.channel";versio
n="4.1.86",io.netty.handler.timeout;uses:="io.netty.channel";version=
"4.1.86",io.netty.handler.traffic;uses:="io.netty.channel,io.netty.ut

il.concurrent";version="4.1.86"
Bundle-Name: Netty/Handler
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-handler/

Found in path(s):
* /netty-zip/netty/netty-handler-4-1-86-final-jar/META-INF/MANIFEST.MF
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Manifest-Version: 1.0
Implementation-Title: Netty/Codec/HTTP2
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for   rapid development of maintainable high perfo
rmance protocol servers and   clients.
Automatic-Module-Name: io.netty.codec.http2
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec-http2
Implementation-Version: 4.1.86.Final
Built-By: root
Bnd-LastModified: 1670851101053
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optiona
l,io.netty.buffer;version="[4.1,5)",io.netty.channel;version="[4.1,5)
",io.netty.channel.embedded;version="[4.1,5)",io.netty.handler.codec,
io.netty.handler.codec.base64;version="[4.1,5)",io.netty.handler.code
c.compression;version="[4.1,5)",io.netty.handler.codec.http;version="
 [4.1,5)",io.netty.handler.logging;version="[4.1,5)",io.netty.handler.
ssl;version="[4.1,5)",io.netty.handler.stream;version="[4.1,5)",io.ne
tty.util;version="[4.1,5)",io.netty.util.collection;version="[4.1,5)"
,io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;ve
rsion="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",java
x.net.ssl,sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;versi
on="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)
";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.handler.codec.http2;uses:="io.netty.buffer,io
.netty.channel,io.netty.channel.embedded,io.netty.handler.codec,io.ne
tty.handler.codec.compression,io.netty.handler.codec.http,io.netty.ha
ndler.logging,io.netty.handler.stream,io.netty.util,io.netty.util.col
lection,io.netty.util.concurrent";version="4.1.86"
Bundle-Name:

Netty/Codec/HTTP2
Bundle-Version: 4.1.86.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_352
Implementation-URL: https://netty.io/netty-codec-http2/

Found in path(s):
* /netty-zip/netty/netty-codec-http2-4-1-86-final-jar/META-INF/MANIFEST.MF

1.93 netty-transport-classes-epoll 4.1.90.Final

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* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
*
/netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/package-info.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/Epoll.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
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*/
/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */

Found in path(s):
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* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/SegmentedDatagramPacket.java
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*/
/**
   * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
   * Keys can only be set on, not read to prevent a potential leak, as they are confidential.

```
     * Allowing them being read would mean anyone with access to the channel could get them.

     */
    /**
     * Set the {@code TCP_QUICKACK} option on the socket.
     * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
     * for more details.
     */
```

Found in path(s):
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* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/LinuxSocket.java
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Found in path(s):
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
*
 /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollMode.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /netty-transport-classes-epoll-4-1-90-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
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* /netty-transport-classes-epoll-4-1-90-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml

1.94 sed 4.7-1

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1.95 cdebconf 0.260

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1.97 libcbor0 0.5.0+dfsg-2

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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
*
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
*
 /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
*
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
*
 /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/package-info.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
*
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*

```
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
```

```
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
```

```
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
```

```
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/
```

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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/Crc32c.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
*
 /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/Headers.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DefaultHeaders.java
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/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
 * The encoding and decoding algorithm in this class has been derived from
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java

* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
*
 /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
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* <p>
* The internal lookup tables in this class has been derived from
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*/
```

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* /netty-codec-4-1-89-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java

1.101 netty-resolver-dns-classes-macos 4.1.85.Final

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1.102 go-cache 2.1.0+incompatible

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1.103 lsb 11.1.0

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1.104 libassuan 2.5.3-7.1

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object
code for the work under the terms of Section 6.
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a) Accompany the
work with the complete corresponding
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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly
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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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1.107 jmespath-java 1.12.430

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1.108 cmd/test2json (devel)

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1.109 libgcrypt 1.8.7-6

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1.111 google-golang-org-genproto 0.0.0-20211221231510-d629cc9a93d5

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1.112 kotlin 1.8.10-release-430

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*/

```
package tasks

import groovy.util.Node
import groovy.xml.XmlParser
import org.gradle.api.DefaultTask
import org.gradle.api.file.RegularFileProperty
import org.gradle.api.provider.Property
import org.gradle.api.tasks.Input
import org.gradle.api.tasks.InputFile
import org.gradle.api.tasks.OutputFile
import org.gradle.api.tasks.TaskAction
import java.util.*

abstract class WriteCopyrightToFile : DefaultTask() {
  @InputFile
  val path = project.file("${project.rootDir}/.idea/copyright/apache.xml")

  @get:OutputFile
  abstract val outputFile: RegularFileProperty

  @get:Input
  val commented: Property<Boolean> = project.objects.property(Boolean::class.java).convention(true)

  @TaskAction
  fun write() {
     val file = outputFile.asFile.get()
     file.writeText(if
(commented.get()) readCopyrightCommented() else readCopyright())
  }

  private fun readCopyright(): String {
     assert(path.exists()) {
        "File $path with copyright not found"
     }
```

```
        val xmlParser = XmlParser()
        val node = xmlParser.parse(path)
        assert(node.attribute("name") == "CopyrightManager") {
            "Format changed occasionally?"
        }

        val copyrightBlock = node.children().filterIsInstance<Node>().single()
        val noticeNode = copyrightBlock.children().filterIsInstance<Node>().single { it.attribute("name") == "notice" }
        return noticeNode.attribute("value").toString().replace("&#36;today.year",
GregorianCalendar()[Calendar.YEAR].toString())
    }

    private fun readCopyrightCommented(): String {
        return "/*\n" + readCopyright().prependIndent(" * ") + "\n */"
    }
}
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https://github.com/square/okhttp/

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zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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From strings/apr_fnmatch.c, include/apr_fnmatch.h, misc/unix/getopt.c,
file_io/unix/mktemp.c, strings/apr_strings.c:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From strings/apr_snprintf.c:

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* cvt - IEEE floating point formatting routines.
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1.114 jackson-databind 2.14.2

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1.115 dynamodb 2.20.8

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1.117 aws-json-protocol 2.19.2

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1.118 aws-cbor-protocol 2.19.2

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1.119 netty-codec-xml 4.1.85.Final

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```

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```
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlElementStart.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlAttribute.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlEntityReference.java
*
 /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlCdata.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlDTD.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlDocumentEnd.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlComment.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlElement.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlNamespace.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlElementEnd.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlProcessingInstruction.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlSpace.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlDocumentStart.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlDecoder.java
*
 /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlContent.java
* /netty-codec-xml-4-1-85-final-sources-jar/io/netty/handler/codec/xml/XmlCharacters.java
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```
* /netty-codec-xml-4-1-85-final-sources-jar/META-INF/maven/io.netty/netty-codec-xml/pom.xml
```

1.120 animal-sniffer-annotation 1.19

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1.121 cmd/link (devel)

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* /link-zip/link/internal/ld/testdata/deadcode/ifacemethod3.go
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* /link-zip/link/internal/ld/testdata/issue39757/issue39757main.go
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* /link-zip/link/testdata/testHashedSyms/p.go
* /link-zip/link/internal/ld/outbuf_test.go
* /link-zip/link/internal/ld/testdata/deadcode/ifacemethod.go
* /link-zip/link/internal/ld/asmb.go
* /link-zip/link/testdata/testRO/x.go
* /link-zip/link/internal/ld/testdata/issue39256/x.s
* /link-zip/link/internal/benchmark/bench_test.go
* /link-zip/link/internal/ld/errors.go
* /link-zip/link/internal/ld/testdata/issue39256/x.go
* /link-zip/link/internal/ld/deadcode_test.go
* /link-zip/link/internal/ld/testdata/deadcode/ifacemethod2.go
* /link-zip/link/testdata/testIndexMismatch/a.go
* /link-zip/link/internal/ld/target.go
* /link-zip/link/internal/ld/outbuf_notdarwin.go
* /link-zip/link/internal/ld/testdata/issue38192/main.go
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Found in path(s):
* /link-zip/link/internal/dwtest/dwtest.go
* /link-zip/link/cgo_test.go
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Found in path(s):
* /link-zip/link/internal/loadxcoff/ldxcoff.go
* /link-zip/link/internal/wasm/asm.go
* /link-zip/link/internal/ld/testdata/issue10978/main.go
* /link-zip/link/internal/ld/ld_test.go
* /link-zip/link/internal/wasm/obj.go
* /link-zip/link/internal/ld/xcoff.go
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Found in path(s):
* /link-zip/link/internal/ld/deadcode.go
* /link-zip/link/internal/riscv64/l.go
* /link-zip/link/internal/ld/testdata/issue32233/lib/ObjC.m
* /link-zip/link/internal/ld/execarchive_noexec.go
* /link-zip/link/internal/ld/testdata/issue32233/lib/lib.go
* /link-zip/link/elf_test.go
* /link-zip/link/internal/ld/issue33808_test.go
* /link-zip/link/internal/loader/loader_test.go
* /link-zip/link/internal/ld/elf_test.go
* /link-zip/link/internal/ld/testdata/issue32233/main/main.go
* /link-zip/link/internal/riscv64/obj.go
* /link-zip/link/internal/sym/compilation_unit.go
* /link-zip/link/internal/ld/dwarf.go
* /link-zip/link/internal/ld/outbuf_windows.go
* /link-zip/link/internal/riscv64/asm.go
* /link-zip/link/internal/loader/loader.go
* /link-zip/link/internal/ld/execarchive.go
* /link-zip/link/internal/ld/outbuf_mmap.go
* /link-zip/link/internal/ld/outbuf_nommap.go
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/*
Derived from Plan 9 from User Space's src/libmach/elf.h, elf.c
https://github.com/9fans/plan9port/tree/master/src/libmach/

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Found in path(s):
* /link-zip/link/internal/loadpe/ldpe.go
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Found in path(s):
* /link-zip/link/main.go
* /link-zip/link/internal/ld/util.go
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Found in path(s):
* /link-zip/link/internal/ld/testdata/stackcheck/main.go
* /link-zip/link/internal/ld/stackcheck.go
* /link-zip/link/internal/ld/stackcheck_test.go
* /link-zip/link/internal/ld/testdata/stackcheck/main.s
* /link-zip/link/internal/loong64/obj.go
* /link-zip/link/internal/loong64/l.go
* /link-zip/link/internal/loong64/asm.go
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/*
* Derived from:
* $FreeBSD: src/sys/sys/elf32.h,v 1.8.14.1 2005/12/30 22:13:58 marcel Exp $
* $FreeBSD: src/sys/sys/elf64.h,v 1.10.14.1 2005/12/30 22:13:58 marcel Exp $
* $FreeBSD: src/sys/sys/elf_common.h,v 1.15.8.1 2005/12/30 22:13:58 marcel Exp $
* $FreeBSD: src/sys/alpha/include/elf.h,v 1.14 2003/09/25 01:10:22 peter Exp $
* $FreeBSD: src/sys/amd64/include/elf.h,v 1.18 2004/08/03 08:21:48 dfr Exp $
* $FreeBSD: src/sys/arm/include/elf.h,v 1.5.2.1 2006/06/30 21:42:52 cognet Exp $
* $FreeBSD: src/sys/i386/include/elf.h,v 1.16 2004/08/02 19:12:17 dfr Exp $
* $FreeBSD: src/sys/powerpc/include/elf.h,v 1.7 2004/11/02 09:47:01 ssouhlal Exp $
* $FreeBSD: src/sys/sparc64/include/elf.h,v 1.12 2003/09/25 01:10:26 peter Exp $
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*
*/

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* /link-zip/link/internal/ld/elf.go

1.122 jctools-core 3.1.0

1.122.1 Available under license :

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<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
<modelVersion>4.0.0</modelVersion>

<artifactId>jctools-core</artifactId>
<groupId>org.jctools</groupId>
<version>3.1.0</version>
<name>Java Concurrency Tools Core Library</name>
<description>Java Concurrency Tools Core Library</description>
<packaging>bundle</packaging>

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<dependencies>
 <dependency>
  <groupId>org.hamcrest</groupId>
  <artifactId>hamcrest-all</artifactId>
  <version>${hamcrest.version}</version>
  <scope>test</scope>
 </dependency>

 <dependency>
  <groupId>junit</groupId>
  <artifactId>junit</artifactId>
  <version>${junit.version}</version>
  <scope>test</scope>
 </dependency>

 <dependency>
  <groupId>com.google.guava</groupId>
  <artifactId>guava-testlib</artifactId>
  <version>${guava-testlib.version}</version>
  <scope>test</scope>
 </dependency>
</dependencies>
<build>
 <plugins>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-surefire-plugin</artifactId>
   <version>3.0.0-M3</version>
   <configuration>
    <includes>
     <include>*</include>
    </includes>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.felix</groupId>
   <artifactId>maven-bundle-plugin</artifactId>
   <version>4.2.1</version>
   <extensions>true</extensions>
   <configuration>
    <instructions>
     <Import-Package>sun.misc;resolution:=optional</Import-Package>
    </instructions>
   </configuration>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-source-plugin</artifactId>
```

```
  <version>3.2.0</version>
  <executions>
   <execution>
    <id>attach-sources</id>
    <phase>verify</phase>
    <goals>
     <goal>jar-no-fork</goal>
    </goals>
   </execution>
  </executions>
 </plugin>
 <plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <version>3.1.1</version>
  <configuration>
   <additionalOptions>
    <additionalOption>-Xdoclint:none</additionalOption>
   </additionalOptions>
   <source>8</source>
  </configuration>
  <executions>
   <execution>
    <id>attach-javadocs</id>
    <goals>
     <goal>jar</goal>
    </goals>
   </execution>
  </executions>
 </plugin>
</plugins>
</build>

<distributionManagement>
 <repository>
  <id>bintray-jctools-jctools</id>
  <name>jctools-jctools</name>
  <url>https://api.bintray.com/maven/jctools/jctools/jctools-core/;publish=1</url>
 </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

<licenses>
 <license>
  <name>Apache
```

```
License, Version 2.0</name>
  <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
  <distribution>repo</distribution>
 </license>
</licenses>

<scm>
 <url>https://github.com/JCTools/JCTools</url>
 <connection>scm:git:https://github.com/JCTools/JCTools</connection>
 <tag>HEAD</tag>
</scm>

<developers>
 <developer>
  <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
  <url>https://github.com/mjpt777</url>
 </developer>
 <developer>
  <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
  <url>https://github.com/kay</url>
 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

<prerequisites>
 <maven>3.5.0</maven>
</prerequisites>

<properties>
 <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
 <java.version>1.6</java.version>
 <java.test.version>1.8</java.test.version>

 <maven.compiler.source>${java.version}</maven.compiler.source>
 <maven.compiler.target>${java.version}</maven.compiler.target>
 <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
 <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

 <hamcrest.version>1.3</hamcrest.version>
 <junit.version>4.12</junit.version>
 <guava-testlib.version>21.0</guava-testlib.version>
</properties>
```

</project>

Found
in path(s):
* /jctools-core-3-1-0-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
No license file was found, but licenses were detected in source scan.

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*/

Found in path(s):
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Ordering.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpmcAtomicArrayQueue.java
*
/jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscLinkedQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Preference.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MessagePassingQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SupportsIterator.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscGrowableArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
*
/jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpmcArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/AbstractEntry.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddChunk.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscChunkedArrayQueue.java

* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeLongArrayAccess.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscBlockingConsumerArrayQueue.java
*
/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseMpscLinkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingHashMap.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingIdentityHashMap.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseLinkedQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/InternalAPI.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingHashSet.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/Pow2.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscChunkedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/ConcurrentAutoTable.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscUnboundedXaddChunk.java
*
/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/LinkedQueueNode.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscUnboundedArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/PortableJvmInfo.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/ConcurrentCircularArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/maps/NonBlockingSetInt.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SequencedAtomicReferenceArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscLinkedQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeRefArrayAccess.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscCompoundQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscChunkedArrayQueue.java
*
/jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/QueueFactory.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/UnsafeAccess.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/MpscUnboundedArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/IndexedQueueSizeUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/SpscGrowableArrayQueue.java
* /jctools-core-3-1-0-sources-jar/org/jctools/util/RangeUtil.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/package-info.java
* /jctools-core-3-1-0-sources-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java

1.123 netty-transport 4.1.90.Final

1.123.1 Available under license :

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```

Found in path(s):

* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/socket/DuplexChannel.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
*
/netty-transport-4-1-90-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/SelectStrategy.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java

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 ~
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-->

Found in path(s):
* /netty-transport-4-1-90-final-sources-jar/META-INF/maven/io.netty/netty-transport/pom.xml
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*/

Found in path(s):
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ServerChannelRecvByteBufAllocator.java
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*/

Found in path(s):

* /netty-transport-4-1-90-final-sources-jar/io/netty/bootstrap/package-info.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ChannelConfig.java
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* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ChannelPromiseNotifier.java
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* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
*
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its subtypes:
*
* {@link
 ChannelInboundHandler} to handle inbound I/O events, and
* {@link ChannelOutboundHandler} to handle outbound I/O operations.
*
*
*

```
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
```

```
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
```

```
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/

Found in path(s):
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/ChannelHandler.java
```

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Found in path(s):
* /netty-transport-4-1-90-final-sources-jar/io/netty/channel/DefaultChannelHandlerContext.java

1.124 libmpfr6 4.1.0-3

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1.126 slf4j 2.0.7

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1.129 golang-genproto 0.0.0-20211221231510-d629cc9a93d5

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1.130 libkcrypto 1.18.3-6+deb11u3

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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c

lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
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lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
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lib/libgss/g_dup_name.c
lib/libgss/g_exp_sec_context.c
lib/libgss/g_export_name.c
lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
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lib/libgss/g_inquire_context.c
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lib/libgss/g_inquire_names.c
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lib/libgss/g_rel_cred.c
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lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c

lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
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lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
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lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
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lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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1.134 openssh-client 8.4p1-5+deb11u1

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```
* @version 3.0 (December 2000)
*
* Optimised ANSI C code for the Rijndael cipher (now AES)
*
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
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1.135 protobuf-java-util 3.15.6

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* /guava-31-1-android-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/ParametricNullness.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/graph/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
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* /guava-31-1-android-sources-1-jar/com/google/common/cache/ParametricNullness.java

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* /guava-31-1-android-sources-1-jar/com/google/common/net/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/html/ParametricNullness.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/ParametricNullness.java
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* /guava-31-1-android-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java
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 /guava-31-1-android-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-31-1-android-sources-1-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-31-1-android-sources-1-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/AppendableWriter.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/CharEscaper.java
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* /guava-31-1-android-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/SortedIterables.java
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* /guava-31-1-android-sources-1-jar/com/google/common/graph/IncidentEdgeSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CompactHashing.java
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* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/MoreObjects.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/Quantiles.java
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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/Traverser.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/BaseGraph.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/ObjectCountLinkedHashMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ObjectCountHashMap.java
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* /guava-31-1-android-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
/guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
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*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.
*/

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* /guava-31-1-android-sources-1-jar/com/google/common/primitives/IntsMethodsForWeb.java
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*/
/**

* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-31-1-android-sources-1-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

Found in path(s):
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Striped.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingObject.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EnumBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingMap.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingCollection.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CompoundOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableList.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/HashMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java

*
/guava-31-1-android-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Iterables.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/HashMultimap.java
*
/guava-31-1-android-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/BiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/package-info.java
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/guava-31-1-android-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
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 /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
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* /guava-31-1-android-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/StandardValueGraph.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/EndpointPair.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java

* /guava-31-1-android-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
*
 /guava-31-1-android-sources-1-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-31-1-android-sources-1-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-31-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain

* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Partially.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/Graph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/Network.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-1-android-sources-1-jar/com/google/common/graph/ImmutableGraph.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Range.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/StandardTable.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Platform.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableEntry.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Tables.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Serialization.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/collect/CollectPreconditions.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-31-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/ShortsMethodsForWeb.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ObjectArrays.java
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*/
```

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*/
/**
  * Not supported. You are attempting to create a map that may contain a non-{@code Comparable}
  * key. Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated Pass a key of type {@code Comparable}
 to use {@link
  *   ImmutableSortedMap#of(Comparable, Object)}.
  */

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* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */

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* /guava-31-1-android-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
*

/guava-31-1-android-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/DescendingImmutableSortedSet.java
*
/guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingDeque.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TransformedIterator.java
*
/guava-31-1-android-sources-1-jar/com/google/common/collect/TransformedListIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Cut.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteProcessor.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/LocalCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Platform.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/HostSpecifier.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/CacheBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/Escapers.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/UrlEscapers.java
* /guava-31-1-android-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /guava-31-1-android-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-31-1-android-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
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* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Throwables.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
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* /guava-31-1-android-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Function.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/EventBus.java

* /guava-31-1-android-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
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 /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/Flushables.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteStreams.java
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* /guava-31-1-android-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EnumMultiset.java
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* /guava-31-1-android-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Interners.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-1-android-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/CharStreams.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/base/Functions.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
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* /guava-31-1-android-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-31-1-android-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Converter.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Floats.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Joiner.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
*

/guava-31-1-android-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-31-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/Booleans.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
*
/guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ComputationException.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableTable.java
*
/guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
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* /guava-31-1-android-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/LongAdder.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/Striped64.java
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* /guava-31-1-android-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/package-info.java
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 /guava-31-1-android-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/ClassPath.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/CharSource.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/SipHashFunction.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/Invokable.java
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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
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 /guava-31-1-android-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-1-android-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
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* /guava-31-1-android-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/LinearTransformation.java
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* /guava-31-1-android-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
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/guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Optional.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/Weigher.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/TypeParameter.java
*
/guava-31-1-android-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/HashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
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/guava-31-1-android-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Hasher.java

* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/Cache.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/CacheStats.java
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* /guava-31-1-android-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Enums.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/Queues.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/LongMath.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Funnels.java
*
 /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-31-1-android-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Absent.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-31-1-android-sources-1-jar/com/google/common/math/IntMath.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-31-1-android-sources-1-jar/com/google/common/reflect/Types.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Present.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
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/guava-31-1-android-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
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* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-1-android-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Atomics.java
*
/guava-31-1-android-sources-1-jar/com/google/common/base/Strings.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-31-1-android-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-1-android-sources-1-jar/com/google/common/net/package-info.java
* /guava-31-1-android-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-31-1-android-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
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* /guava-31-1-android-sources-1-jar/com/google/common/base/NullnessCasts.java

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From strings/apr_strnatcmp.c, include/apr_strings.h:

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* /gson-2-10-sources-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-10-sources-jar/com/google/gson/annotations/Expose.java
*
 /gson-2-10-sources-jar/com/google/gson/internal/ObjectConstructor.java
* /gson-2-10-sources-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java

* /gson-2-10-sources-jar/com/google/gson/annotations/Until.java
* /gson-2-10-sources-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-10-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-10-sources-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-10-sources-jar/com/google/gson/JsonElement.java
* /gson-2-10-sources-jar/com/google/gson/JsonPrimitive.java
* /gson-2-10-sources-jar/com/google/gson/JsonSerializer.java
* /gson-2-10-sources-jar/com/google/gson/InstanceCreator.java
* /gson-2-10-sources-jar/com/google/gson/internal/Excluder.java
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* /gson-2-10-sources-jar/com/google/gson/JsonIOException.java
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*
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* /gson-2-10-sources-jar/com/google/gson/JsonParseException.java
* /gson-2-10-sources-jar/com/google/gson/annotations/SerializedName.java
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* /gson-2-10-sources-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-10-sources-jar/com/google/gson/TypeAdapter.java
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1.141 libc 2.31-13+deb11u6

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procfs provides functions to retrieve system, kernel and process
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and `show c' should show the appropriate
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Ty Coon, President of Vice

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Send patches to sysvinit-devel@nongnu.org

1.147 kotlin-scripting-compiler-embeddable 1.7.10

1.147.1 Available under license :

Apache-2.0

1.148 netty-codec-dns 4.1.85.Final

1.148.1 Available under license :

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* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsResponseDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsQueryEncoder.java
*
 /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/TcpDnsResponseDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsCodecUtil.java
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* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsOptEcsRecord.java
*
 /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsPtrRecord.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsPtrRecord.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsOptPseudoRecord.java
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* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/TcpDnsQueryDecoder.java
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* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsQuery.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsQuestion.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java
*
 /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsRawRecord.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsResponse.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponse.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsResponseCode.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsMessage.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsQuery.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsQuestion.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsRecordType.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsResponse.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsRecord.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryEncoder.java
*
 /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRecordDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsRecordDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsOpCode.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQuery.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseEncoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsRecord.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseDecoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsSection.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsMessageUtil.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsRecordEncoder.java
*
 /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/package-info.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRecordEncoder.java
* /netty-codec-dns-4-1-85-final-sources-jar/io/netty/handler/codec/dns/DnsMessage.java
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* /netty-codec-dns-4-1-85-final-sources-jar/META-INF/maven/io.netty/netty-codec-dns/pom.xml

1.149 zlib1g 1.2.11.dfsg-2+deb11u2

1.149.1 Available under license :

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/* gun.c -- simple gunzip to give an example of the use of inflateBack()
* Copyright (C) 2003, 2005, 2008, 2010, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
  Version 1.7 12 August 2012 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gun.c
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/* gzwrite.c -- zlib functions for writing gzip files
* Copyright (C) 2004-2017 Mark Adler
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*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzwrite.c
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/* inffast.h -- header to use inffast.c
* Copyright (C) 1995-2003, 2010 Mark Adler
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*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zlib_how.html
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/* unzip.c -- IO for uncompress .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

        Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

        Modifications of Unzip for Zip64
        Copyright (C) 2007-2008 Even Rouault

        Modifications for Zip64 support on both zip and unzip
        Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

        For more info read MiniZip_info.txt

Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of
compatibility with older software. The following is from the original crypt.c.
Code woven in by Terry Thorsen 1/2003.

Copyright (c) 1990-2000 Info-ZIP. All rights reserved.

See the accompanying
file LICENSE, version 2000-Apr-09 or later
(the contents of which are also included in zip.h) for terms of use.
If, for some reason, all these files are missing, the Info-ZIP license
also may be found at: ftp://ftp.info-zip.org/pub/infozip/license.html

      crypt.c (full version) by Info-ZIP.   Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the
non-echoing password parts) were originally written in Europe. The
whole source package can be freely distributed, including from the USA.
(Prior to January 2000, re-export from the US was a violation of US law.)

      This encryption code is a direct transcription of the algorithm from
Roger Schlafly, described by Phil Katz in the file appnote.txt. This
file (appnote.txt) is distributed with the PKZIP program (even in the
version without encryption capabilities).

       Changes in unzip.c

      2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos

2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
2007-2008 - Even Rouault - Remove old C style function prototypes
2007-2008 - Even Rouault - Add unzip support for ZIP64

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Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G
should only read the compressed/uncompressed size from the Zip64 format if
the size from normal header was 0xFFFFFFFF
Oct-2009 - Mathias Svensson - Applied some bug fixes from paches recived from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression mathod
BZIP2 (bzip2 lib is required)
Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

Copyright (C) 1998 - 2010 Gilles Vollant, Even Rouault, Mathias Svensson

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.c
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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.3
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/* inflate.c -- zlib decompression
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*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.c
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/* infback.c -- inflate using a call-back interface
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h

*/

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infback.c
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/* gzlog.h
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 version 2.2, 14 Aug 2012

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 Mark Adler   madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.h
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/* uncompr.c -- decompress a memory buffer
* Copyright (C) 1995-2003, 2010, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
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/* inflate.h -- internal inflate state definition
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* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.h
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/* zip.h -- IO on .zip files using zlib
Version 1.1, February 14h, 2010
part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

Modifications for Zip64 support
Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

For more info read MiniZip_info.txt

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Changes

See header of zip.h

*/

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```
/*
* gzlog.c
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* version 2.2, 14 Aug 2012
*/
```

Found in path(s):
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```
/* gzjoin -- command to join gzip files into one gzip file

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 version 1.2, 14 Aug 2012

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 Mark Adler    madler@alumni.caltech.edu
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzjoin.c
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ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.11 is a general purpose data compression library. All the code is
thread safe. The data format used by the zlib library is described by RFCs
(Request for Comments) 1950 to 1952 in the files
http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and
rfc1952 (gzip format).

All functions of the compression library are documented in the file zlib.h
(volunteer to write man pages welcome, contact zlib@gzip.org). A usage example
of the library is given in the file test/example.c which also tests that
the library is working correctly. Another example is given in the file
test/minigzip.c. The compression library itself is composed of all source
files in the root directory.

To compile all files and run the test program, follow the instructions given at
the top of Makefile.in. In short "./configure; make test", and if that goes
well, "make install" should work
for most flavors of Unix. For Windows, use
one of the special makefiles in win32/ or contrib/vstudio/ . For VMS, use
make_vms.com.

Questions about zlib should be sent to <zlib@gzip.org>, or to Gilles Vollant
<info@winimage.com> for the Windows DLL version. The zlib home page is
http://zlib.net/ . Before reporting a problem, please check this site to
verify that you have the latest version of zlib; otherwise get the latest
version and check whether the problem still exists or not.

PLEASE read the zlib FAQ http://zlib.net/zlib_faq.html before asking for help.

Mark Nelson <markn@ieee.org> wrote an article about zlib for the Jan. 1997
issue of Dr. Dobb's Journal; a copy of the article is available at
http://marknelson.us/1997/01/01/zlib-engine/ .

The changes made in version 1.2.11 are documented in the file ChangeLog.

Unsupported third party contributions are provided in directory contrib/ .

zlib is available in Java using the java.util.zip package, documented at
http://java.sun.com/developer/technicalArticles/Programming/compression/
.

A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available
at CPAN (Comprehensive Perl Archive Network) sites, including
http://search.cpan.org/~pmqs/IO-Compress-Zlib/ .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is
available in Python 1.5 and later versions, see
http://docs.python.org/library/zlib.html .

zlib is built into tcl: http://wiki.tcl.tk/4610 .

An experimental package to read and write files in .zip format, written on top
of zlib by Gilles Vollant <info@winimage.com>, is available in the
contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL_FAQ.txt

- For 64-bit Irix, deflate.c must be compiled without any optimization. With
 -O, one libpng test fails. The test works in 32 bit mode (with the -n32
 compiler flag). The compiler bug has been reported to SGI.

- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under
 OSF/1 2.1 it works
 when compiled with cc.

- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is
 necessary to get gzprintf working correctly. This is done by configure.

- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with
 other compilers. Use "make test" to check your compiler.

- gzdopen is not supported on RISCOS or BEOS.

- For PalmOs, see http://palmzlib.sourceforge.net/

Acknowledgments:

 The deflate format used by zlib was defined by Phil Katz. The deflate and
 zlib specifications were written by L. Peter Deutsch. Thanks to all the
 people who reported problems and suggested various improvements in zlib; they
 are too numerous to cite here.

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* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/README
No license file was found, but licenses were detected in source scan.

/* fitblk.c: example of fitting compressed output to a specified size
Not copyrighted -- provided to the public domain
Version 1.1 25 November 2004 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/fitblk.c
No license file was found, but licenses were detected in source scan.

/* gzread.c -- zlib functions for reading gzip files
* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzread.c
No license file was found, but licenses were detected in source scan.

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.h
No license file was found, but licenses were detected in source scan.

/* inftrees.h -- header to use inftrees.c
* Copyright (C) 1995-2005, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.h
No license file was found, but licenses were detected in source scan.

/* deflate.c -- compress data using the deflation algorithm
* Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.c
No license file was found, but licenses were detected in source scan.

/* deflate.h -- internal compression state
* Copyright (C) 1995-2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):

* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.h
No license file was found, but licenses were detected in source scan.

/* zconf.h -- configuration of the zlib compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.in
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.cmakein
No license file was found, but licenses were detected in source scan.

/* minigzip.c -- simulate gzip using the zlib compression library
* Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/minigzip.c
No license file was found, but licenses were detected in source scan.

/* gzlib.c -- zlib functions common to reading and writing gzip files
* Copyright (C) 2004-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzlib.c
No license file was found, but licenses were detected in source scan.

/* inftrees.c -- generate Huffman trees for efficient decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.c
No license file was found, but licenses were detected in source scan.

/* infcover.c -- test zlib's inflate routines with full code coverage
* Copyright (C) 2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/infcover.c

No license file was found, but licenses were detected in source scan.

/* zutil.c -- target dependent utility functions for the compression library
* Copyright (C) 1995-2017 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.c
No license file was found, but licenses were detected in source scan.

/* example.c -- usage example of the zlib compression library
* Copyright (C) 1995-2006, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/example.c
No license file was found, but licenses were detected in source scan.

/*
Additional tools for Minizip
Code: Xavier Roche '2004
License: Same as ZLIB (www.gzip.org)
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.h
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.c
No license file was found, but licenses were detected in source scan.

/* trees.c -- output deflated data using Huffman coding
* Copyright (C) 1995-2017 Jean-loup Gailly
* detect_data_type() function provided freely by Cosmin Truta, 2006
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/trees.c
No license file was found, but licenses were detected in source scan.

MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction

MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant (http://www.winimage.com/zLibDll/minizip.html)

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0.

All possible work was done for compatibility.

Background

When adding ZIP64 support Mathias Svensson found that Even Rouault have added ZIP64
support for unzip.c into minizip for a open source project called gdal (http://www.gdal.org/)

That was used as a starting point. And after that ZIP64 support was added to zip.c
some refactoring and code cleanup was also done.

Changed from MiniZip 1.0 to MiniZip 1.1
---
* Added ZIP64 support for unzip (by Even Rouault)
* Added ZIP64 support for zip (by Mathias Svensson
)
* Reverted some changed that Even Rouault did.
* Bunch of patches received from Gulles Vollant that he received for MiniZip from various users.
* Added unzip patch for BZIP Compression method (patch create by Daniel Borca)
* Added BZIP Compress method for zip
* Did some refactoring and code cleanup

Credits

Gilles Vollant - Original MiniZip author
Even Rouault - ZIP64 unzip Support
Daniel Borca - BZip Compression method support in unzip
Mathias Svensson - ZIP64 zip support
Mathias Svensson - BZip Compression method support in zip

Resources

ZipLayout http://result42.com/projects/ZipFileLayout
Command line tool for Windows that shows the layout and information of the headers in a zip archive.
Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note http://www.pkware.com/documents/casestudies/APPNOTE.TXT
Zip File specification

Notes.
* To be able to use BZip compression method in
 zip64.c or unzip64.c the BZIP2 lib is needed and HAVE_BZIP2 need to be defined.

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not be removed or altered from any source distribution.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/MiniZip64_info.txt
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Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/os2/Makefile.os2
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.dj2
No license file was found, but licenses were detected in source scan.

/* compress.c -- compress a memory buffer
* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/compress.c
No license file was found, but licenses were detected in source scan.

/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzclose.c
No license file was found, but licenses were detected in source scan.

/* unzip.h -- IO for uncompress .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

        Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

        Modifications of Unzip for Zip64
        Copyright (C) 2007-2008 Even Rouault

        Modifications for Zip64 support on both zip and unzip
        Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

        For more info read MiniZip_info.txt

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      Changes

      See header of unzip64.c

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.h
No license file was found, but licenses were detected in source scan.

/* zran.c -- example of zlib/gzip stream indexing and random access
* Copyright (C) 2005, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
  Version 1.1 29 Sep 2012 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zran.c
No license file was found, but licenses were detected in source scan.

/* inffast.c -- fast decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.c
No license file was found, but licenses were detected in source scan.

/* crc32.c -- compute the CRC-32 of a data stream
* Copyright (C) 1995-2006, 2010, 2011, 2012, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*
* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
* tables for updating the shift register in one step with three exclusive-ors
* instead of four steps with four exclusive-ors. This results in about a
* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/crc32.c
No license file was found, but licenses were detected in source scan.

/* adler32.c -- compute the Adler-32 checksum of a data stream
* Copyright (C) 1995-2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/adler32.c
No license file was found, but licenses were detected in source scan.

/* zutil.h -- internal interface and configuration of the compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler

* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.h
No license file was found, but licenses were detected in source scan.

/* gzguts.h -- zlib internal header definitions for gz* operations
* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzguts.h
No license file was found, but licenses were detected in source scan.

/* zpipe.c: example of proper use of zlib's inflate() and deflate()
  Not copyrighted -- provided to the public domain
  Version 1.4 11 December 2005 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zpipe.c
No license file was found, but licenses were detected in source scan.

/* gzappend -- command to append to a gzip file

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 version 1.2, 11 Oct 2012

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 removed or altered from any source distribution.

 Mark Adler   madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzappend.c
No license file was found, but licenses were detected in source scan.

Frequently Asked Questions about zlib

If your question is not there, please check the zlib home page
http://zlib.net/ which may have more recent information.
The lastest zlib FAQ is at http://zlib.net/zlib_faq.html

1. Is zlib Y2K-compliant?

Yes. zlib doesn't handle dates.

2. Where can I get a Windows DLL version?

The zlib sources can be compiled without change to produce a DLL. See the file win32/DLL_FAQ.txt in the zlib distribution. Pointers to the precompiled DLL are found in the zlib web site at http://zlib.net/ .

3. Where can I get a Visual Basic interface to zlib?

See
* http://marknelson.us/1997/01/01/zlib-engine/
* win32/DLL_FAQ.txt in the zlib distribution

4. compress() returns Z_BUF_ERROR.

Make sure that before the call of compress(), the length of the compressed buffer is equal to the available size of the compressed buffer and not zero. For Visual
Basic, check that this parameter is passed by reference ("as any"), not by value ("as long").

5. deflate() or inflate() returns Z_BUF_ERROR.

Before making the call, make sure that avail_in and avail_out are not zero. When setting the parameter flush equal to Z_FINISH, also make sure that avail_out is big enough to allow processing all pending input. Note that a Z_BUF_ERROR is not fatal--another call to deflate() or inflate() can be made with more input or output space. A Z_BUF_ERROR may in fact be unavoidable depending on how the functions are used, since it is not possible to tell whether or not there is more output pending when strm.avail_out returns with zero. See http://zlib.net/zlib_how.html for a heavily annotated example.

6. Where's the zlib documentation (man pages, etc.)?

It's in zlib.h . Examples of zlib usage are in the files test/example.c and test/minigzip.c, with more in examples/ .

7. Why don't you use GNU autoconf or libtool or ...?

Because we would like to keep zlib as a very small and simple package. zlib is rather portable and doesn't need much configuration.

8. I found a bug in zlib.

Most of the time, such problems are due to an incorrect usage of zlib. Please try to reproduce the problem with a small program and send the corresponding source to us at zlib@gzip.org . Do not send multi-megabyte data files without prior agreement.

9. Why do I get "undefined reference to gzputc"?

If "make test" produces something like

example.o(.text+0x154): undefined reference to `gzputc'

check that you don't have old files libz.* in /usr/lib, /usr/local/lib or /usr/X11R6/lib. Remove any old versions, then do "make install".

10. I need a Delphi interface to zlib.

See the contrib/delphi directory in the zlib distribution.

11. Can zlib handle .zip archives?

Not by itself, no. See the directory contrib/minizip in the zlib distribution.

12. Can zlib handle .Z files?

No, sorry. You have to spawn an uncompress or gunzip subprocess, or adapt the code of uncompress on your own.

13. How can I make a Unix shared library?

By default a shared (and a static) library is built for Unix. So:

make distclean

./configure
make

14. How do I install a shared zlib library on Unix?

After the above, then:

make install

However, many flavors of Unix come with a shared zlib already installed. Before going to the trouble of compiling a shared version of zlib and trying to install it, you may want to check if it's already there! If you can #include <zlib.h>, it's there. The -lz option will probably link to it. You can check the version at the top of zlib.h or with the ZLIB_VERSION symbol defined in zlib.h .

15. I have a question about OttoPDF.

We are not the authors of OttoPDF. The real author is on the OttoPDF web site: Joel Hainley, jhainley@myndkryme.com.

16.
Can zlib decode Flate data in an Adobe PDF file?

Yes. See http://www.pdflib.com/ . To modify PDF forms, see http://sourceforge.net/projects/acroformtool/ .

17. Why am I getting this "register_frame_info not found" error on Solaris?

After installing zlib 1.1.4 on Solaris 2.6, running applications using zlib generates an error such as:

ld.so.1: rpm: fatal: relocation error: file /usr/local/lib/libz.so: symbol __register_frame_info: referenced symbol not found

The symbol __register_frame_info is not part of zlib, it is generated by the C compiler (cc or gcc). You must recompile applications using zlib which have this problem. This problem is specific to Solaris. See http://www.sunfreeware.com for Solaris versions of zlib and applications using zlib.

18. Why does gzip give an error on a file I make with compress/deflate?

The compress and deflate functions produce data in the zlib format, which is different and incompatible
with the gzip format. The gz* functions in
zlib on the other hand use the gzip format. Both the zlib and gzip formats use the same compressed data format internally, but have different headers

and trailers around the compressed data.

19. Ok, so why are there two different formats?

The gzip format was designed to retain the directory information about a single file, such as the name and last modification date. The zlib format on the other hand was designed for in-memory and communication channel applications, and has a much more compact header and trailer and uses a faster integrity check than gzip.

20. Well that's nice, but how do I make a gzip file in memory?

You can request that deflate write the gzip format instead of the zlib format using deflateInit2(). You can also request that inflate decode the gzip format using inflateInit2(). Read zlib.h for more details.

21. Is zlib thread-safe?

Yes. However any library routines
that zlib uses and any application-
provided memory allocation routines must also be thread-safe. zlib's gz* functions use stdio library routines, and most of zlib's functions use the library memory allocation routines by default. zlib's *Init* functions allow for the application to provide custom memory allocation routines.

Of course, you should only operate on any given zlib or gzip stream from a single thread at a time.

22. Can I use zlib in my commercial application?

Yes. Please read the license in zlib.h.

23. Is zlib under the GNU license?

No. Please read the license in zlib.h.

24. The license says that altered source versions must be "plainly marked". So what exactly do I need to do to meet that requirement?

You need to change the ZLIB_VERSION and ZLIB_VERNUM #defines in zlib.h. In particular, the final version number needs to be changed to "f", and an identification string should be appended to ZLIB_VERSION. Version numbers x.x.x.f are reserved for modifications to zlib by others than the zlib maintainers. For example, if the version of the base zlib you are altering is "1.2.3.4", then in zlib.h you should change ZLIB_VERNUM to 0x123f, and ZLIB_VERSION to something like "1.2.3.f-zachary-mods-v3". You can also update the version strings in deflate.c and inftrees.c.

For altered source distributions, you should also note the origin and
nature of the changes in zlib.h, as well as in ChangeLog and README, along
with the dates of the alterations. The origin should include at least your
name (or your company's name), and an email address to contact for help or
issues with the library.

Note that distributing a compiled zlib library along with zlib.h and
zconf.h is also a source distribution, and so you should change
ZLIB_VERSION and ZLIB_VERNUM and note the origin and nature of the changes
in zlib.h as you would for a full source distribution.

25.
Will zlib work on a big-endian or little-endian architecture, and can I
exchange compressed data between them?

Yes and yes.

26. Will zlib work on a 64-bit machine?

Yes. It has been tested on 64-bit machines, and has no dependence on any
data types being limited to 32-bits in length. If you have any
difficulties, please provide a complete problem report to zlib@gzip.org

27. Will zlib decompress data from the PKWare Data Compression Library?

No. The PKWare DCL uses a completely different compressed data format than
does PKZIP and zlib. However, you can look in zlib's contrib/blast
directory for a possible solution to your problem.

28. Can I access data randomly in a compressed stream?

No, not without some preparation. If when compressing you periodically use
Z_FULL_FLUSH, carefully write all the pending data at those points, and
keep an index of those locations, then you can start decompression at those
points. You have to be
careful to not use Z_FULL_FLUSH too often, since it
can significantly degrade compression. Alternatively, you can scan a
deflate stream once to generate an index, and then use that index for
random access. See examples/zran.c .

29. Does zlib work on MVS, OS/390, CICS, etc.?

It has in the past, but we have not heard of any recent evidence. There
were working ports of zlib 1.1.4 to MVS, but those links no longer work.
If you know of recent, successful applications of zlib on these operating
systems, please let us know. Thanks.

30. Is there some simpler, easier to read version of inflate I can look at to

understand the deflate format?

First off, you should read RFC 1951. Second, yes. Look in zlib's contrib/puff directory.

31. Does zlib infringe on any patents?

As far as we know, no. In fact, that was originally the whole point behind zlib. Look here for some more information:

http://www.gzip.org/#faq11

32. Can zlib work with greater than 4 GB of data?

Yes. inflate() and deflate() will process any amount of data correctly. Each call of inflate() or deflate() is limited to input and output chunks of the maximum value that can be stored in the compiler's "unsigned int" type, but there is no limit to the number of chunks. Note however that the strm.total_in and strm_total_out counters may be limited to 4 GB. These counters are provided as a convenience and are not used internally by inflate() or deflate(). The application can easily set up its own counters updated after each call of inflate() or deflate() to count beyond 4 GB. compress() and uncompress() may be limited to 4 GB, since they operate in a single call. gzseek() and gztell() may be limited to 4 GB depending on how zlib is compiled. See the zlibCompileFlags() function in zlib.h.

The word "may" appears several times above since there is a 4 GB limit only if the compiler's "long" type is 32 bits. If the compiler's "long" type is 64 bits, then the limit is 16 exabytes.

33. Does zlib have any security vulnerabilities?

The only one that we are aware of is potentially in gzprintf(). If zlib is compiled to use sprintf() or vsprintf(), then there is no protection against a buffer overflow of an 8K string space (or other value as set by gzbuffer()), other than the caller of gzprintf() assuring that the output will not exceed 8K. On the other hand, if zlib is compiled to use snprintf() or vsnprintf(), which should normally be the case, then there is no vulnerability. The ./configure script will display warnings if an insecure variation of sprintf() will be used by gzprintf(). Also the zlibCompileFlags() function will return information on what variant of sprintf() is used by gzprintf().

If you don't have snprintf() or vsnprintf() and would like one, you can find a portable implementation here:

http://www.ijs.si/software/snprintf/

Note that you should be using the most recent version of zlib. Versions 1.1.3 and before were subject to a double-free vulnerability, and versions 1.2.1 and 1.2.2 were subject to an access exception when decompressing invalid compressed data.

34. Is there a Java version of zlib?

Probably what you want is to use zlib in Java. zlib is already included as part of the Java SDK in the java.util.zip package. If you really want a version of zlib written in the Java language, look on the zlib home page for links: http://zlib.net/ .

35. I get this or that compiler or source-code scanner warning when I crank it up to maximally-pedantic. Can't you guys write proper code?

Many years ago, we gave up attempting to avoid warnings on every compiler in the universe. It just got to be a waste of time, and some compilers were downright silly as well as contradicted each other. So now, we simply make sure that the code always
works.

36. Valgrind (or some similar memory access checker) says that deflate is performing a conditional jump that depends on an uninitialized value. Isn't that a bug?

No. That is intentional for performance reasons, and the output of deflate is not affected. This only started showing up recently since zlib 1.2.x uses malloc() by default for allocations, whereas earlier versions used calloc(), which zeros out the allocated memory. Even though the code was correct, versions 1.2.4 and later was changed to not stimulate these checkers.

37. Will zlib read the (insert any ancient or arcane format here) compressed data format?

Probably not. Look in the comp.compression FAQ for pointers to various formats and associated software.

38. How can I encrypt/decrypt zip files with zlib?

zlib doesn't support encryption. The original PKZIP encryption is very weak and can be broken with freely available programs. To get strong encryption,
use GnuPG, http://www.gnupg.org/ , which already includes zlib compression. For PKZIP compatible "encryption", look at http://www.info-zip.org/

39. What's the difference between the "gzip" and "deflate" HTTP 1.1 encodings?

"gzip" is the gzip format, and "deflate" is the zlib format. They should probably have called the second one "zlib" instead to avoid confusion with the raw deflate compressed data format. While the HTTP 1.1 RFC 2616 correctly points to the zlib specification in RFC 1950 for the "deflate" transfer encoding, there have been reports of servers and browsers that incorrectly produce or expect raw deflate data per the deflate specification in RFC 1951, most notably Microsoft. So even though the "deflate" transfer encoding using the zlib format would be the more efficient approach (and in fact exactly what the zlib format was designed for), using the "gzip" transfer encoding is probably more reliable due to an
unfortunate choice of name on the part of the HTTP 1.1 authors.

Bottom line: use the gzip format for HTTP 1.1 encoding.

40. Does zlib support the new "Deflate64" format introduced by PKWare?

No. PKWare has apparently decided to keep that format proprietary, since they have not documented it as they have previous compression formats. In any case, the compression improvements are so modest compared to other more modern approaches, that it's not worth the effort to implement.

41. I'm having a problem with the zip functions in zlib, can you help?

There are no zip functions in zlib. You are probably using minizip by Giles Vollant, which is found in the contrib directory of zlib. It is not part of zlib. In fact none of the stuff in contrib is part of zlib. The files in there are not supported by the zlib authors. You need to contact the authors of the respective contribution for help.

42. The match.asm code in contrib is under the GNU General
Public License.
Since it's part of zlib, doesn't that mean that all of zlib falls under the GNU GPL?

No. The files in contrib are not part of zlib. They were contributed by other authors and are provided as a convenience to the user within the zlib distribution. Each item in contrib has its own license.

43. Is zlib subject to export controls? What is its ECCN?

zlib is not subject to export controls, and so is classified as EAR99.

44. Can you please sign these lengthy legal documents and fax them back to us so that we can use your software in our product?

No. Go away. Shoo.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/FAQ

1.150 gpgv 2.2.27-2+deb11u2

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#+STARTUP: showall

* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular expression support

regexp/jimregexp.[ch]:

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Subsequently modified by:

1986 John Gilmore hoptoad!gnu
1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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1.151 libext2fs2 1.46.2-2

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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```
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
```

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This is the Debian GNU/Linux prepackaged version of the translation
files of the EXT2 file system utilities. The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card
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Index: tdbsa/tdb.c
===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371

Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
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 /*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
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Gadi Oxman, August 1995

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Theodore Ts'o
23-June-2007

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That's all there is to it!
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system utilities (e2fsck, mke2fs, etc.). The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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1.153 libgcc-s1 10.2.1-6

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DRuntime: Runtime Library for the D Programming Language
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========

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@enumerate 0
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interaction with a user
through a computer network, with no transfer of a copy, is not
conveying.

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the extent that it includes a convenient and prominently visible
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work under this License, and how to view a copy of this License. If
the interface presents a list of user commands or options, such as a
menu, a prominent item in the list meets this criterion.

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The ``source code'' for a work means the preferred form of the work for
making modifications to it. ``Object code'' means any non-source form
of a work.

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standard defined by a recognized standards body, or, in the case of
interfaces specified for a particular programming
language, one that
is widely used among developers working in that language.

The ``System Libraries'' of an executable work include anything, other
than the work as a whole, that (a) is included in the normal form of
packaging a Major Component, but which is not part of that Major
Component, and (b) serves only to enable use of the work with that
Major Component, or to implement a Standard Interface for which an
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``Major Component'', in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

The ``Corresponding Source'' for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However,
it does not include the work's
System Libraries, or general-purpose tools or generally available free
programs which are used unmodified in performing those activities but
which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,

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@end enumerate

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used for software interchange.

@item
Convey the object code in, or embodied in, a physical product
(including a physical distribution medium), accompanied by a written
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offer spare parts or customer support for that product model, to give
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for software interchange, for a price no more than your reasonable
cost of physically performing this conveying of source, or (2) access
to copy the Corresponding Source from a network server at no charge.

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Convey individual copies of the object code with a copy of the written
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allowed only occasionally and noncommercially, and only if you
received the object code with such an offer, in accord with subsection

6b.

@item
Convey the object code by offering access from a designated place
(gratis or for a charge), and offer equivalent access to the
Corresponding Source in the same way through
the same place at no
further charge. You need not require recipients to copy the
Corresponding Source along with the object code. If the place to copy
the object code is a network server, the Corresponding Source may be
on a different server (operated by you or a third party) that supports
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Regardless of what server hosts the Corresponding Source, you remain
obligated to ensure that it is available for as long as needed to
satisfy these requirements.

@item
Convey the object code using peer-to-peer transmission, provided you
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subsection 6d.

@end enumerate

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from the Corresponding Source as a System Library, need not be
included in conveying the
object code work.

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install

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1.154 third-party-jackson-dataformat-cbor 2.20.8

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1.155 cmd/buildid (devel)

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Found in path(s):
* /buildid-zip/buildid/buildid.go
* /buildid-zip/buildid/doc.go

1.156 libprocps 3.3.17-5

1.156.1 Available under license :

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1.157 libpsl5 0.21.0-1.2

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1.158 mercurial-common 5.6.1-4

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#require unix-permissions no-root

$ hg init a
$ cd a

```
$ echo foo > b
$ hg add b
$ hg ci -m "b"

$ chmod -w .hg/store

$ cd ..

$ hg clone a b
requesting all changes
adding changesets
adding manifests
adding file changes
added 1 changesets with 1 changes to 1 files
new changesets 97310831fa1a
updating to branch default
1 files updated, 0 files merged, 0 files removed, 0 files unresolved

$ chmod +w a/.hg/store # let test clean up

$ cd b
$ hg verify
checking changesets
checking manifests
crosschecking files in changesets and manifests
checking files
checked 1 changesets with 1 changes to 1 files

$ cd ..
```

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1.160 cmd/compile (devel)

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```
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// This file contains rules to decompose [u]int64 types on 32-bit
// architectures. These rules work together with the decomposeBuiltIn
// pass which handles phis of these typ.

(Int64Hi (Int64Make hi _)) => hi
(Int64Lo (Int64Make _ lo)) => lo

(Load <t> ptr mem) && is64BitInt(t) && !config.BigEndian && t.IsSigned() =>
 (Int64Make
  (Load <typ.Int32> (OffPtr <typ.Int32Ptr> [4] ptr) mem)
  (Load <typ.UInt32> ptr mem))

(Load <t> ptr mem) && is64BitInt(t) && !config.BigEndian && !t.IsSigned() =>
 (Int64Make
  (Load <typ.UInt32> (OffPtr <typ.UInt32Ptr> [4] ptr) mem)
  (Load <typ.UInt32> ptr mem))

(Load <t> ptr mem) && is64BitInt(t) && config.BigEndian && t.IsSigned() =>
 (Int64Make
  (Load <typ.Int32> ptr mem)
  (Load <typ.UInt32> (OffPtr <typ.UInt32Ptr> [4] ptr)
 mem))

(Load <t> ptr mem) && is64BitInt(t) && config.BigEndian && !t.IsSigned() =>
 (Int64Make
  (Load <typ.UInt32> ptr mem)
  (Load <typ.UInt32> (OffPtr <typ.UInt32Ptr> [4] ptr) mem))

(Store {t} dst (Int64Make hi lo) mem) && t.Size() == 8 && !config.BigEndian =>
 (Store {hi.Type}
  (OffPtr <hi.Type.PtrTo()> [4] dst)
  hi
  (Store {lo.Type} dst lo mem))

(Store {t} dst (Int64Make hi lo) mem) && t.Size() == 8 && config.BigEndian =>
 (Store {lo.Type}
  (OffPtr <lo.Type.PtrTo()> [4] dst)
  lo
```

```
  (Store {hi.Type} dst hi mem))

// These are not enabled during decomposeBuiltin if late call expansion, but they are always enabled for softFloat
(Arg {n} [off]) && is64BitInt(v.Type) && !config.BigEndian && v.Type.IsSigned() && !(b.Func.pass.name ==
"decompose builtin") =>
 (Int64Make
   (Arg <typ.Int32> {n} [off+4])
   (Arg <typ.UInt32> {n} [off]))
(Arg {n} [off]) && is64BitInt(v.Type) && !config.BigEndian && !v.Type.IsSigned() && !(b.Func.pass.name ==
"decompose builtin")  =>
 (Int64Make
    (Arg <typ.UInt32> {n} [off+4])
   (Arg <typ.UInt32> {n} [off]))

(Arg {n} [off]) && is64BitInt(v.Type) && config.BigEndian && v.Type.IsSigned() && !(b.Func.pass.name ==
"decompose builtin") =>
 (Int64Make
   (Arg <typ.Int32> {n} [off])
   (Arg <typ.UInt32> {n} [off+4]))
(Arg {n} [off]) && is64BitInt(v.Type) && config.BigEndian && !v.Type.IsSigned() && !(b.Func.pass.name ==
"decompose builtin") =>
 (Int64Make
   (Arg <typ.UInt32> {n} [off])
   (Arg <typ.UInt32> {n} [off+4]))

(Add64 x y) =>
 (Int64Make
  (Add32withcarry <typ.Int32>
   (Int64Hi x)
   (Int64Hi y)
   (Select1 <types.TypeFlags> (Add32carry (Int64Lo x) (Int64Lo y))))
  (Select0 <typ.UInt32> (Add32carry (Int64Lo x) (Int64Lo y))))

(Sub64 x y) =>
 (Int64Make
  (Sub32withcarry <typ.Int32>
   (Int64Hi x)
   (Int64Hi y)
   (Select1 <types.TypeFlags> (Sub32carry (Int64Lo x) (Int64Lo y))))
  (Select0 <typ.UInt32> (Sub32carry (Int64Lo x) (Int64Lo y))))

(Mul64 x y) =>
 (Int64Make
  (Add32 <typ.UInt32>
   (Mul32 <typ.UInt32>
 (Int64Lo x) (Int64Hi y))
   (Add32 <typ.UInt32>
    (Mul32 <typ.UInt32> (Int64Hi x) (Int64Lo y))
```

```
   (Select0 <typ.UInt32> (Mul32uhilo (Int64Lo x) (Int64Lo y)))))
  (Select1 <typ.UInt32> (Mul32uhilo (Int64Lo x) (Int64Lo y))))

(And64 x y) =>
 (Int64Make
  (And32 <typ.UInt32> (Int64Hi x) (Int64Hi y))
  (And32 <typ.UInt32> (Int64Lo x) (Int64Lo y)))

(Or64 x y) =>
 (Int64Make
  (Or32 <typ.UInt32> (Int64Hi x) (Int64Hi y))
  (Or32 <typ.UInt32> (Int64Lo x) (Int64Lo y)))

(Xor64 x y) =>
 (Int64Make
  (Xor32 <typ.UInt32> (Int64Hi x) (Int64Hi y))
  (Xor32 <typ.UInt32> (Int64Lo x) (Int64Lo y)))

(Neg64 <t> x) => (Sub64 (Const64 <t> [0]) x)

(Com64 x) =>
 (Int64Make
  (Com32 <typ.UInt32> (Int64Hi x))
  (Com32 <typ.UInt32> (Int64Lo x)))

// Sadly, just because we know that x is non-zero,
// we don't know whether either component is,
// so just treat Ctz64NonZero the same as Ctz64.
(Ctz64NonZero ...) => (Ctz64 ...)

(Ctz64 x) =>
 (Add32 <typ.UInt32>
  (Ctz32 <typ.UInt32> (Int64Lo x))
  (And32 <typ.UInt32>
   (Com32
 <typ.UInt32> (Zeromask (Int64Lo x)))
   (Ctz32 <typ.UInt32> (Int64Hi x))))

(BitLen64 x) =>
 (Add32 <typ.Int>
  (BitLen32 <typ.Int> (Int64Hi x))
  (BitLen32 <typ.Int>
   (Or32 <typ.UInt32>
    (Int64Lo x)
    (Zeromask (Int64Hi x)))))

(Bswap64 x) =>
 (Int64Make
```

```
  (Bswap32 <typ.UInt32> (Int64Lo x))
  (Bswap32 <typ.UInt32> (Int64Hi x)))

(SignExt32to64 x) => (Int64Make (Signmask x) x)
(SignExt16to64 x) => (SignExt32to64 (SignExt16to32 x))
(SignExt8to64 x) => (SignExt32to64 (SignExt8to32 x))

(ZeroExt32to64 x) => (Int64Make (Const32 <typ.UInt32> [0]) x)
(ZeroExt16to64 x) => (ZeroExt32to64 (ZeroExt16to32 x))
(ZeroExt8to64 x) => (ZeroExt32to64 (ZeroExt8to32 x))

(Trunc64to32 (Int64Make _ lo)) => lo
(Trunc64to16 (Int64Make _ lo)) => (Trunc32to16 lo)
(Trunc64to8 (Int64Make _ lo)) => (Trunc32to8 lo)
// Most general
(Trunc64to32 x) => (Int64Lo x)
(Trunc64to16 x) => (Trunc32to16 (Int64Lo x))
(Trunc64to8 x) => (Trunc32to8 (Int64Lo x))

(Lsh32x64 _ (Int64Make (Const32 [c]) _))
 && c != 0 => (Const32 [0])
(Rsh32x64 x (Int64Make (Const32 [c]) _)) && c != 0 => (Signmask x)
(Rsh32Ux64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const32 [0])
(Lsh16x64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const32 [0])
(Rsh16x64 x (Int64Make (Const32 [c]) _)) && c != 0 => (Signmask (SignExt16to32 x))
(Rsh16Ux64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const32 [0])
(Lsh8x64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const32 [0])
(Rsh8x64 x (Int64Make (Const32 [c]) _)) && c != 0 => (Signmask (SignExt8to32 x))
(Rsh8Ux64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const32 [0])

(Lsh32x64 [c] x (Int64Make (Const32 [0]) lo)) => (Lsh32x32 [c] x lo)
(Rsh32x64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh32x32 [c] x lo)
(Rsh32Ux64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh32Ux32 [c] x lo)
(Lsh16x64 [c] x (Int64Make (Const32 [0]) lo)) => (Lsh16x32 [c] x lo)
(Rsh16x64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh16x32 [c] x lo)
(Rsh16Ux64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh16Ux32
 [c] x lo)
(Lsh8x64 [c] x (Int64Make (Const32 [0]) lo)) => (Lsh8x32 [c] x lo)
(Rsh8x64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh8x32 [c] x lo)
(Rsh8Ux64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh8Ux32 [c] x lo)

(Lsh64x64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const64 [0])
(Rsh64x64 x (Int64Make (Const32 [c]) _)) && c != 0 => (Int64Make (Signmask (Int64Hi x)) (Signmask (Int64Hi
x)))
(Rsh64Ux64 _ (Int64Make (Const32 [c]) _)) && c != 0 => (Const64 [0])

(Lsh64x64 [c] x (Int64Make (Const32 [0]) lo)) => (Lsh64x32 [c] x lo)
(Rsh64x64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh64x32 [c] x lo)
```

```
(Rsh64Ux64 [c] x (Int64Make (Const32 [0]) lo)) => (Rsh64Ux32 [c] x lo)

// turn x64 non-constant shifts to x32 shifts
// if high 32-bit of the shift is nonzero, make a huge shift
(Lsh64x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Lsh64x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh64x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh64x32 x (Or32 <typ.UInt32> (Zeromask
 hi) lo))
(Rsh64Ux64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh64Ux32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Lsh32x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Lsh32x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh32x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh32x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh32Ux64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh32Ux32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Lsh16x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Lsh16x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh16x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh16x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh16Ux64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh16Ux32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Lsh8x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Lsh8x32 x (Or32 <typ.UInt32> (Zeromask hi) lo))
(Rsh8x64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh8x32 x (Or32
 <typ.UInt32> (Zeromask hi) lo))
(Rsh8Ux64 x (Int64Make hi lo)) && hi.Op != OpConst32 =>
    (Rsh8Ux32 x (Or32 <typ.UInt32> (Zeromask hi) lo))

// Most general
(Lsh64x64 x y)  => (Lsh64x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh64x64 x y)  => (Rsh64x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh64Ux64 x y) => (Rsh64Ux32 x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Lsh32x64 x y)  => (Lsh32x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh32x64 x y)  => (Rsh32x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh32Ux64 x y) => (Rsh32Ux32 x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Lsh16x64 x y)  => (Lsh16x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh16x64 x y)  => (Rsh16x32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh16Ux64 x y) => (Rsh16Ux32 x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Lsh8x64 x y)   => (Lsh8x32   x (Or32 <typ.UInt32>
 (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh8x64 x y)   => (Rsh8x32   x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))
(Rsh8Ux64 x y)  => (Rsh8Ux32  x (Or32 <typ.UInt32> (Zeromask (Int64Hi y)) (Int64Lo y)))

// Clean up constants a little
(Or32 <typ.UInt32> (Zeromask (Const32 [c])) y) && c == 0 => y
```

```
(Or32 <typ.UInt32> (Zeromask (Const32 [c])) y) && c != 0 => (Const32 <typ.UInt32> [-1])

// 64x left shift
// result.hi = hi<<s | lo>>(32-s) | lo<<(s-32) // >> is unsigned, large shifts result 0
// result.lo = lo<<s
(Lsh64x32 x s) =>
 (Int64Make
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Lsh32x32 <typ.UInt32> (Int64Hi x) s)
    (Rsh32Ux32 <typ.UInt32>
     (Int64Lo x)
     (Sub32 <typ.UInt32> (Const32 <typ.UInt32> [32]) s)))
   (Lsh32x32 <typ.UInt32>
    (Int64Lo x)
    (Sub32 <typ.UInt32> s (Const32 <typ.UInt32> [32]))))
  (Lsh32x32 <typ.UInt32> (Int64Lo x) s))
(Lsh64x16 x s) =>
 (Int64Make
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Lsh32x16 <typ.UInt32> (Int64Hi x)
 s)
    (Rsh32Ux16 <typ.UInt32>
     (Int64Lo x)
     (Sub16 <typ.UInt16> (Const16 <typ.UInt16> [32]) s)))
   (Lsh32x16 <typ.UInt32>
    (Int64Lo x)
    (Sub16 <typ.UInt16> s (Const16 <typ.UInt16> [32]))))
  (Lsh32x16 <typ.UInt32> (Int64Lo x) s))
(Lsh64x8 x s) =>
 (Int64Make
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Lsh32x8 <typ.UInt32> (Int64Hi x) s)
    (Rsh32Ux8 <typ.UInt32>
     (Int64Lo x)
     (Sub8 <typ.UInt8> (Const8 <typ.UInt8> [32]) s)))
   (Lsh32x8 <typ.UInt32>
    (Int64Lo x)
    (Sub8 <typ.UInt8> s (Const8 <typ.UInt8> [32]))))
  (Lsh32x8 <typ.UInt32> (Int64Lo x) s))

// 64x unsigned right shift
// result.hi = hi>>s
// result.lo = lo>>s | hi<<(32-s) | hi>>(s-32) // >> is unsigned, large shifts result 0
(Rsh64Ux32 x s) =>
 (Int64Make
```

```
  (Rsh32Ux32 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Rsh32Ux32 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x32 <typ.UInt32>
     (Int64Hi x)
     (Sub32 <typ.UInt32> (Const32 <typ.UInt32> [32]) s)))
   (Rsh32Ux32
  <typ.UInt32>
    (Int64Hi x)
    (Sub32 <typ.UInt32> s (Const32 <typ.UInt32> [32])))))
(Rsh64Ux16 x s) =>
 (Int64Make
  (Rsh32Ux16 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Rsh32Ux16 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x16 <typ.UInt32>
     (Int64Hi x)
     (Sub16 <typ.UInt16> (Const16 <typ.UInt16> [32]) s)))
   (Rsh32Ux16 <typ.UInt32>
    (Int64Hi x)
    (Sub16 <typ.UInt16> s (Const16 <typ.UInt16> [32])))))
(Rsh64Ux8 x s) =>
 (Int64Make
  (Rsh32Ux8 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Rsh32Ux8 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x8 <typ.UInt32>
     (Int64Hi x)
     (Sub8 <typ.UInt8> (Const8 <typ.UInt8> [32]) s)))
   (Rsh32Ux8 <typ.UInt32>
    (Int64Hi x)
    (Sub8 <typ.UInt8> s (Const8 <typ.UInt8> [32])))))

// 64x signed right shift
// result.hi = hi>>s
// result.lo = lo>>s | hi<<(32-s) | (hi>>(s-32))&zeromask(s>>5) // hi>>(s-32) is signed, large shifts result 0/-1
(Rsh64x32 x s) =>
 (Int64Make
  (Rsh32x32
 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Rsh32Ux32 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x32 <typ.UInt32>
     (Int64Hi x)
```

```
    (Sub32 <typ.UInt32> (Const32 <typ.UInt32> [32]) s)))
   (And32 <typ.UInt32>
    (Rsh32x32 <typ.UInt32>
     (Int64Hi x)
     (Sub32 <typ.UInt32> s (Const32 <typ.UInt32> [32])))
    (Zeromask
     (Rsh32Ux32 <typ.UInt32> s (Const32 <typ.UInt32> [5])))))
(Rsh64x16 x s) =>
 (Int64Make
  (Rsh32x16 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32 <typ.UInt32>
    (Rsh32Ux16 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x16 <typ.UInt32>
     (Int64Hi x)
     (Sub16 <typ.UInt16> (Const16 <typ.UInt16> [32]) s)))
   (And32 <typ.UInt32>
    (Rsh32x16 <typ.UInt32>
     (Int64Hi x)
     (Sub16 <typ.UInt16> s (Const16 <typ.UInt16> [32])))
    (Zeromask
     (ZeroExt16to32
      (Rsh16Ux32 <typ.UInt16> s (Const32 <typ.UInt32> [5])))))))
(Rsh64x8 x s) =>
 (Int64Make
  (Rsh32x8 <typ.UInt32> (Int64Hi x) s)
  (Or32 <typ.UInt32>
   (Or32
 <typ.UInt32>
    (Rsh32Ux8 <typ.UInt32> (Int64Lo x) s)
    (Lsh32x8 <typ.UInt32>
     (Int64Hi x)
     (Sub8 <typ.UInt8> (Const8 <typ.UInt8> [32]) s)))
   (And32 <typ.UInt32>
    (Rsh32x8 <typ.UInt32>
     (Int64Hi x)
     (Sub8 <typ.UInt8> s (Const8 <typ.UInt8> [32])))
    (Zeromask
     (ZeroExt8to32
      (Rsh8Ux32 <typ.UInt8> s (Const32 <typ.UInt32> [5])))))))

(Const64 <t> [c]) && t.IsSigned() =>
 (Int64Make (Const32 <typ.Int32> [int32(c>>32)]) (Const32 <typ.UInt32> [int32(c)]))
(Const64 <t> [c]) && !t.IsSigned() =>
 (Int64Make (Const32 <typ.UInt32> [int32(c>>32)]) (Const32 <typ.UInt32> [int32(c)]))

(Eq64 x y) =>
 (AndB
```

```
  (Eq32 (Int64Hi x) (Int64Hi y))
  (Eq32 (Int64Lo x) (Int64Lo y)))

(Neq64 x y) =>
 (OrB
  (Neq32 (Int64Hi x) (Int64Hi y))
  (Neq32 (Int64Lo x) (Int64Lo y)))

(Less64U x y) =>
 (OrB
  (Less32U (Int64Hi x) (Int64Hi y))
  (AndB
   (Eq32 (Int64Hi x) (Int64Hi y))
   (Less32U (Int64Lo x) (Int64Lo y))))

(Leq64U x y) =>
 (OrB
  (Less32U (Int64Hi x) (Int64Hi y))
  (AndB
   (Eq32
 (Int64Hi x) (Int64Hi y))
   (Leq32U (Int64Lo x) (Int64Lo y))))

(Less64 x y) =>
 (OrB
  (Less32 (Int64Hi x) (Int64Hi y))
  (AndB
   (Eq32 (Int64Hi x) (Int64Hi y))
   (Less32U (Int64Lo x) (Int64Lo y))))

(Leq64 x y) =>
 (OrB
  (Less32 (Int64Hi x) (Int64Hi y))
  (AndB
   (Eq32 (Int64Hi x) (Int64Hi y))
   (Leq32U (Int64Lo x) (Int64Lo y))))
```

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/dec64.rules
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```
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```

Found in path(s):
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48018.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47887.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue44688.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40789.go

* /compile-zip/compile/internal/noder/codes.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47747.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49112.go
* /compile-zip/compile/internal/syntax/testdata/issue43674.go
* /compile-zip/compile/internal/types2/termlist_test.go
* /compile-zip/compile/internal/noder/sizes.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47968.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49247.go
* /compile-zip/compile/internal/noder/linker.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49579.go
*
 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48048.go
* /compile-zip/compile/internal/dwarfgen/marker.go
* /compile-zip/compile/internal/base/bootstrap_true.go
* /compile-zip/compile/internal/noder/transform.go
* /compile-zip/compile/internal/types2/interface.go
* /compile-zip/compile/internal/types2/typeterm.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48703.go
* /compile-zip/compile/internal/reflectdata/alg_test.go
* /compile-zip/compile/internal/types2/testdata/check/typeinstcycles.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47411.go
* /compile-zip/compile/internal/importer/testdata/generics.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45548.go
* /compile-zip/compile/internal/types2/testdata/examples/typesets.go
* /compile-zip/compile/internal/types2/compilersupport.go
* /compile-zip/compile/internal/noder/reader.go
* /compile-zip/compile/internal/types2/typeset.go
*
 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48656.go
* /compile-zip/compile/internal/types2/mono_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47818.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45920.go
* /compile-zip/compile/internal/types2/index.go
* /compile-zip/compile/internal/types2/testdata/examples/inference.go
* /compile-zip/compile/internal/test/testdata/mysort/mysort.go
* /compile-zip/compile/internal/types2/testdata/spec/assignability.go
* /compile-zip/compile/internal/noder/scopes.go
* /compile-zip/compile/internal/types2/typeterm_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48529.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49242.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47996.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48974.go
* /compile-zip/compile/internal/noder/func.go
* /compile-zip/compile/internal/types2/instantiate_test.go
*
 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48008.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45985.go
* /compile-zip/compile/internal/types2/typeset_test.go

* /compile-zip/compile/internal/test/clobberdead_test.go
* /compile-zip/compile/internal/walk/temp.go
* /compile-zip/compile/internal/noder/types.go
* /compile-zip/compile/internal/types2/testdata/check/go1_16.go
* /compile-zip/compile/internal/types2/typelists.go
* /compile-zip/compile/internal/noder/stencil.go
* /compile-zip/compile/internal/noder/unified.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49864.go
* /compile-zip/compile/internal/types2/version.go
* /compile-zip/compile/internal/escape/desugar.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49439.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50321.go
* /compile-zip/compile/internal/types2/instantiate.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47796.go
*
/compile-zip/compile/internal/types2/union.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49043.go
* /compile-zip/compile/internal/syntax/testdata/typeset.go
* /compile-zip/compile/internal/test/inst_test.go
* /compile-zip/compile/internal/syntax/testdata/issue43527.go
* /compile-zip/compile/internal/types2/context.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue46275.go
* /compile-zip/compile/internal/syntax/testdata/interface.go
* /compile-zip/compile/internal/test/align_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47127.go
* /compile-zip/compile/internal/noder/irgen.go
* /compile-zip/compile/internal/noder/helpers.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48619.go
* /compile-zip/compile/internal/types2/testdata/check/typeinference.go
* /compile-zip/compile/internal/noder/quirks.go
* /compile-zip/compile/internal/syntax/testdata/issue49482.go
* /compile-zip/compile/internal/types2/testdata/examples/operations.go
*
/compile-zip/compile/internal/syntax/testdata/issue47704.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49296.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47031.go
* /compile-zip/compile/internal/ssa/debug_lines_test.go
* /compile-zip/compile/internal/syntax/testdata/issue48382.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48472.go
* /compile-zip/compile/internal/types2/testdata/check/go1_13.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49592.go
* /compile-zip/compile/internal/types2/signature.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue47115.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue42987.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43527.go
* /compile-zip/compile/internal/noder/object.go
* /compile-zip/compile/internal/noder/posmap.go
* /compile-zip/compile/internal/test/switch_test.go

*
 /compile-zip/compile/internal/noder/expr.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48082.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49705.go
* /compile-zip/compile/internal/types2/errorcalls_test.go
* /compile-zip/compile/internal/types2/testdata/check/go1_8.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue46583.go
* /compile-zip/compile/internal/types2/testdata/examples/constraints.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43087.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43671.go
* /compile-zip/compile/internal/base/link.go
* /compile-zip/compile/internal/importer/ureader.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48819.go
* /compile-zip/compile/internal/noder/writer.go
* /compile-zip/compile/internal/types2/mono.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48083.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue46461.go
*
 /compile-zip/compile/internal/types2/sizeof_test.go
* /compile-zip/compile/internal/noder/stmt.go
* /compile-zip/compile/internal/types2/testdata/check/go1_12.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45550.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49179.go
* /compile-zip/compile/internal/noder/decl.go
* /compile-zip/compile/internal/test/issue50182_test.go
* /compile-zip/compile/internal/typecheck/crawler.go
* /compile-zip/compile/internal/noder/export.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48136.go
* /compile-zip/compile/internal/noder/validate.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49739.go
* /compile-zip/compile/internal/amd64/versions_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45639.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50372.go
* /compile-zip/compile/internal/types2/termlist.go
* /compile-zip/compile/internal/types2/struct.go
*
 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue44799.go
* /compile-zip/compile/internal/ssa/fuse_branchredirect.go
* /compile-zip/compile/internal/syntax/testdata/issue46558.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue45635.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49602.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48234.go
* /compile-zip/compile/internal/types2/testdata/spec/conversions.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49003.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49276.go
* /compile-zip/compile/internal/types2/context_test.go
* /compile-zip/compile/internal/base/bootstrap_false.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48582.go

* /compile-zip/compile/internal/types2/testdata/check/unions.go
* /compile-zip/compile/internal/liveness/arg.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48695.go
*
 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue49005.go
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// This file contains rules used by flagalloc and addressingmodes to
// split a flag-generating merged load op into separate load and op.
// Unlike with the other rules files, not all of these
// rules will be applied to all values.
// Rather, flagalloc will request for rules to be applied
// to a particular problematic value.
// These are often the exact inverse of rules in AMD64.rules,
// only with the conditions removed.
//
// For addressingmodes, certain single instructions are slower than the two instruction
// split generated here (which is different from the inputs to addressingmodes).
// For example:
// (CMPBconstload c (ADDQ x y)) -> (CMPBconstloadidx1 c x y) -> (CMPB c (MOVBloadidx1 x y))

(CMP(Q|L|W|B)load {sym} [off] ptr x mem) => (CMP(Q|L|W|B) (MOV(Q|L|W|B)load
 {sym} [off] ptr mem) x)

(CMP(Q|L|W|B)constload {sym} [vo] ptr mem) && vo.Val() == 0 => (TEST(Q|L|W|B) x:(MOV(Q|L|W|B)load
{sym} [vo.Off()] ptr mem) x)

(CMPQconstload {sym} [vo] ptr mem) && vo.Val() != 0 => (CMPQconst (MOVQload {sym} [vo.Off()] ptr mem)
[vo.Val()])
(CMPLconstload {sym} [vo] ptr mem) && vo.Val() != 0 => (CMPLconst (MOVLload {sym} [vo.Off()] ptr mem)
[vo.Val()])
(CMPWconstload {sym} [vo] ptr mem) && vo.Val() != 0 => (CMPWconst (MOVWload {sym} [vo.Off()] ptr
mem) [vo.Val16()])
(CMPBconstload {sym} [vo] ptr mem) && vo.Val() != 0 => (CMPBconst (MOVBload {sym} [vo.Off()] ptr mem)
[vo.Val8()])

(CMP(Q|L|W|B)loadidx1 {sym} [off] ptr idx x mem) => (CMP(Q|L|W|B) (MOV(Q|L|W|B)loadidx1 {sym} [off] ptr
idx mem) x)
(CMPQloadidx8 {sym} [off] ptr idx x mem) => (CMPQ (MOVQloadidx8 {sym} [off] ptr idx mem) x)
(CMPLloadidx4 {sym} [off] ptr idx x mem) => (CMPL (MOVLloadidx4 {sym} [off] ptr idx mem) x)
(CMPWloadidx2 {sym} [off] ptr idx x mem) => (CMPW (MOVWloadidx2 {sym} [off]
 ptr idx mem) x)

(CMP(Q|L|W|B)constloadidx1 {sym} [vo] ptr idx mem) && vo.Val() == 0 => (TEST(Q|L|W|B)

x:(MOV(Q|L|W|B)loadidx1 {sym} [vo.Off()] ptr idx mem) x)
(CMPQconstloadidx8 {sym} [vo] ptr idx mem) && vo.Val() == 0 => (TESTQ x:(MOVQloadidx8 {sym} [vo.Off()] ptr idx mem) x)
(CMPLconstloadidx4 {sym} [vo] ptr idx mem) && vo.Val() == 0 => (TESTL x:(MOVLloadidx4 {sym} [vo.Off()] ptr idx mem) x)
(CMPWconstloadidx2 {sym} [vo] ptr idx mem) && vo.Val() == 0 => (TESTW x:(MOVWloadidx2 {sym} [vo.Off()] ptr idx mem) x)

(CMPQconstloadidx1 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPQconst (MOVQloadidx1 {sym} [vo.Off()] ptr idx mem) [vo.Val()])
(CMPLconstloadidx1 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPLconst (MOVLloadidx1 {sym} [vo.Off()] ptr idx mem) [vo.Val()])
(CMPWconstloadidx1 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPWconst (MOVWloadidx1 {sym} [vo.Off()] ptr idx mem) [vo.Val16()])
(CMPBconstloadidx1
{sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPBconst (MOVBloadidx1 {sym} [vo.Off()] ptr idx mem) [vo.Val8()])

(CMPQconstloadidx8 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPQconst (MOVQloadidx8 {sym} [vo.Off()] ptr idx mem) [vo.Val()])
(CMPLconstloadidx4 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPLconst (MOVLloadidx4 {sym} [vo.Off()] ptr idx mem) [vo.Val()])
(CMPWconstloadidx2 {sym} [vo] ptr idx mem) && vo.Val() != 0 => (CMPWconst (MOVWloadidx2 {sym} [vo.Off()] ptr idx mem) [vo.Val16()])

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/AMD64splitload.rules
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Found in path(s):
* /compile-zip/compile/internal/logopt/escape_bootstrap.go
* /compile-zip/compile/internal/logopt/logopt_test.go
* /compile-zip/compile/internal/types2/gccgosizes.go
* /compile-zip/compile/internal/logopt/escape.go
* /compile-zip/compile/internal/syntax/testdata/slices.go
* /compile-zip/compile/internal/test/testdata/reproducible/issue30202.go
* /compile-zip/compile/internal/types2/testdata/check/map1.go
* /compile-zip/compile/internal/ssa/fuse_comparisons.go
* /compile-zip/compile/internal/logopt/log_opts.go
* /compile-zip/compile/internal/types2/testdata/check/map0.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue6977.go
* /compile-zip/compile/internal/test/zerorange_test.go
* /compile-zip/compile/internal/syntax/testdata/map2.go
* /compile-zip/compile/internal/ssa/xposmap.go
* /compile-zip/compile/internal/types2/testdata/check/literals.go
*

/compile-zip/compile/internal/types2/testdata/examples/functions.go
* /compile-zip/compile/internal/test/dep_test.go
* /compile-zip/compile/internal/pkginit/initorder.go
* /compile-zip/compile/internal/types2/testdata/check/slices.go
* /compile-zip/compile/internal/types2/testdata/examples/types.go
* /compile-zip/compile/internal/types2/testdata/check/typeinst0.go
* /compile-zip/compile/internal/types2/testdata/check/typeinst1.go
* /compile-zip/compile/internal/syntax/testdata/map.go
* /compile-zip/compile/internal/types2/testdata/check/linalg.go
* /compile-zip/compile/internal/syntax/testdata/linalg.go
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// Lowering arithmetic
(Add(64|32|16|8) ...) => (ADD(Q|L|L|L) ...)
(AddPtr ...) => (ADDQ ...)
(Add(32|64)F ...) => (ADDS(S|D) ...)

(Sub(64|32|16|8) ...) => (SUB(Q|L|L|L) ...)
(SubPtr ...) => (SUBQ ...)
(Sub(32|64)F ...) => (SUBS(S|D) ...)

(Mul(64|32|16|8) ...) => (MUL(Q|L|L|L) ...)
(Mul(32|64)F ...) => (MULS(S|D) ...)

(Select0 (Mul64uover x y)) => (Select0 <typ.UInt64> (MULQU x y))
(Select0 (Mul32uover x y)) => (Select0 <typ.UInt32> (MULLU x y))
(Select1 (Mul(64|32)uover x y)) => (SETO (Select1 <types.TypeFlags> (MUL(Q|L)U x y)))

(Hmul(64|32) ...) => (HMUL(Q|L) ...)
(Hmul(64|32)u ...) => (HMUL(Q|L)U ...)

(Div(64|32|16) [a] x y) => (Select0 (DIV(Q|L|W) [a] x y))
(Div8 x y) => (Select0 (DIVW (SignExt8to16 x) (SignExt8to16 y)))
(Div(64|32|16)u x y) => (Select0
 (DIV(Q|L|W)U x y))
(Div8u x y) => (Select0 (DIVWU (ZeroExt8to16 x) (ZeroExt8to16 y)))
(Div(32|64)F ...) => (DIVS(S|D) ...)

(Select0 (Add64carry x y c)) =>
 (Select0 <typ.UInt64> (ADCQ x y (Select1 <types.TypeFlags> (NEGLflags c))))
(Select1 (Add64carry x y c)) =>
 (NEGQ <typ.UInt64> (SBBQcarrymask <typ.UInt64> (Select1 <types.TypeFlags> (ADCQ x y (Select1
<types.TypeFlags> (NEGLflags c))))))
(Select0 (Sub64borrow x y c)) =>

```
 (Select0 <typ.UInt64> (SBBQ x y (Select1 <types.TypeFlags> (NEGLflags c))))
(Select1 (Sub64borrow x y c)) =>
 (NEGQ <typ.UInt64> (SBBQcarrymask <typ.UInt64> (Select1 <types.TypeFlags> (SBBQ x y (Select1
<types.TypeFlags> (NEGLflags c))))))

// Optimize ADCQ and friends
(ADCQ x (MOVQconst [c]) carry) && is32Bit(c) => (ADCQconst x [int32(c)] carry)
(ADCQ x y (FlagEQ)) => (ADDQcarry x y)
(ADCQconst x [c] (FlagEQ)) => (ADDQconstcarry x [c])
(ADDQcarry x (MOVQconst [c])) && is32Bit(c) => (ADDQconstcarry x [int32(c)])
(SBBQ x (MOVQconst [c]) borrow) && is32Bit(c) =>
 (SBBQconst x [int32(c)] borrow)
(SBBQ x y (FlagEQ)) => (SUBQborrow x y)
(SBBQconst x [c] (FlagEQ)) => (SUBQconstborrow x [c])
(SUBQborrow x (MOVQconst [c])) && is32Bit(c) => (SUBQconstborrow x [int32(c)])
(Select1 (NEGLflags (MOVQconst [0]))) => (FlagEQ)
(Select1 (NEGLflags (NEGQ (SBBQcarrymask x)))) => x


(Mul64uhilo ...) => (MULQU2 ...)
(Div128u ...) => (DIVQU2 ...)

(Avg64u ...) => (AVGQU ...)

(Mod(64|32|16) [a] x y) => (Select1 (DIV(Q|L|W) [a] x y))
(Mod8  x y) => (Select1 (DIVW  (SignExt8to16 x) (SignExt8to16 y)))
(Mod(64|32|16)u x y) => (Select1 (DIV(Q|L|W)U x y))
(Mod8u x y) => (Select1 (DIVWU (ZeroExt8to16 x) (ZeroExt8to16 y)))

(And(64|32|16|8) ...) => (AND(Q|L|L|L) ...)
(Or(64|32|16|8) ...) => (OR(Q|L|L|L) ...)
(Xor(64|32|16|8) ...) => (XOR(Q|L|L|L) ...)
(Com(64|32|16|8) ...) => (NOT(Q|L|L|L) ...)

(Neg(64|32|16|8) ...) => (NEG(Q|L|L|L) ...)
(Neg32F x) => (PXOR x (MOVSSconst <typ.Float32> [float32(math.Copysign(0, -1))]))
(Neg64F x) => (PXOR x (MOVSDconst <typ.Float64> [math.Copysign(0,
 -1)]))

// Lowering boolean ops
(AndB ...) => (ANDL ...)
(OrB ...) => (ORL ...)
(Not x) => (XORLconst [1] x)

// Lowering pointer arithmetic
(OffPtr [off] ptr) && is32Bit(off) => (ADDQconst [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDQ (MOVQconst [off]) ptr)
```

```
// Lowering other arithmetic
(Ctz64 x)     && buildcfg.GOAMD64 >= 3 => (TZCNTQ x)
(Ctz32 x)     && buildcfg.GOAMD64 >= 3 => (TZCNTL x)
(Ctz64 <t> x) && buildcfg.GOAMD64 <  3 => (CMOVQEQ (Select0 <t> (BSFQ x)) (MOVQconst <t> [64])
(Select1 <types.TypeFlags> (BSFQ x)))
(Ctz32 x)     && buildcfg.GOAMD64 <  3 => (Select0 (BSFQ (BTSQconst <typ.UInt64> [32] x)))
(Ctz16 x) => (BSFL (BTSLconst <typ.UInt32> [16] x))
(Ctz8  x) => (BSFL (BTSLconst <typ.UInt32> [ 8] x))

(Ctz64NonZero x) && buildcfg.GOAMD64 >= 3 => (TZCNTQ x)
(Ctz32NonZero x) && buildcfg.GOAMD64 >= 3 => (TZCNTL x)
(Ctz16NonZero x) && buildcfg.GOAMD64 >= 3 => (TZCNTL x)
(Ctz8NonZero  x) && buildcfg.GOAMD64 >= 3 => (TZCNTL x)
(Ctz64NonZero x) && buildcfg.GOAMD64
 <  3 => (Select0 (BSFQ x))
(Ctz32NonZero x) && buildcfg.GOAMD64 <  3 => (BSFL x)
(Ctz16NonZero x) && buildcfg.GOAMD64 <  3 => (BSFL x)
(Ctz8NonZero  x) && buildcfg.GOAMD64 <  3 => (BSFL x)

// BitLen64 of a 64 bit value x requires checking whether x == 0, since BSRQ is undefined when x == 0.
// However, for zero-extended values, we can cheat a bit, and calculate
// BSR(x<<1 + 1), which is guaranteed to be non-zero, and which conveniently
// places the index of the highest set bit where we want it.
// For GOAMD64>=3, BitLen can be calculated by OperandSize - LZCNT(x).
(BitLen64 <t> x) && buildcfg.GOAMD64 < 3 => (ADDQconst [1] (CMOVQEQ <t> (Select0 <t> (BSRQ x))
(MOVQconst <t> [-1]) (Select1 <types.TypeFlags> (BSRQ x))))
(BitLen32 x) && buildcfg.GOAMD64 <  3 => (Select0 (BSRQ (LEAQ1 <typ.UInt64> [1] (MOVLQZX
<typ.UInt64> x) (MOVLQZX <typ.UInt64> x))))
(BitLen16 x) && buildcfg.GOAMD64 <  3 => (BSRL (LEAL1 <typ.UInt32> [1] (MOVWQZX <typ.UInt32> x)
(MOVWQZX <typ.UInt32> x)))
(BitLen8  x) &&
 buildcfg.GOAMD64 <  3 => (BSRL (LEAL1 <typ.UInt32> [1] (MOVBQZX <typ.UInt32> x) (MOVBQZX
<typ.UInt32> x)))
(BitLen64 <t> x)       && buildcfg.GOAMD64 >= 3 => (NEGQ (ADDQconst <t> [-64] (LZCNTQ x)))
// Use 64-bit version to allow const-fold remove unnecessary arithmetic.
(BitLen32 <t> x) && buildcfg.GOAMD64 >= 3 => (NEGQ (ADDQconst <t> [-32] (LZCNTL x)))
(BitLen16 <t> x) && buildcfg.GOAMD64 >= 3 => (NEGQ (ADDQconst <t> [-32] (LZCNTL (MOVWQZX
<x.Type> x))))
(BitLen8 <t> x) && buildcfg.GOAMD64 >= 3 => (NEGQ (ADDQconst <t> [-32] (LZCNTL (MOVBQZX
<x.Type> x))))

(Bswap(64|32) ...) => (BSWAP(Q|L) ...)

(PopCount(64|32) ...) => (POPCNT(Q|L) ...)
(PopCount16 x) => (POPCNTL (MOVWQZX <typ.UInt32> x))
(PopCount8 x) => (POPCNTL (MOVBQZX <typ.UInt32> x))

(Sqrt ...) => (SQRTSD ...)
```

```
(Sqrt32 ...) => (SQRTSS ...)

(RoundToEven x) => (ROUNDSD [0] x)
(Floor x)       => (ROUNDSD [1] x)
(Ceil x)        => (ROUNDSD [2] x)
(Trunc x)       => (ROUNDSD [3] x)

(FMA x y z) => (VFMADD231SD z x y)

// Lowering
 extension
// Note: we always extend to 64 bits even though some ops don't need that many result bits.
(SignExt8to16  ...) => (MOVBQSX ...)
(SignExt8to32  ...) => (MOVBQSX ...)
(SignExt8to64  ...) => (MOVBQSX ...)
(SignExt16to32 ...) => (MOVWQSX ...)
(SignExt16to64 ...) => (MOVWQSX ...)
(SignExt32to64 ...) => (MOVLQSX ...)

(ZeroExt8to16  ...) => (MOVBQZX ...)
(ZeroExt8to32  ...) => (MOVBQZX ...)
(ZeroExt8to64  ...) => (MOVBQZX ...)
(ZeroExt16to32 ...) => (MOVWQZX ...)
(ZeroExt16to64 ...) => (MOVWQZX ...)
(ZeroExt32to64 ...) => (MOVLQZX ...)

(Slicemask <t> x) => (SARQconst (NEGQ <t> x) [63])

(SpectreIndex <t> x y) => (CMOVQCC x (MOVQconst [0]) (CMPQ x y))
(SpectreSliceIndex <t> x y) => (CMOVQHI x (MOVQconst [0]) (CMPQ x y))

// Lowering truncation
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8  ...) => (Copy ...)
(Trunc32to8  ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)
(Trunc64to8  ...) => (Copy ...)
(Trunc64to16 ...) => (Copy ...)
(Trunc64to32
 ...) => (Copy ...)

// Lowering float <-> int
(Cvt32to32F ...) => (CVTSL2SS ...)
(Cvt32to64F ...) => (CVTSL2SD ...)
(Cvt64to32F ...) => (CVTSQ2SS ...)
(Cvt64to64F ...) => (CVTSQ2SD ...)

(Cvt32Fto32 ...) => (CVTTSS2SL ...)
```

```
(Cvt32Fto64 ...) => (CVTTSS2SQ ...)
(Cvt64Fto32 ...) => (CVTTSD2SL ...)
(Cvt64Fto64 ...) => (CVTTSD2SQ ...)

(Cvt32Fto64F ...) => (CVTSS2SD ...)
(Cvt64Fto32F ...) => (CVTSD2SS ...)

(Round(32|64)F ...) => (Copy ...)

(CvtBoolToUint8 ...) => (Copy ...)

// Lowering shifts
// Unsigned shifts need to return 0 if shift amount is >= width of shifted value.
//   result = (arg << shift) & (shift >= argbits ? 0 : 0xffffffffffffffff)
(Lsh64x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDQ (SHLQ <t> x y) (SBBQcarrymask <t>
(CMP(Q|L|W|B)const y [64])))
(Lsh32x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const y [32])))
(Lsh16x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const
 y [32])))
(Lsh8x(64|32|16|8)  <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const y [32])))

(Lsh64x(64|32|16|8) x y) && shiftIsBounded(v) => (SHLQ x y)
(Lsh32x(64|32|16|8) x y) && shiftIsBounded(v) => (SHLL x y)
(Lsh16x(64|32|16|8) x y) && shiftIsBounded(v) => (SHLL x y)
(Lsh8x(64|32|16|8)  x y) && shiftIsBounded(v) => (SHLL x y)

(Rsh64Ux(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDQ (SHRQ <t> x y) (SBBQcarrymask <t>
(CMP(Q|L|W|B)const y [64])))
(Rsh32Ux(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHRL <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const y [32])))
(Rsh16Ux(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHRW <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const y [16])))
(Rsh8Ux(64|32|16|8)  <t> x y) && !shiftIsBounded(v) => (ANDL (SHRB <t> x y) (SBBLcarrymask <t>
(CMP(Q|L|W|B)const y [8])))

(Rsh64Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SHRQ x y)
(Rsh32Ux(64|32|16|8) x y) && shiftIsBounded(v) =>
 (SHRL x y)
(Rsh16Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SHRW x y)
(Rsh8Ux(64|32|16|8)  x y) && shiftIsBounded(v) => (SHRB x y)

// Signed right shift needs to return 0/-1 if shift amount is >= width of shifted value.
// We implement this by setting the shift value to -1 (all ones) if the shift value is >= width.
(Rsh64x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (SARQ <t> x (OR(Q|L|L|L) <y.Type> y (NOT(Q|L|L|L)
<y.Type> (SBB(Q|L|L|L)carrymask <y.Type> (CMP(Q|L|W|B)const y [64])))))
```

```
(Rsh32x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (SARL <t> x (OR(Q|L|L|L) <y.Type> y (NOT(Q|L|L|L)
<y.Type> (SBB(Q|L|L|L)carrymask <y.Type> (CMP(Q|L|W|B)const y [32])))))
(Rsh16x(64|32|16|8) <t> x y) && !shiftIsBounded(v) => (SARW <t> x (OR(Q|L|L|L) <y.Type> y (NOT(Q|L|L|L)
<y.Type> (SBB(Q|L|L|L)carrymask <y.Type> (CMP(Q|L|W|B)const y [16])))))
(Rsh8x(64|32|16|8)  <t> x y) && !shiftIsBounded(v) => (SARB <t> x (OR(Q|L|L|L) <y.Type> y (NOT(Q|L|L|L)
<y.Type> (SBB(Q|L|L|L)carrymask <y.Type> (CMP(Q|L|W|B)const
 y [8])))))

(Rsh64x(64|32|16|8) x y) && shiftIsBounded(v) => (SARQ x y)
(Rsh32x(64|32|16|8) x y) && shiftIsBounded(v) => (SARL x y)
(Rsh16x(64|32|16|8) x y) && shiftIsBounded(v) => (SARW x y)
(Rsh8x(64|32|16|8) x y)  && shiftIsBounded(v) => (SARB x y)

// Prefer SARX/SHLX/SHRX instruction because it has less register restriction on the shift input.
(SAR(Q|L) x y) && buildcfg.GOAMD64 >= 3 => (SARX(Q|L) x y)
(SHL(Q|L) x y) && buildcfg.GOAMD64 >= 3 => (SHLX(Q|L) x y)
(SHR(Q|L) x y) && buildcfg.GOAMD64 >= 3 => (SHRX(Q|L) x y)

// Lowering integer comparisons
(Less(64|32|16|8)      x y) => (SETL  (CMP(Q|L|W|B)     x y))
(Less(64|32|16|8)U     x y) => (SETB  (CMP(Q|L|W|B)     x y))
(Leq(64|32|16|8)       x y) => (SETLE (CMP(Q|L|W|B)     x y))
(Leq(64|32|16|8)U      x y) => (SETBE (CMP(Q|L|W|B)     x y))
(Eq(Ptr|64|32|16|8|B)  x y) => (SETEQ (CMP(Q|Q|L|W|B|B) x y))
(Neq(Ptr|64|32|16|8|B) x y) => (SETNE (CMP(Q|Q|L|W|B|B) x y))

// Lowering floating point comparisons
// Note Go assembler
 gets UCOMISx operand order wrong, but it is right here
// and the operands are reversed when generating assembly language.
(Eq(32|64)F   x y) => (SETEQF (UCOMIS(S|D) x y))
(Neq(32|64)F  x y) => (SETNEF (UCOMIS(S|D) x y))
// Use SETGF/SETGEF with reversed operands to dodge NaN case.
(Less(32|64)F x y) => (SETGF  (UCOMIS(S|D) y x))
(Leq(32|64)F  x y) => (SETGEF (UCOMIS(S|D) y x))

// Lowering loads
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t)) => (MOVQload ptr mem)
(Load <t> ptr mem) && is32BitInt(t) => (MOVLload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) => (MOVWload ptr mem)
(Load <t> ptr mem) && (t.IsBoolean() || is8BitInt(t)) => (MOVBload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (MOVSSload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVSDload ptr mem)

// Lowering stores
// These more-specific FP versions of Store pattern should come first.
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVSDstore ptr val mem)
(Store {t} ptr val mem)
```

```
 && t.Size() == 4 && is32BitFloat(val.Type) => (MOVSSstore ptr val mem)

(Store {t} ptr val mem) && t.Size() == 8 => (MOVQstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 => (MOVLstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)

// Lowering moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBload src mem) mem)
(Move [2] dst src mem) => (MOVWstore dst (MOVWload src mem) mem)
(Move [4] dst src mem) => (MOVLstore dst (MOVLload src mem) mem)
(Move [8] dst src mem) => (MOVQstore dst (MOVQload src mem) mem)
(Move [16] dst src mem) && config.useSSE => (MOVOstore dst (MOVOload src mem) mem)
(Move [16] dst src mem) && !config.useSSE =>
 (MOVQstore [8] dst (MOVQload [8] src mem)
  (MOVQstore dst (MOVQload src mem) mem))

(Move [32] dst src mem) =>
 (Move [16]
  (OffPtr <dst.Type> dst [16])
  (OffPtr <src.Type> src [16])
  (Move [16] dst src mem))

(Move
 [48] dst src mem) && config.useSSE =>
 (Move [32]
  (OffPtr <dst.Type> dst [16])
  (OffPtr <src.Type> src [16])
  (Move [16] dst src mem))

(Move [64] dst src mem) && config.useSSE =>
 (Move [32]
  (OffPtr <dst.Type> dst [32])
  (OffPtr <src.Type> src [32])
  (Move [32] dst src mem))

(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBload [2] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [5] dst src mem) =>
 (MOVBstore [4] dst (MOVBload [4] src mem)
  (MOVLstore dst (MOVLload src mem) mem))
(Move [6] dst src mem) =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVLstore dst (MOVLload src mem) mem))
(Move [7] dst src mem) =>
 (MOVLstore [3] dst (MOVLload [3] src mem)
```

```
  (MOVLstore dst (MOVLload src mem) mem))
(Move [9] dst src mem) =>
 (MOVBstore [8] dst (MOVBload [8] src mem)
  (MOVQstore dst (MOVQload src mem) mem))
(Move [10] dst src mem) =>
 (MOVWstore [8] dst (MOVWload [8] src mem)
  (MOVQstore dst (MOVQload src mem) mem))
(Move [12] dst src mem) =>
 (MOVLstore [8] dst
 (MOVLload [8] src mem)
  (MOVQstore dst (MOVQload src mem) mem))
(Move [s] dst src mem) && s == 11 || s >= 13 && s <= 15 =>
 (MOVQstore [int32(s-8)] dst (MOVQload [int32(s-8)] src mem)
  (MOVQstore dst (MOVQload src mem) mem))

// Adjust moves to be a multiple of 16 bytes.
(Move [s] dst src mem)
 && s > 16 && s%16 != 0 && s%16 <= 8 =>
 (Move [s-s%16]
  (OffPtr <dst.Type> dst [s%16])
  (OffPtr <src.Type> src [s%16])
  (MOVQstore dst (MOVQload src mem) mem))
(Move [s] dst src mem)
 && s > 16 && s%16 != 0 && s%16 > 8 && config.useSSE =>
 (Move [s-s%16]
  (OffPtr <dst.Type> dst [s%16])
  (OffPtr <src.Type> src [s%16])
  (MOVOstore dst (MOVOload src mem) mem))
(Move [s] dst src mem)
 && s > 16 && s%16 != 0 && s%16 > 8 && !config.useSSE =>
 (Move [s-s%16]
  (OffPtr <dst.Type> dst [s%16])
  (OffPtr <src.Type> src [s%16])
  (MOVQstore [8] dst (MOVQload [8] src mem)
   (MOVQstore dst (MOVQload src mem) mem)))

// Medium copying uses a duff device.
(Move [s] dst src mem)
 && s > 64 && s <= 16*64
 && s%16 == 0
 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (DUFFCOPY [s] dst src mem)

// Large copying uses REP MOVSQ.
(Move [s] dst src mem) && (s > 16*64 || config.noDuffDevice) && s%8 == 0 && logLargeCopy(v, s) =>
 (REPMOVSQ dst src (MOVQconst [s/8]) mem)

// Lowering Zero instructions
```

```
(Zero [0] _ mem) => mem
(Zero [1] destptr mem) => (MOVBstoreconst [makeValAndOff(0,0)] destptr mem)
(Zero [2] destptr mem) => (MOVWstoreconst [makeValAndOff(0,0)] destptr mem)
(Zero [4] destptr mem) => (MOVLstoreconst [makeValAndOff(0,0)] destptr mem)
(Zero [8] destptr mem) => (MOVQstoreconst [makeValAndOff(0,0)] destptr mem)

(Zero [3] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,2)] destptr
  (MOVWstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [5] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,4)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [6] destptr mem) =>
 (MOVWstoreconst [makeValAndOff(0,4)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero
 [7] destptr mem) =>
 (MOVLstoreconst [makeValAndOff(0,3)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))

// Strip off any fractional word zeroing.
(Zero [s] destptr mem) && s%8 != 0 && s > 8 && !config.useSSE =>
 (Zero [s-s%8] (OffPtr <destptr.Type> destptr [s%8])
  (MOVQstoreconst [makeValAndOff(0,0)] destptr mem))

// Zero small numbers of words directly.
(Zero [16] destptr mem) && !config.useSSE =>
 (MOVQstoreconst [makeValAndOff(0,8)] destptr
  (MOVQstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [24] destptr mem) && !config.useSSE =>
 (MOVQstoreconst [makeValAndOff(0,16)] destptr
  (MOVQstoreconst [makeValAndOff(0,8)] destptr
   (MOVQstoreconst [makeValAndOff(0,0)] destptr mem)))
(Zero [32] destptr mem) && !config.useSSE =>
 (MOVQstoreconst [makeValAndOff(0,24)] destptr
  (MOVQstoreconst [makeValAndOff(0,16)] destptr
   (MOVQstoreconst [makeValAndOff(0,8)] destptr
    (MOVQstoreconst [makeValAndOff(0,0)] destptr mem))))

(Zero [s] destptr mem) && s > 8 &&
 s < 16 && config.useSSE =>
 (MOVQstoreconst [makeValAndOff(0,int32(s-8))] destptr
  (MOVQstoreconst [makeValAndOff(0,0)] destptr mem))

// Adjust zeros to be a multiple of 16 bytes.
(Zero [s] destptr mem) && s%16 != 0 && s > 16 && s%16 > 8 && config.useSSE =>
 (Zero [s-s%16] (OffPtr <destptr.Type> destptr [s%16])
  (MOVOstoreconst [makeValAndOff(0,0)] destptr mem))
```

```
(Zero [s] destptr mem) && s%16 != 0 && s > 16 && s%16 <= 8 && config.useSSE =>
 (Zero [s-s%16] (OffPtr <destptr.Type> destptr [s%16])
  (MOVOstoreconst [makeValAndOff(0,0)] destptr mem))

(Zero [16] destptr mem) && config.useSSE =>
 (MOVOstoreconst [makeValAndOff(0,0)] destptr mem)
(Zero [32] destptr mem) && config.useSSE =>
 (MOVOstoreconst [makeValAndOff(0,16)] destptr
  (MOVOstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [48] destptr mem) && config.useSSE =>
 (MOVOstoreconst [makeValAndOff(0,32)] destptr
  (MOVOstoreconst [makeValAndOff(0,16)] destptr
   (MOVOstoreconst [makeValAndOff(0,0)] destptr mem)))
(Zero [64]
 destptr mem) && config.useSSE =>
 (MOVOstoreconst [makeValAndOff(0,48)] destptr
  (MOVOstoreconst [makeValAndOff(0,32)] destptr
   (MOVOstoreconst [makeValAndOff(0,16)] destptr
    (MOVOstoreconst [makeValAndOff(0,0)] destptr mem))))

// Medium zeroing uses a duff device.
(Zero [s] destptr mem)
 && s > 64 && s <= 1024 && s%16 == 0 && !config.noDuffDevice =>
 (DUFFZERO [s] destptr mem)

// Large zeroing uses REP STOSQ.
(Zero [s] destptr mem)
 && (s > 1024 || (config.noDuffDevice && s > 64 || !config.useSSE && s > 32))
 && s%8 == 0 =>
 (REPSTOSQ destptr (MOVQconst [s/8]) (MOVQconst [0]) mem)

// Lowering constants
(Const8   [c]) => (MOVLconst [int32(c)])
(Const16  [c]) => (MOVLconst [int32(c)])
(Const32  ...) => (MOVLconst ...)
(Const64  ...) => (MOVQconst ...)
(Const32F ...) => (MOVSSconst ...)
(Const64F ...) => (MOVSDconst ...)
(ConstNil    ) => (MOVQconst [0])
(ConstBool [c]) => (MOVLconst [b2i32(c)])

// Lowering calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure
 ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)
```

```
// Lowering conditional moves
// If the condition is a SETxx, we can just run a CMOV from the comparison that was
// setting the flags.
// Legend: HI=unsigned ABOVE, CS=unsigned BELOW, CC=unsigned ABOVE EQUAL, LS=unsigned BELOW
EQUAL
(CondSelect <t> x y (SET(EQ|NE|L|G|LE|GE|A|B|AE|BE|EQF|NEF|GF|GEF) cond)) && (is64BitInt(t) || isPtr(t))
  => (CMOVQ(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS|EQF|NEF|GTF|GEF) y x cond)
(CondSelect <t> x y (SET(EQ|NE|L|G|LE|GE|A|B|AE|BE|EQF|NEF|GF|GEF) cond)) && is32BitInt(t)
  => (CMOVL(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS|EQF|NEF|GTF|GEF) y x cond)
(CondSelect <t> x y (SET(EQ|NE|L|G|LE|GE|A|B|AE|BE|EQF|NEF|GF|GEF) cond)) && is16BitInt(t)
  => (CMOVW(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS|EQF|NEF|GTF|GEF) y x cond)

// If the condition does not set the flags, we need to generate a comparison.
(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 1
  => (CondSelect <t> x y
 (MOVBQZX <typ.UInt64> check))
(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 2
  => (CondSelect <t> x y (MOVWQZX <typ.UInt64> check))
(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 4
  => (CondSelect <t> x y (MOVLQZX <typ.UInt64> check))

(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 8 && (is64BitInt(t) || isPtr(t))
  => (CMOVQNE y x (CMPQconst [0] check))
(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 8 && is32BitInt(t)
  => (CMOVLNE y x (CMPQconst [0] check))
(CondSelect <t> x y check) && !check.Type.IsFlags() && check.Type.Size() == 8 && is16BitInt(t)
  => (CMOVWNE y x (CMPQconst [0] check))

// Absorb InvertFlags
(CMOVQ(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS) x y (InvertFlags cond))
  => (CMOVQ(EQ|NE|GT|LT|GE|LE|CS|HI|LS|CC) x y cond)
(CMOVL(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS) x y (InvertFlags cond))
  => (CMOVL(EQ|NE|GT|LT|GE|LE|CS|HI|LS|CC) x y cond)
(CMOVW(EQ|NE|LT|GT|LE|GE|HI|CS|CC|LS)
 x y (InvertFlags cond))
  => (CMOVW(EQ|NE|GT|LT|GE|LE|CS|HI|LS|CC) x y cond)

// Absorb constants generated during lower
(CMOV(QEQ|QLE|QGE|QCC|QLS|LEQ|LLE|LGE|LCC|LLS|WEQ|WLE|WGE|WCC|WLS) _ x (FlagEQ)) => x
(CMOV(QNE|QLT|QGT|QCS|QHI|LNE|LLT|LGT|LCS|LHI|WNE|WLT|WGT|WCS|WHI) y _ (FlagEQ)) => y
(CMOV(QNE|QGT|QGE|QHI|QCC|LNE|LGT|LGE|LHI|LCC|WNE|WGT|WGE|WHI|WCC) _ x (FlagGT_UGT))
=> x
(CMOV(QEQ|QLE|QLT|QLS|QCS|LEQ|LLE|LLT|LLS|LCS|WEQ|WLE|WLT|WLS|WCS) y _ (FlagGT_UGT)) =>
y
(CMOV(QNE|QGT|QGE|QLS|QCS|LNE|LGT|LGE|LLS|LCS|WNE|WGT|WGE|WLS|WCS) _ x (FlagGT_ULT))
=> x
(CMOV(QEQ|QLE|QLT|QHI|QCC|LEQ|LLE|LLT|LHI|LCC|WEQ|WLE|WLT|WHI|WCC) y _ (FlagGT_ULT)) =>
```

```
y
(CMOV(QNE|QLT|QLE|QCS|QLS|LNE|LLT|LLE|LCS|LLS|WNE|WLT|WLE|WCS|WLS) _ x (FlagLT_ULT)) =>
x
(CMOV(QEQ|QGT|QGE|QHI|QCC|LEQ|LGT|LGE|LHI|LCC|WEQ|WGT|WGE|WHI|WCC) y _ (FlagLT_ULT))
=> y
(CMOV(QNE|QLT|QLE|QHI|QCC|LNE|LLT|LLE|LHI|LCC|WNE|WLT|WLE|WHI|WCC) _ x (FlagLT_UGT)) =>
x
(CMOV(QEQ|QGT|QGE|QCS|QLS|LEQ|LGT|LGE|LCS|LLS|WEQ|WGT|WGE|WCS|WLS)
 y _ (FlagLT_UGT)) => y

// Miscellaneous
(IsNonNil p) => (SETNE (TESTQ p p))
(IsInBounds idx len) => (SETB (CMPQ idx len))
(IsSliceInBounds idx len) => (SETBE (CMPQ idx len))
(NilCheck ...) => (LoweredNilCheck ...)
(GetG mem) && v.Block.Func.OwnAux.Fn.ABI() != obj.ABIInternal => (LoweredGetG mem) // only lower in old
ABI. in new ABI we have a G register.
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)

(HasCPUFeature {s}) => (SETNE (CMPLconst [0] (LoweredHasCPUFeature {s})))
(Addr {sym} base) => (LEAQ {sym} base)
(LocalAddr {sym} base _) => (LEAQ {sym} base)

(MOVBstore [off] {sym} ptr y:(SETL x) mem) && y.Uses == 1 => (SETLstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETLE x) mem) && y.Uses == 1 => (SETLEstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETG x) mem) && y.Uses == 1 => (SETGstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETGE x)
 mem) && y.Uses == 1 => (SETGEstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETEQ x) mem) && y.Uses == 1 => (SETEQstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETNE x) mem) && y.Uses == 1 => (SETNEstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETB x) mem) && y.Uses == 1 => (SETBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETBE x) mem) && y.Uses == 1 => (SETBEstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETA x) mem) && y.Uses == 1 => (SETAstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr y:(SETAE x) mem) && y.Uses == 1 => (SETAEstore [off] {sym} ptr x mem)

// block rewrites
(If (SETL  cmp) yes no) => (LT  cmp yes no)
(If (SETLE cmp) yes no) => (LE  cmp yes no)
(If (SETG  cmp) yes no) => (GT  cmp yes no)
(If (SETGE cmp) yes no) => (GE  cmp yes no)
(If (SETEQ cmp) yes no) => (EQ  cmp yes no)
(If (SETNE cmp) yes no) => (NE  cmp yes no)
(If (SETB  cmp) yes no) => (ULT cmp yes no)
(If (SETBE cmp) yes no) => (ULE cmp
 yes no)
(If (SETA  cmp) yes no) => (UGT cmp yes no)
```

```
(If (SETAE cmp) yes no) => (UGE cmp yes no)
(If (SETO cmp) yes no) => (OS cmp yes no)

// Special case for floating point - LF/LEF not generated
(If (SETGF  cmp) yes no) => (UGT  cmp yes no)
(If (SETGEF cmp) yes no) => (UGE  cmp yes no)
(If (SETEQF cmp) yes no) => (EQF  cmp yes no)
(If (SETNEF cmp) yes no) => (NEF  cmp yes no)

(If cond yes no) => (NE (TESTB cond cond) yes no)

(JumpTable idx) => (JUMPTABLE {makeJumpTableSym(b)} idx (LEAQ <typ.Uintptr> {makeJumpTableSym(b)}
(SB)))

// Atomic loads.  Other than preserving their ordering with respect to other loads, nothing special here.
(AtomicLoad8 ptr mem) => (MOVBatomicload ptr mem)
(AtomicLoad32 ptr mem) => (MOVLatomicload ptr mem)
(AtomicLoad64 ptr mem) => (MOVQatomicload ptr mem)
(AtomicLoadPtr ptr mem) => (MOVQatomicload ptr mem)

// Atomic stores.  We use XCHG to prevent the hardware reordering a subsequent load.
// TODO: most runtime uses of atomic stores don't need that property.
  Use normal stores for those?
(AtomicStore8 ptr val mem) => (Select1 (XCHGB <types.NewTuple(typ.UInt8,types.TypeMem)> val ptr mem))
(AtomicStore32 ptr val mem) => (Select1 (XCHGL <types.NewTuple(typ.UInt32,types.TypeMem)> val ptr mem))
(AtomicStore64 ptr val mem) => (Select1 (XCHGQ <types.NewTuple(typ.UInt64,types.TypeMem)> val ptr mem))
(AtomicStorePtrNoWB ptr val mem) => (Select1 (XCHGQ <types.NewTuple(typ.BytePtr,types.TypeMem)> val ptr
mem))

// Atomic exchanges.
(AtomicExchange32 ptr val mem) => (XCHGL val ptr mem)
(AtomicExchange64 ptr val mem) => (XCHGQ val ptr mem)

// Atomic adds.
(AtomicAdd32 ptr val mem) => (AddTupleFirst32 val (XADDLlock val ptr mem))
(AtomicAdd64 ptr val mem) => (AddTupleFirst64 val (XADDQlock val ptr mem))
(Select0 <t> (AddTupleFirst32 val tuple)) => (ADDL val (Select0 <t> tuple))
(Select1     (AddTupleFirst32   _ tuple)) => (Select1 tuple)
(Select0 <t> (AddTupleFirst64 val tuple)) => (ADDQ val (Select0 <t> tuple))
(Select1     (AddTupleFirst64   _
 tuple)) => (Select1 tuple)

// Atomic compare and swap.
(AtomicCompareAndSwap32 ptr old new_ mem) => (CMPXCHGLlock ptr old new_ mem)
(AtomicCompareAndSwap64 ptr old new_ mem) => (CMPXCHGQlock ptr old new_ mem)

// Atomic memory updates.
(AtomicAnd8  ptr val mem) => (ANDBlock ptr val mem)
```

```
(AtomicAnd32 ptr val mem) => (ANDLlock ptr val mem)
(AtomicOr8   ptr val mem) => (ORBlock  ptr val mem)
(AtomicOr32  ptr val mem) => (ORLlock  ptr val mem)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// ***************************
// Above: lowering rules
// Below: optimizations
// ***************************
// TODO: Should the optimizations be a separate pass?

// Fold boolean tests into blocks
(NE (TESTB (SETL  cmp) (SETL
  cmp)) yes no) => (LT  cmp yes no)
(NE (TESTB (SETLE cmp) (SETLE cmp)) yes no) => (LE  cmp yes no)
(NE (TESTB (SETG  cmp) (SETG  cmp)) yes no) => (GT  cmp yes no)
(NE (TESTB (SETGE cmp) (SETGE cmp)) yes no) => (GE  cmp yes no)
(NE (TESTB (SETEQ cmp) (SETEQ cmp)) yes no) => (EQ  cmp yes no)
(NE (TESTB (SETNE cmp) (SETNE cmp)) yes no) => (NE  cmp yes no)
(NE (TESTB (SETB  cmp) (SETB  cmp)) yes no) => (ULT cmp yes no)
(NE (TESTB (SETBE cmp) (SETBE cmp)) yes no) => (ULE cmp yes no)
(NE (TESTB (SETA  cmp) (SETA  cmp)) yes no) => (UGT cmp yes no)
(NE (TESTB (SETAE cmp) (SETAE cmp)) yes no) => (UGE cmp yes no)
(NE (TESTB (SETO cmp) (SETO cmp)) yes no) => (OS cmp yes no)

// Unsigned comparisons to 0/1
(ULT (TEST(Q|L|W|B) x x) yes no) => (First no yes)
(UGE (TEST(Q|L|W|B) x x) yes no) => (First yes no)
(SETB (TEST(Q|L|W|B) x x)) => (ConstBool [false])
(SETAE (TEST(Q|L|W|B) x x)) => (ConstBool [true])

// x & 1 != 0 -> x & 1
(SETNE (TEST(B|W)const [1] x)) => (AND(L|L)const [1] x)
(SETB (BT(L|Q)const
 [0] x)) => (AND(L|Q)const [1] x)

// Recognize bit tests: a&(1<<b) != 0 for b suitably bounded
// Note that BTx instructions use the carry bit, so we need to convert tests for zero flag
// into tests for carry flags.
// ULT and SETB check the carry flag; they are identical to CS and SETCS. Same, mutatis
// mutandis, for UGE and SETAE, and CC and SETCC.
((NE|EQ) (TESTL (SHLL (MOVLconst [1]) x) y)) => ((ULT|UGE) (BTL x y))
```

```
((NE|EQ) (TESTQ (SHLQ (MOVQconst [1]) x) y)) => ((ULT|UGE) (BTQ x y))
((NE|EQ) (TESTL (SHLXL (MOVLconst [1]) x) y)) => ((ULT|UGE) (BTL x y))
((NE|EQ) (TESTQ (SHLXQ (MOVQconst [1]) x) y)) => ((ULT|UGE) (BTQ x y))
((NE|EQ) (TESTLconst [c] x)) && isUint32PowerOfTwo(int64(c))
  => ((ULT|UGE) (BTLconst [int8(log32(c))] x))
((NE|EQ) (TESTQconst [c] x)) && isUint64PowerOfTwo(int64(c))
  => ((ULT|UGE) (BTQconst [int8(log32(c))] x))
((NE|EQ) (TESTQ (MOVQconst [c]) x)) && isUint64PowerOfTwo(c)
  => ((ULT|UGE) (BTQconst [int8(log64(c))] x))
(SET(NE|EQ) (TESTL (SHLL
 (MOVLconst [1]) x) y)) => (SET(B|AE)  (BTL x y))
(SET(NE|EQ) (TESTQ (SHLQ (MOVQconst [1]) x) y)) => (SET(B|AE)  (BTQ x y))
(SET(NE|EQ) (TESTL (SHLXL (MOVLconst [1]) x) y)) => (SET(B|AE)  (BTL x y))
(SET(NE|EQ) (TESTQ (SHLXQ (MOVQconst [1]) x) y)) => (SET(B|AE)  (BTQ x y))
(SET(NE|EQ) (TESTLconst [c] x)) && isUint32PowerOfTwo(int64(c))
  => (SET(B|AE)  (BTLconst [int8(log32(c))] x))
(SET(NE|EQ) (TESTQconst [c] x)) && isUint64PowerOfTwo(int64(c))
  => (SET(B|AE)  (BTQconst [int8(log32(c))] x))
(SET(NE|EQ) (TESTQ (MOVQconst [c]) x)) && isUint64PowerOfTwo(c)
  => (SET(B|AE)  (BTQconst [int8(log64(c))] x))
// SET..store variant
(SET(NE|EQ)store [off] {sym} ptr (TESTL (SHLL (MOVLconst [1]) x) y) mem)
  => (SET(B|AE)store  [off] {sym} ptr (BTL x y) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTQ (SHLQ (MOVQconst [1]) x) y) mem)
  => (SET(B|AE)store  [off] {sym} ptr (BTQ x y) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTL (SHLXL (MOVLconst [1]) x) y) mem)
  => (SET(B|AE)store  [off] {sym}
 ptr (BTL x y) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTQ (SHLXQ (MOVQconst [1]) x) y) mem)
  => (SET(B|AE)store  [off] {sym} ptr (BTQ x y) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTLconst [c] x) mem) && isUint32PowerOfTwo(int64(c))
  => (SET(B|AE)store  [off] {sym} ptr (BTLconst [int8(log32(c))] x) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTQconst [c] x) mem) && isUint64PowerOfTwo(int64(c))
  => (SET(B|AE)store  [off] {sym} ptr (BTQconst [int8(log32(c))] x) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTQ (MOVQconst [c]) x) mem) && isUint64PowerOfTwo(c)
  => (SET(B|AE)store  [off] {sym} ptr (BTQconst [int8(log64(c))] x) mem)

// Handle bit-testing in the form (a>>b)&1 != 0 by building the above rules
// and further combining shifts.
(BT(Q|L)const [c] (SHRQconst [d] x)) && (c+d)<64 => (BTQconst [c+d] x)
(BT(Q|L)const [c] (SHLQconst [d] x)) && c>d      => (BT(Q|L)const [c-d] x)
(BT(Q|L)const [0] s:(SHRQ x y)) => (BTQ y x)
(BT(Q|L)const [0] s:(SHRXQ x y)) => (BTQ y x)
(BTLconst
 [c] (SHRLconst [d] x)) && (c+d)<32 => (BTLconst [c+d] x)
(BTLconst [c] (SHLLconst [d] x)) && c>d      => (BTLconst [c-d] x)
(BTLconst [0] s:(SHR(L|XL) x y)) => (BTL y x)
```

```
// Rewrite a & 1 != 1 into a & 1 == 0.
// Among other things, this lets us turn (a>>b)&1 != 1 into a bit test.
(SET(NE|EQ) (CMPLconst [1] s:(ANDLconst [1] _))) => (SET(EQ|NE) (CMPLconst [0] s))
(SET(NE|EQ)store [off] {sym} ptr (CMPLconst [1] s:(ANDLconst [1] _)) mem) => (SET(EQ|NE)store [off] {sym}
ptr (CMPLconst [0] s) mem)
(SET(NE|EQ) (CMPQconst [1] s:(ANDQconst [1] _))) => (SET(EQ|NE) (CMPQconst [0] s))
(SET(NE|EQ)store [off] {sym} ptr (CMPQconst [1] s:(ANDQconst [1] _)) mem) => (SET(EQ|NE)store [off] {sym}
ptr (CMPQconst [0] s) mem)

// Recognize bit setting (a |= 1<<b) and toggling (a ^= 1<<b)
(OR(Q|L) (SHL(Q|L) (MOV(Q|L)const [1]) y) x) => (BTS(Q|L) x y)
(XOR(Q|L) (SHL(Q|L) (MOV(Q|L)const [1]) y) x) => (BTC(Q|L) x y)
(OR(Q|L) (SHLX(Q|L) (MOV(Q|L)const [1]) y) x) => (BTS(Q|L) x y)
(XOR(Q|L) (SHLX(Q|L) (MOV(Q|L)const
 [1]) y) x) => (BTC(Q|L) x y)

// Convert ORconst into BTS, if the code gets smaller, with boundary being
// (ORL $40,AX is 3 bytes, ORL $80,AX is 6 bytes).
((ORQ|XORQ)const [c] x) && isUint64PowerOfTwo(int64(c)) && uint64(c) >= 128
  => (BT(S|C)Qconst [int8(log32(c))] x)
((ORL|XORL)const [c] x) && isUint32PowerOfTwo(int64(c)) && uint64(c) >= 128
  => (BT(S|C)Lconst [int8(log32(c))] x)
((ORQ|XORQ) (MOVQconst [c]) x) && isUint64PowerOfTwo(c) && uint64(c) >= 128
  => (BT(S|C)Qconst [int8(log64(c))] x)
((ORL|XORL) (MOVLconst [c]) x) && isUint32PowerOfTwo(int64(c)) && uint64(c) >= 128
  => (BT(S|C)Lconst [int8(log32(c))] x)

// Recognize bit clearing: a &^= 1<<b
(AND(Q|L) (NOT(Q|L) (SHL(Q|L) (MOV(Q|L)const [1]) y)) x) => (BTR(Q|L) x y)
(ANDN(Q|L) x (SHL(Q|L) (MOV(Q|L)const [1]) y)) => (BTR(Q|L) x y)
(AND(Q|L) (NOT(Q|L) (SHLX(Q|L) (MOV(Q|L)const [1]) y)) x) => (BTR(Q|L) x y)
(ANDN(Q|L) x (SHLX(Q|L) (MOV(Q|L)const [1]) y)) => (BTR(Q|L) x y)
(ANDQconst [c] x) && isUint64PowerOfTwo(int64(^c))
 && uint64(^c) >= 128
  => (BTRQconst [int8(log32(^c))] x)
(ANDLconst [c] x) && isUint32PowerOfTwo(int64(^c)) && uint64(^c) >= 128
  => (BTRLconst [int8(log32(^c))] x)
(ANDQ (MOVQconst [c]) x) && isUint64PowerOfTwo(^c) && uint64(^c) >= 128
  => (BTRQconst [int8(log64(^c))] x)
(ANDL (MOVLconst [c]) x) && isUint32PowerOfTwo(int64(^c)) && uint64(^c) >= 128
  => (BTRLconst [int8(log32(^c))] x)

// Special-case bit patterns on first/last bit.
// generic.rules changes ANDs of high-part/low-part masks into a couple of shifts,
// for instance:
//    x & 0xFFFF0000 -> (x >> 16) << 16
//    x & 0x80000000 -> (x >> 31) << 31
//
```

```
// In case the mask is just one bit (like second example above), it conflicts
// with the above rules to detect bit-testing / bit-clearing of first/last bit.
// We thus special-case them, by detecting the shift patterns.

// Special case resetting first/last bit
(SHL(L|Q)const [1] (SHR(L|Q)const [1] x))
 => (BTR(L|Q)const [0] x)
(SHRLconst [1] (SHLLconst
 [1] x))
 => (BTRLconst [31] x)
(SHRQconst [1] (SHLQconst [1] x))
 => (BTRQconst [63] x)

// Special case testing first/last bit (with double-shift generated by generic.rules)
((SETNE|SETEQ|NE|EQ) (TESTQ z1:(SHLQconst [63] (SHRQconst [63] x)) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE) (BTQconst [63] x))
((SETNE|SETEQ|NE|EQ) (TESTL z1:(SHLLconst [31] (SHRQconst [31] x)) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE) (BTQconst [31] x))
(SET(NE|EQ)store [off] {sym} ptr (TESTQ z1:(SHLQconst [63] (SHRQconst [63] x)) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTQconst [63] x) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTL z1:(SHLLconst [31] (SHRLconst [31] x)) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTLconst [31] x) mem)

((SETNE|SETEQ|NE|EQ) (TESTQ z1:(SHRQconst [63] (SHLQconst [63] x)) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE)  (BTQconst [0] x))
((SETNE|SETEQ|NE|EQ) (TESTL z1:(SHRLconst [31] (SHLLconst [31] x)) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE)  (BTLconst
 [0] x))
(SET(NE|EQ)store [off] {sym} ptr (TESTQ z1:(SHRQconst [63] (SHLQconst [63] x)) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTQconst [0] x) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTL z1:(SHRLconst [31] (SHLLconst [31] x)) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTLconst [0] x) mem)

// Special-case manually testing last bit with "a>>63 != 0" (without "&1")
((SETNE|SETEQ|NE|EQ) (TESTQ z1:(SHRQconst [63] x) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE) (BTQconst [63] x))
((SETNE|SETEQ|NE|EQ) (TESTL z1:(SHRLconst [31] x) z2)) && z1==z2
   => ((SETB|SETAE|ULT|UGE) (BTLconst [31] x))
(SET(NE|EQ)store [off] {sym} ptr (TESTQ z1:(SHRQconst [63] x) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTQconst [63] x) mem)
(SET(NE|EQ)store [off] {sym} ptr (TESTL z1:(SHRLconst [31] x) z2) mem) && z1==z2
   => (SET(B|AE)store [off] {sym} ptr (BTLconst [31] x) mem)

// Fold combinations of bit ops on same bit. An example is math.Copysign(c,-1)
(BTS(Q|L)const
 [c] (BTR(Q|L)const [c] x)) => (BTS(Q|L)const [c] x)
(BTS(Q|L)const [c] (BTC(Q|L)const [c] x)) => (BTS(Q|L)const [c] x)
(BTR(Q|L)const [c] (BTS(Q|L)const [c] x)) => (BTR(Q|L)const [c] x)
```

```
(BTR(Q|L)const [c] (BTC(Q|L)const [c] x)) => (BTR(Q|L)const [c] x)

// Fold boolean negation into SETcc.
(XORLconst [1] (SETNE x)) => (SETEQ x)
(XORLconst [1] (SETEQ x)) => (SETNE x)
(XORLconst [1] (SETL  x)) => (SETGE x)
(XORLconst [1] (SETGE x)) => (SETL  x)
(XORLconst [1] (SETLE x)) => (SETG  x)
(XORLconst [1] (SETG  x)) => (SETLE x)
(XORLconst [1] (SETB  x)) => (SETAE x)
(XORLconst [1] (SETAE x)) => (SETB  x)
(XORLconst [1] (SETBE x)) => (SETA  x)
(XORLconst [1] (SETA  x)) => (SETBE x)

// Special case for floating point - LF/LEF not generated
(NE (TESTB (SETGF  cmp) (SETGF  cmp)) yes no) => (UGT  cmp yes no)
(NE (TESTB (SETGEF cmp) (SETGEF cmp)) yes no) => (UGE  cmp yes no)
(NE (TESTB (SETEQF cmp) (SETEQF cmp)) yes no) => (EQF  cmp yes no)
(NE (TESTB (SETNEF cmp) (SETNEF cmp)) yes
 no) => (NEF  cmp yes no)

// Disabled because it interferes with the pattern match above and makes worse code.
// (SETNEF x) => (ORQ (SETNE <typ.Int8> x) (SETNAN <typ.Int8> x))
// (SETEQF x) => (ANDQ (SETEQ <typ.Int8> x) (SETORD <typ.Int8> x))

// fold constants into instructions
(ADDQ x (MOVQconst [c])) && is32Bit(c) => (ADDQconst [int32(c)] x)
(ADDQ x (MOVLconst [c])) => (ADDQconst [c] x)
(ADDL x (MOVLconst [c])) => (ADDLconst [c] x)

(SUBQ x (MOVQconst [c])) && is32Bit(c) => (SUBQconst x [int32(c)])
(SUBQ (MOVQconst [c]) x) && is32Bit(c) => (NEGQ (SUBQconst <v.Type> x [int32(c)]))
(SUBL x (MOVLconst [c])) => (SUBLconst x [c])
(SUBL (MOVLconst [c]) x) => (NEGL (SUBLconst <v.Type> x [c]))

(MULQ x (MOVQconst [c])) && is32Bit(c) => (MULQconst [int32(c)] x)
(MULL x (MOVLconst [c])) => (MULLconst [c] x)

(ANDQ x (MOVQconst [c])) && is32Bit(c) => (ANDQconst [int32(c)] x)
(ANDL x (MOVLconst [c])) => (ANDLconst [c] x)

(AND(L|Q)const [c] (AND(L|Q)const [d] x)) => (AND(L|Q)const [c & d] x)
(XOR(L|Q)const
 [c] (XOR(L|Q)const [d] x)) => (XOR(L|Q)const [c ^ d] x)
(OR(L|Q)const  [c] (OR(L|Q)const  [d] x)) => (OR(L|Q)const  [c | d] x)

(BTRLconst [c] (ANDLconst [d] x)) => (ANDLconst [d &^ (1<<uint32(c))] x)
(ANDLconst [c] (BTRLconst [d] x)) => (ANDLconst [c &^ (1<<uint32(d))] x)
```

```
(BTRLconst [c] (BTRLconst [d] x)) => (ANDLconst [^(1<<uint32(c) | 1<<uint32(d))] x)

(BTCLconst [c] (XORLconst [d] x)) => (XORLconst [d ^ 1<<uint32(c)] x)
(XORLconst [c] (BTCLconst [d] x)) => (XORLconst [c ^ 1<<uint32(d)] x)
(BTCLconst [c] (BTCLconst [d] x)) => (XORLconst [1<<uint32(c) | 1<<uint32(d)] x)

(BTSLconst [c] (ORLconst  [d] x)) => (ORLconst [d | 1<<uint32(c)] x)
(ORLconst  [c] (BTSLconst [d] x)) => (ORLconst [c | 1<<uint32(d)] x)
(BTSLconst [c] (BTSLconst [d] x)) => (ORLconst [1<<uint32(c) | 1<<uint32(d)] x)

(BTRQconst [c] (ANDQconst [d] x)) && is32Bit(int64(d) &^ (1<<uint32(c)))     => (ANDQconst [d &^
(1<<uint32(c))] x)
(ANDQconst [c] (BTRQconst [d] x)) && is32Bit(int64(c) &^ (1<<uint32(d)))
    => (ANDQconst [c &^ (1<<uint32(d))] x)
(BTRQconst [c] (BTRQconst [d] x)) && is32Bit(^(1<<uint32(c) | 1<<uint32(d))) => (ANDQconst [^(1<<uint32(c)
| 1<<uint32(d))] x)

(BTCQconst [c] (XORQconst [d] x)) && is32Bit(int64(d) ^ 1<<uint32(c))     => (XORQconst [d ^ 1<<uint32(c)] x)
(XORQconst [c] (BTCQconst [d] x)) && is32Bit(int64(c) ^ 1<<uint32(d))     => (XORQconst [c ^ 1<<uint32(d)] x)
(BTCQconst [c] (BTCQconst [d] x)) && is32Bit(1<<uint32(c) ^ 1<<uint32(d)) => (XORQconst [1<<uint32(c) ^
1<<uint32(d)] x)

(BTSQconst [c] (ORQconst  [d] x)) && is32Bit(int64(d) | 1<<uint32(c))     => (ORQconst [d | 1<<uint32(c)] x)
(ORQconst  [c] (BTSQconst [d] x)) && is32Bit(int64(c) | 1<<uint32(d))     => (ORQconst [c | 1<<uint32(d)] x)
(BTSQconst [c] (BTSQconst [d] x)) && is32Bit(1<<uint32(c) | 1<<uint32(d)) => (ORQconst [1<<uint32(c) |
1<<uint32(d)] x)


(MULLconst [c] (MULLconst [d] x)) => (MULLconst [c * d] x)
(MULQconst [c] (MULQconst [d] x)) && is32Bit(int64(c)*int64(d)) => (MULQconst [c * d]
 x)

(ORQ x (MOVQconst [c])) && is32Bit(c) => (ORQconst [int32(c)] x)
(ORQ x (MOVLconst [c])) => (ORQconst [c] x)
(ORL x (MOVLconst [c])) => (ORLconst [c] x)

(XORQ x (MOVQconst [c])) && is32Bit(c) => (XORQconst [int32(c)] x)
(XORL x (MOVLconst [c])) => (XORLconst [c] x)

(SHLQ x (MOV(Q|L)const [c])) => (SHLQconst [int8(c&63)] x)
(SHLL x (MOV(Q|L)const [c])) => (SHLLconst [int8(c&31)] x)
(SHLXQ x (MOV(Q|L)const [c])) => (SHLQconst [int8(c&63)] x)
(SHLXL x (MOV(Q|L)const [c])) => (SHLLconst [int8(c&31)] x)

(SHRQ x (MOV(Q|L)const [c])) => (SHRQconst [int8(c&63)] x)
(SHRL x (MOV(Q|L)const [c])) => (SHRLconst [int8(c&31)] x)
(SHRW x (MOV(Q|L)const [c])) && c&31 < 16 => (SHRWconst [int8(c&31)] x)
(SHRW _ (MOV(Q|L)const [c])) && c&31 >= 16 => (MOVLconst [0])
```

```
(SHRB x (MOV(Q|L)const [c])) && c&31 < 8 => (SHRBconst [int8(c&31)] x)
(SHRB _ (MOV(Q|L)const [c])) && c&31 >= 8 => (MOVLconst [0])
(SHRXQ x (MOV(Q|L)const [c])) => (SHRQconst [int8(c&63)] x)
(SHRXL x (MOV(Q|L)const [c])) => (SHRLconst
 [int8(c&31)] x)

(SARQ x (MOV(Q|L)const [c])) => (SARQconst [int8(c&63)] x)
(SARL x (MOV(Q|L)const [c])) => (SARLconst [int8(c&31)] x)
(SARW x (MOV(Q|L)const [c])) => (SARWconst [int8(min(int64(c)&31,15))] x)
(SARB x (MOV(Q|L)const [c])) => (SARBconst [int8(min(int64(c)&31,7))] x)
(SARXQ x (MOV(Q|L)const [c])) => (SARQconst [int8(c&63)] x)
(SARXL x (MOV(Q|L)const [c])) => (SARLconst [int8(c&31)] x)

// Operations which don't affect the low 6/5 bits of the shift amount are NOPs.
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (ADDQconst [c] y)) && c & 63 == 0  =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x y)
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGQ <t> (ADDQconst [c] y))) && c & 63 == 0  =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGQ <t> y))
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (ANDQconst [c] y)) && c & 63 == 63 =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x y)
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGQ <t> (ANDQconst [c] y))) && c & 63 == 63 =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGQ <t> y))

((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL)
 x (ADDQconst [c] y)) && c & 31 == 0  => ((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x y)
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGQ <t> (ADDQconst [c] y))) && c & 31 == 0  =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGQ <t> y))
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (ANDQconst [c] y)) && c & 31 == 31 =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x y)
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGQ <t> (ANDQconst [c] y))) && c & 31 == 31 =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGQ <t> y))

((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (ADDLconst [c] y)) && c & 63 == 0  =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x y)
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGL <t> (ADDLconst [c] y))) && c & 63 == 0  =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGL <t> y))
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (ANDLconst [c] y)) && c & 63 == 63 =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x y)
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ) x (NEGL <t> (ANDLconst [c] y))) && c & 63 == 63 =>
((SHLQ|SHRQ|SARQ|SHLXQ|SHRXQ|SARXQ)
 x (NEGL <t> y))

((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (ADDLconst [c] y)) && c & 31 == 0  =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x y)
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGL <t> (ADDLconst [c] y))) && c & 31 == 0  =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGL <t> y))
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (ANDLconst [c] y)) && c & 31 == 31 =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x y)
```

```
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGL <t> (ANDLconst [c] y))) && c & 31 == 31 =>
((SHLL|SHRL|SARL|SHLXL|SHRXL|SARXL) x (NEGL <t> y))

// Constant rotate instructions
((ADDQ|ORQ|XORQ) (SHLQconst x [c]) (SHRQconst x [d])) && d==64-c => (ROLQconst x [c])
((ADDL|ORL|XORL) (SHLLconst x [c]) (SHRLconst x [d])) && d==32-c => (ROLLconst x [c])

((ADDL|ORL|XORL) <t> (SHLLconst x [c]) (SHRWconst x [d])) && d==16-c && c < 16 && t.Size() == 2 =>
(ROLWconst x [c])
((ADDL|ORL|XORL) <t> (SHLLconst x [c]) (SHRBconst x [d])) && d==8-c  && c < 8  && t.Size() == 1 =>
(ROLBconst x [c])

(ROLQconst [c] (ROLQconst
 [d] x)) => (ROLQconst [(c+d)&63] x)
(ROLLconst [c] (ROLLconst [d] x)) => (ROLLconst [(c+d)&31] x)
(ROLWconst [c] (ROLWconst [d] x)) => (ROLWconst [(c+d)&15] x)
(ROLBconst [c] (ROLBconst [d] x)) => (ROLBconst [(c+d)& 7] x)

(RotateLeft8  ...) => (ROLB ...)
(RotateLeft16 ...) => (ROLW ...)
(RotateLeft32 ...) => (ROLL ...)
(RotateLeft64 ...) => (ROLQ ...)

// Non-constant rotates.
// We want to issue a rotate when the Go source contains code like
//     y &= 63
//     x << y | x >> (64-y)
// The shift rules above convert << to SHLx and >> to SHRx.
// SHRx converts its shift argument from 64-y to -y.
// A tricky situation occurs when y==0. Then the original code would be:
//     x << 0 | x >> 64
// But x >> 64 is 0, not x. So there's an additional mask that is ANDed in
// to force the second term to 0. We don't need that mask, but we must match
// it in order to strip it out.
(ORQ (SHLQ x y) (ANDQ (SHRQ x (NEG(Q|L) y)) (SBBQcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const
 y [63]) [-64])) [64])))) => (ROLQ x y)
(ORQ (SHRQ x y) (ANDQ (SHLQ x (NEG(Q|L) y)) (SBBQcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [63]) [-64])) [64])))) => (RORQ x y)
(ORQ (SHLXQ x y) (ANDQ (SHRXQ x (NEG(Q|L) y)) (SBBQcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [63]) [-64])) [64])))) => (ROLQ x y)
(ORQ (SHRXQ x y) (ANDQ (SHLXQ x (NEG(Q|L) y)) (SBBQcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [63]) [-64])) [64])))) => (RORQ x y)

(ORL (SHLL x y) (ANDL (SHRL x (NEG(Q|L) y)) (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [31]) [-32])) [32])))) => (ROLL x y)
(ORL (SHRL x y) (ANDL (SHLL x (NEG(Q|L) y)) (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [31]) [-32])) [32])))) => (RORL x y)
```

```
(ORL (SHLXL x y) (ANDL (SHRXL x (NEG(Q|L) y)) (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L)
(ADD(Q|L)const (AND(Q|L)const y [31]) [-32])) [32]))) => (ROLL x y)
(ORL (SHRXL x y) (ANDL (SHLXL x (NEG(Q|L)
 y)) (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [31]) [-32])) [32]))) =>
(RORL x y)

// Help with rotate detection
(CMPQconst (NEGQ (ADDQconst [-16] (ANDQconst [15] _))) [32]) => (FlagLT_ULT)
(CMPQconst (NEGQ (ADDQconst [ -8] (ANDQconst  [7] _))) [32]) => (FlagLT_ULT)

(ORL (SHLL x (AND(Q|L)const y [15]))
   (ANDL (SHRW x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16])))
      (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16])) [16])))
 && v.Type.Size() == 2
 => (ROLW x y)
(ORL (SHRW x (AND(Q|L)const y [15]))
   (SHLL x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16]))))
 && v.Type.Size() == 2
 => (RORW x y)
(ORL (SHLXL x (AND(Q|L)const y [15]))
   (ANDL (SHRW x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16])))
      (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16])) [16])))
 && v.Type.Size() == 2
 => (ROLW x y)
(ORL (SHRW x (AND(Q|L)const
 y [15]))
   (SHLXL x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [15]) [-16]))))
 && v.Type.Size() == 2
 => (RORW x y)

(ORL (SHLL x (AND(Q|L)const y [ 7]))
   (ANDL (SHRB x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8])))
      (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8])) [ 8])))
 && v.Type.Size() == 1
 => (ROLB x y)
(ORL (SHRB x (AND(Q|L)const y [ 7]))
   (SHLL x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8]))))
 && v.Type.Size() == 1
 => (RORB x y)
(ORL (SHLXL x (AND(Q|L)const y [ 7]))
   (ANDL (SHRB x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8])))
      (SBBLcarrymask (CMP(Q|L)const (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8])) [ 8])))
 && v.Type.Size() == 1
 => (ROLB x y)
(ORL (SHRB x (AND(Q|L)const y [ 7]))
   (SHLXL x (NEG(Q|L) (ADD(Q|L)const (AND(Q|L)const y [ 7]) [ -8]))))
 && v.Type.Size() == 1
 => (RORB x y)
```

```
// rotate left negative = rotate right
(ROLQ x (NEG(Q|L) y))
 => (RORQ x y)
(ROLL x (NEG(Q|L) y)) => (RORL x y)
(ROLW x (NEG(Q|L) y)) => (RORW x y)
(ROLB x (NEG(Q|L) y)) => (RORB x y)

// rotate right negative = rotate left
(RORQ x (NEG(Q|L) y)) => (ROLQ x y)
(RORL x (NEG(Q|L) y)) => (ROLL x y)
(RORW x (NEG(Q|L) y)) => (ROLW x y)
(RORB x (NEG(Q|L) y)) => (ROLB x y)

// rotate by constants
(ROLQ x (MOV(Q|L)const [c])) => (ROLQconst [int8(c&63)] x)
(ROLL x (MOV(Q|L)const [c])) => (ROLLconst [int8(c&31)] x)
(ROLW x (MOV(Q|L)const [c])) => (ROLWconst [int8(c&15)] x)
(ROLB x (MOV(Q|L)const [c])) => (ROLBconst [int8(c&7) ] x)

(RORQ x (MOV(Q|L)const [c])) => (ROLQconst [int8((-c)&63)] x)
(RORL x (MOV(Q|L)const [c])) => (ROLLconst [int8((-c)&31)] x)
(RORW x (MOV(Q|L)const [c])) => (ROLWconst [int8((-c)&15)] x)
(RORB x (MOV(Q|L)const [c])) => (ROLBconst [int8((-c)&7) ] x)

// Constant shift simplifications
((SHLQ|SHRQ|SARQ)const      x [0]) => x
((SHLL|SHRL|SARL)const      x [0]) => x
((SHRW|SARW)const           x [0]) => x
((SHRB|SARB)const           x
 [0]) => x
((ROLQ|ROLL|ROLW|ROLB)const x [0]) => x

// Multi-register shifts
(ORQ (SH(R|L)Q lo bits) (SH(L|R)Q hi (NEGQ bits))) => (SH(R|L)DQ lo hi bits)
(ORQ (SH(R|L)XQ lo bits) (SH(L|R)XQ hi (NEGQ bits))) => (SH(R|L)DQ lo hi bits)

// Note: the word and byte shifts keep the low 5 bits (not the low 4 or 3 bits)
// because the x86 instructions are defined to use all 5 bits of the shift even
// for the small shifts. I don't think we'll ever generate a weird shift (e.g.
// (SHRW x (MOVLconst [24])), but just in case.

(CMPQ x (MOVQconst [c])) && is32Bit(c) => (CMPQconst x [int32(c)])
(CMPQ (MOVQconst [c]) x) && is32Bit(c) => (InvertFlags (CMPQconst x [int32(c)]))
(CMPL x (MOVLconst [c])) => (CMPLconst x [c])
(CMPL (MOVLconst [c]) x) => (InvertFlags (CMPLconst x [c]))
(CMPW x (MOVLconst [c])) => (CMPWconst x [int16(c)])
(CMPW (MOVLconst [c]) x) => (InvertFlags (CMPWconst x [int16(c)]))
```

```
(CMPB x (MOVLconst [c])) => (CMPBconst x [int8(c)])
(CMPB (MOVLconst [c]) x) => (InvertFlags (CMPBconst x
 [int8(c)]))

// Canonicalize the order of arguments to comparisons - helps with CSE.
(CMP(Q|L|W|B) x y) && canonLessThan(x,y) => (InvertFlags (CMP(Q|L|W|B) y x))

// Using MOVZX instead of AND is cheaper.
(AND(Q|L)const [  0xFF] x) => (MOVBQZX x)
(AND(Q|L)const [0xFFFF] x) => (MOVWQZX x)
// This rule is currently invalid because 0xFFFFFFFF is not representable by a signed int32.
// Commenting out for now, because it also can't trigger because of the is32bit guard on the
// ANDQconst lowering-rule, above, prevents 0xFFFFFFFF from matching (for the same reason)
// Using an alternate form of this rule segfaults some binaries because of
// adverse interactions with other passes.
// (ANDQconst [0xFFFFFFFF] x) => (MOVLQZX x)

// strength reduction
// Assumes that the following costs from https://gmplib.org/~tege/x86-timing.pdf:
//    1 - addq, shlq, leaq, negq, subq
//    3 - imulq
// This limits the rewrites to two instructions.
// Note that negq always operates in-place,
// which can require
 a register-register move
// to preserve the original value,
// so it must be used with care.
(MUL(Q|L)const [-9] x) => (NEG(Q|L) (LEA(Q|L)8 <v.Type> x x))
(MUL(Q|L)const [-5] x) => (NEG(Q|L) (LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [-3] x) => (NEG(Q|L) (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const [-1] x) => (NEG(Q|L) x)
(MUL(Q|L)const [ 0] _) => (MOV(Q|L)const [0])
(MUL(Q|L)const [ 1] x) => x
(MUL(Q|L)const [ 3] x) => (LEA(Q|L)2 x x)
(MUL(Q|L)const [ 5] x) => (LEA(Q|L)4 x x)
(MUL(Q|L)const [ 7] x) => (LEA(Q|L)2 x (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const [ 9] x) => (LEA(Q|L)8 x x)
(MUL(Q|L)const [11] x) => (LEA(Q|L)2 x (LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [13] x) => (LEA(Q|L)4 x (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const [19] x) => (LEA(Q|L)2 x (LEA(Q|L)8 <v.Type> x x))
(MUL(Q|L)const [21] x) => (LEA(Q|L)4 x (LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [25] x) => (LEA(Q|L)8 x (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const [27] x) => (LEA(Q|L)8 (LEA(Q|L)2 <v.Type> x x) (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const
 [37] x) => (LEA(Q|L)4 x (LEA(Q|L)8 <v.Type> x x))
(MUL(Q|L)const [41] x) => (LEA(Q|L)8 x (LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [45] x) => (LEA(Q|L)8 (LEA(Q|L)4 <v.Type> x x) (LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [73] x) => (LEA(Q|L)8 x (LEA(Q|L)8 <v.Type> x x))
```

```
(MUL(Q|L)const [81] x) => (LEA(Q|L)8 (LEA(Q|L)8 <v.Type> x x) (LEA(Q|L)8 <v.Type> x x))

(MUL(Q|L)const [c] x) && isPowerOfTwo64(int64(c)+1) && c >=  15 => (SUB(Q|L)  (SHL(Q|L)const <v.Type>
[int8(log64(int64(c)+1))] x) x)
(MUL(Q|L)const [c] x) && isPowerOfTwo32(c-1) && c >=  17 => (LEA(Q|L)1 (SHL(Q|L)const <v.Type>
[int8(log32(c-1))] x) x)
(MUL(Q|L)const [c] x) && isPowerOfTwo32(c-2) && c >=  34 => (LEA(Q|L)2 (SHL(Q|L)const <v.Type>
[int8(log32(c-2))] x) x)
(MUL(Q|L)const [c] x) && isPowerOfTwo32(c-4) && c >=  68 => (LEA(Q|L)4 (SHL(Q|L)const <v.Type>
[int8(log32(c-4))] x) x)
(MUL(Q|L)const [c] x) && isPowerOfTwo32(c-8) && c >= 136 => (LEA(Q|L)8 (SHL(Q|L)const <v.Type>
[int8(log32(c-8))] x) x)
(MUL(Q|L)const
 [c] x) && c%3 == 0 && isPowerOfTwo32(c/3) => (SHL(Q|L)const [int8(log32(c/3))] (LEA(Q|L)2 <v.Type> x x))
(MUL(Q|L)const [c] x) && c%5 == 0 && isPowerOfTwo32(c/5) => (SHL(Q|L)const [int8(log32(c/5))]
(LEA(Q|L)4 <v.Type> x x))
(MUL(Q|L)const [c] x) && c%9 == 0 && isPowerOfTwo32(c/9) => (SHL(Q|L)const [int8(log32(c/9))]
(LEA(Q|L)8 <v.Type> x x))

// combine add/shift into LEAQ/LEAL
(ADD(L|Q) x (SHL(L|Q)const [3] y)) => (LEA(L|Q)8 x y)
(ADD(L|Q) x (SHL(L|Q)const [2] y)) => (LEA(L|Q)4 x y)
(ADD(L|Q) x (SHL(L|Q)const [1] y)) => (LEA(L|Q)2 x y)
(ADD(L|Q) x (ADD(L|Q) y y))        => (LEA(L|Q)2 x y)
(ADD(L|Q) x (ADD(L|Q) x y))        => (LEA(L|Q)2 y x)

// combine ADDQ/ADDQconst into LEAQ1/LEAL1
(ADD(Q|L)const [c] (ADD(Q|L) x y)) => (LEA(Q|L)1 [c] x y)
(ADD(Q|L) (ADD(Q|L)const [c] x) y) => (LEA(Q|L)1 [c] x y)
(ADD(Q|L)const [c] (SHL(Q|L)const [1] x)) => (LEA(Q|L)1 [c] x x)

// fold ADDQ/ADDL into LEAQ/LEAL
(ADD(Q|L)const [c] (LEA(Q|L) [d] {s} x)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L) [c+d]
 {s} x)
(LEA(Q|L) [c] {s} (ADD(Q|L)const [d] x)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L) [c+d] {s} x)
(LEA(Q|L) [c] {s} (ADD(Q|L) x y)) && x.Op != OpSB && y.Op != OpSB => (LEA(Q|L)1 [c] {s} x y)
(ADD(Q|L) x (LEA(Q|L) [c] {s} y)) && x.Op != OpSB && y.Op != OpSB => (LEA(Q|L)1 [c] {s} x y)

// fold ADDQconst/ADDLconst into LEAQx/LEALx
(ADD(Q|L)const [c] (LEA(Q|L)1 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L)1 [c+d] {s} x y)
(ADD(Q|L)const [c] (LEA(Q|L)2 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L)2 [c+d] {s} x y)
(ADD(Q|L)const [c] (LEA(Q|L)4 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L)4 [c+d] {s} x y)
(ADD(Q|L)const [c] (LEA(Q|L)8 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEA(Q|L)8 [c+d] {s} x y)
(LEA(Q|L)1 [c] {s} (ADD(Q|L)const [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEA(Q|L)1
[c+d] {s} x y)
(LEA(Q|L)2 [c] {s} (ADD(Q|L)const [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEA(Q|L)2
[c+d] {s} x y)
(LEA(Q|L)2
```

```
 [c] {s} x (ADD(Q|L)const [d] y)) && is32Bit(int64(c)+2*int64(d)) && y.Op != OpSB => (LEA(Q|L)2 [c+2*d] {s} x y)
(LEA(Q|L)4 [c] {s} (ADD(Q|L)const [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEA(Q|L)4 [c+d] {s} x y)
(LEA(Q|L)4 [c] {s} x (ADD(Q|L)const [d] y)) && is32Bit(int64(c)+4*int64(d)) && y.Op != OpSB => (LEA(Q|L)4 [c+4*d] {s} x y)
(LEA(Q|L)8 [c] {s} (ADD(Q|L)const [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEA(Q|L)8 [c+d] {s} x y)
(LEA(Q|L)8 [c] {s} x (ADD(Q|L)const [d] y)) && is32Bit(int64(c)+8*int64(d)) && y.Op != OpSB => (LEA(Q|L)8 [c+8*d] {s} x y)

// fold shifts into LEAQx/LEALx
(LEA(Q|L)1 [c] {s} x (SHL(Q|L)const [1] y)) => (LEA(Q|L)2 [c] {s} x y)
(LEA(Q|L)1 [c] {s} x (SHL(Q|L)const [2] y)) => (LEA(Q|L)4 [c] {s} x y)
(LEA(Q|L)1 [c] {s} x (SHL(Q|L)const [3] y)) => (LEA(Q|L)8 [c] {s} x y)
(LEA(Q|L)2 [c] {s} x (SHL(Q|L)const [1] y)) => (LEA(Q|L)4 [c] {s} x y)
(LEA(Q|L)2 [c] {s} x (SHL(Q|L)const [2] y)) => (LEA(Q|L)8 [c] {s} x y)
(LEA(Q|L)4
 [c] {s} x (SHL(Q|L)const [1] y)) => (LEA(Q|L)8 [c] {s} x y)

// reverse ordering of compare instruction
(SETL (InvertFlags x)) => (SETG x)
(SETG (InvertFlags x)) => (SETL x)
(SETB (InvertFlags x)) => (SETA x)
(SETA (InvertFlags x)) => (SETB x)
(SETLE (InvertFlags x)) => (SETGE x)
(SETGE (InvertFlags x)) => (SETLE x)
(SETBE (InvertFlags x)) => (SETAE x)
(SETAE (InvertFlags x)) => (SETBE x)
(SETEQ (InvertFlags x)) => (SETEQ x)
(SETNE (InvertFlags x)) => (SETNE x)

(SETLstore [off] {sym} ptr (InvertFlags x) mem) => (SETGstore [off] {sym} ptr x mem)
(SETGstore [off] {sym} ptr (InvertFlags x) mem) => (SETLstore [off] {sym} ptr x mem)
(SETBstore [off] {sym} ptr (InvertFlags x) mem) => (SETAstore [off] {sym} ptr x mem)
(SETAstore [off] {sym} ptr (InvertFlags x) mem) => (SETBstore [off] {sym} ptr x mem)
(SETLEstore [off] {sym} ptr (InvertFlags x) mem) => (SETGEstore [off] {sym} ptr x mem)
(SETGEstore [off] {sym} ptr (InvertFlags x) mem) => (SETLEstore [off] {sym} ptr x mem)
(SETBEstore [off]
 {sym} ptr (InvertFlags x) mem) => (SETAEstore [off] {sym} ptr x mem)
(SETAEstore [off] {sym} ptr (InvertFlags x) mem) => (SETBEstore [off] {sym} ptr x mem)
(SETEQstore [off] {sym} ptr (InvertFlags x) mem) => (SETEQstore [off] {sym} ptr x mem)
(SETNEstore [off] {sym} ptr (InvertFlags x) mem) => (SETNEstore [off] {sym} ptr x mem)

// sign extended loads
// Note: The combined instruction must end up in the same block
// as the original load. If not, we end up making a value with
// memory type live in two different blocks, which can lead to
```

```
// multiple memory values alive simultaneously.
// Make sure we don't combine these ops if the load has another use.
// This prevents a single load from being split into multiple loads
// which then might return different values.  See test/atomicload.go.
(MOVBQSX x:(MOVBload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBQSXload
<v.Type> [off] {sym} ptr mem)
(MOVBQSX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) =>
 @x.Block (MOVBQSXload <v.Type> [off] {sym} ptr mem)
(MOVBQSX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBQSXload
<v.Type> [off] {sym} ptr mem)
(MOVBQSX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBQSXload
<v.Type> [off] {sym} ptr mem)
(MOVBQZX x:(MOVBload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<v.Type> [off] {sym} ptr mem)
(MOVBQZX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<v.Type> [off] {sym} ptr mem)
(MOVBQZX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<v.Type> [off] {sym} ptr mem)
(MOVBQZX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<v.Type> [off] {sym} ptr mem)
(MOVWQSX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVWQSXload <v.Type> [off] {sym} ptr mem)
(MOVWQSX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x)
 => @x.Block (MOVWQSXload <v.Type> [off] {sym} ptr mem)
(MOVWQSX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVWQSXload <v.Type> [off] {sym} ptr mem)
(MOVWQZX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVWload
<v.Type> [off] {sym} ptr mem)
(MOVWQZX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVWload
<v.Type> [off] {sym} ptr mem)
(MOVWQZX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVWload
<v.Type> [off] {sym} ptr mem)
(MOVLQSX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVLQSXload
<v.Type> [off] {sym} ptr mem)
(MOVLQSX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVLQSXload
<v.Type> [off] {sym} ptr mem)
(MOVLQZX x:(MOVLload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVLload
<v.Type> [off] {sym} ptr mem)
(MOVLQZX x:(MOVQload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x)
 => @x.Block (MOVLload <v.Type> [off] {sym} ptr mem)

(MOVLQZX x) && zeroUpper32Bits(x,3) => x
(MOVWQZX x) && zeroUpper48Bits(x,3) => x
(MOVBQZX x) && zeroUpper56Bits(x,3) => x

// replace load from same location as preceding store with zero/sign extension (or copy in case of full width)
(MOVBload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBQZX x)
```

```
(MOVWload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVWQZX x)
(MOVLload [off] {sym} ptr (MOVLstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVLQZX x)
(MOVQload [off] {sym} ptr (MOVQstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x
(MOVBQSXload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBQSX x)
(MOVWQSXload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2
 x _)) && sym == sym2 && off == off2 && isSamePtr(ptr, ptr2) => (MOVWQSX x)
(MOVLQSXload [off] {sym} ptr (MOVLstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVLQSX x)

// Fold extensions and ANDs together.
(MOVBQZX (ANDLconst [c] x)) => (ANDLconst [c & 0xff] x)
(MOVWQZX (ANDLconst [c] x)) => (ANDLconst [c & 0xffff] x)
(MOVLQZX (ANDLconst [c] x)) => (ANDLconst [c] x)
(MOVBQSX (ANDLconst [c] x)) && c & 0x80 == 0 => (ANDLconst [c & 0x7f] x)
(MOVWQSX (ANDLconst [c] x)) && c & 0x8000 == 0 => (ANDLconst [c & 0x7fff] x)
(MOVLQSX (ANDLconst [c] x)) && uint32(c) & 0x80000000 == 0 => (ANDLconst [c & 0x7fffffff] x)

// Don't extend before storing
(MOVLstore [off] {sym} ptr (MOVLQSX x) mem) => (MOVLstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWQSX x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBQSX x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVLstore [off] {sym} ptr (MOVLQZX x) mem) => (MOVLstore [off] {sym}
 ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWQZX x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBQZX x) mem) => (MOVBstore [off] {sym} ptr x mem)

// fold constants into memory operations
// Note that this is not always a good idea because if not all the uses of
// the ADDQconst get eliminated, we still have to compute the ADDQconst and we now
// have potentially two live values (ptr and (ADDQconst [off] ptr)) instead of one.
// Nevertheless, let's do it!
(MOV(Q|L|W|B|SS|SD|O)load  [off1] {sym} (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
   (MOV(Q|L|W|B|SS|SD|O)load  [off1+off2] {sym} ptr mem)
(MOV(Q|L|W|B|SS|SD|O)store  [off1] {sym} (ADDQconst [off2] ptr) val mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOV(Q|L|W|B|SS|SD|O)store  [off1+off2] {sym} ptr val mem)
(SET(L|G|B|A|LE|GE|BE|AE|EQ|NE)store [off1] {sym} (ADDQconst [off2] base) val mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 (SET(L|G|B|A|LE|GE|BE|AE|EQ|NE)store [off1+off2] {sym}
 base val mem)
((ADD|SUB|AND|OR|XOR)Qload [off1] {sym} val (ADDQconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|AND|OR|XOR)Qload [off1+off2] {sym} val base mem)
((ADD|SUB|AND|OR|XOR)Lload [off1] {sym} val (ADDQconst [off2] base) mem) &&
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```
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|AND|OR|XOR)Lload [off1+off2] {sym} val base mem)
(CMP(Q|L|W|B)load [off1] {sym} (ADDQconst [off2] base) val mem) && is32Bit(int64(off1)+int64(off2)) =>
 (CMP(Q|L|W|B)load [off1+off2] {sym} base val mem)
(CMP(Q|L|W|B)constload [valoff1] {sym} (ADDQconst [off2] base) mem) &&
ValAndOff(valoff1).canAdd32(off2) =>
 (CMP(Q|L|W|B)constload [ValAndOff(valoff1).addOffset32(off2)] {sym} base mem)

((ADD|SUB|MUL|DIV)SSload [off1] {sym} val (ADDQconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|MUL|DIV)SSload [off1+off2] {sym} val base mem)
((ADD|SUB|MUL|DIV)SDload [off1] {sym} val (ADDQconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|MUL|DIV)SDload
 [off1+off2] {sym} val base mem)
((ADD|AND|OR|XOR)Qconstmodify [valoff1] {sym} (ADDQconst [off2] base) mem) &&
ValAndOff(valoff1).canAdd32(off2) =>
 ((ADD|AND|OR|XOR)Qconstmodify [ValAndOff(valoff1).addOffset32(off2)] {sym} base mem)
((ADD|AND|OR|XOR)Lconstmodify [valoff1] {sym} (ADDQconst [off2] base) mem) &&
ValAndOff(valoff1).canAdd32(off2) =>
 ((ADD|AND|OR|XOR)Lconstmodify [ValAndOff(valoff1).addOffset32(off2)] {sym} base mem)
((ADD|SUB|AND|OR|XOR)Qmodify [off1] {sym} (ADDQconst [off2] base) val mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|AND|OR|XOR)Qmodify [off1+off2] {sym} base val mem)
((ADD|SUB|AND|OR|XOR)Lmodify [off1] {sym} (ADDQconst [off2] base) val mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off1+off2] {sym} base val mem)

// Fold constants into stores.
(MOVQstore [off] {sym} ptr (MOVQconst [c]) mem) && validVal(c) =>
 (MOVQstoreconst [makeValAndOff(int32(c),off)] {sym} ptr mem)
(MOVLstore [off] {sym} ptr (MOV(L|Q)const [c])
 mem) =>
 (MOVLstoreconst [makeValAndOff(int32(c),off)] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOV(L|Q)const [c]) mem) =>
 (MOVWstoreconst [makeValAndOff(int32(int16(c)),off)] {sym} ptr mem)
(MOVBstore [off] {sym} ptr (MOV(L|Q)const [c]) mem) =>
 (MOVBstoreconst [makeValAndOff(int32(int8(c)),off)] {sym} ptr mem)

// Fold address offsets into constant stores.
(MOV(Q|L|W|B|O)storeconst [sc] {s} (ADDQconst [off] ptr) mem) && ValAndOff(sc).canAdd32(off) =>
 (MOV(Q|L|W|B|O)storeconst [ValAndOff(sc).addOffset32(off)] {s} ptr mem)

// We need to fold LEAQ into the MOVx ops so that the live variable analysis knows
// what variables are being read/written by the ops.
(MOV(Q|L|W|B|SS|SD|O|BQSX|WQSX|LQSX)load [off1] {sym1} (LEAQ [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 (MOV(Q|L|W|B|SS|SD|O|BQSX|WQSX|LQSX)load [off1+off2] {mergeSym(sym1,sym2)} base mem)
```

```
(MOV(Q|L|W|B|SS|SD|O)store [off1] {sym1} (LEAQ [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2))
 && canMergeSym(sym1, sym2) =>
 (MOV(Q|L|W|B|SS|SD|O)store [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOV(Q|L|W|B|O)storeconst [sc] {sym1} (LEAQ [off] {sym2} ptr) mem) && canMergeSym(sym1, sym2) &&
ValAndOff(sc).canAdd32(off) =>
 (MOV(Q|L|W|B|O)storeconst [ValAndOff(sc).addOffset32(off)] {mergeSym(sym1, sym2)} ptr mem)
(SET(L|G|B|A|LE|GE|BE|AE|EQ|NE)store [off1] {sym1} (LEAQ [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 (SET(L|G|B|A|LE|GE|BE|AE|EQ|NE)store [off1+off2] {mergeSym(sym1,sym2)} base val mem)
((ADD|SUB|AND|OR|XOR)Qload [off1] {sym1} val (LEAQ [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|AND|OR|XOR)Qload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|SUB|AND|OR|XOR)Lload [off1] {sym1} val (LEAQ [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|AND|OR|XOR)Lload [off1+off2] {mergeSym(sym1,sym2)}
 val base mem)
(CMP(Q|L|W|B)load [off1] {sym1} (LEAQ [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 (CMP(Q|L|W|B)load [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(CMP(Q|L|W|B)constload [valoff1] {sym1} (LEAQ [off2] {sym2} base) mem)
 && ValAndOff(valoff1).canAdd32(off2) && canMergeSym(sym1, sym2) =>
 (CMP(Q|L|W|B)constload [ValAndOff(valoff1).addOffset32(off2)] {mergeSym(sym1,sym2)} base mem)

((ADD|SUB|MUL|DIV)SSload [off1] {sym1} val (LEAQ [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|MUL|DIV)SSload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|SUB|MUL|DIV)SDload [off1] {sym1} val (LEAQ [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|MUL|DIV)SDload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|AND|OR|XOR)Qconstmodify [valoff1] {sym1} (LEAQ [off2] {sym2} base) mem)
 && ValAndOff(valoff1).canAdd32(off2)
 && canMergeSym(sym1, sym2) =>
 ((ADD|AND|OR|XOR)Qconstmodify [ValAndOff(valoff1).addOffset32(off2)] {mergeSym(sym1,sym2)} base
mem)
((ADD|AND|OR|XOR)Lconstmodify [valoff1] {sym1} (LEAQ [off2] {sym2} base) mem)
 && ValAndOff(valoff1).canAdd32(off2) && canMergeSym(sym1, sym2) =>
 ((ADD|AND|OR|XOR)Lconstmodify [ValAndOff(valoff1).addOffset32(off2)] {mergeSym(sym1,sym2)} base
mem)
((ADD|SUB|AND|OR|XOR)Qmodify [off1] {sym1} (LEAQ [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|AND|OR|XOR)Qmodify [off1+off2] {mergeSym(sym1,sym2)} base val mem)
((ADD|SUB|AND|OR|XOR)Lmodify [off1] {sym1} (LEAQ [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off1+off2] {mergeSym(sym1,sym2)} base val mem)

// fold LEAQs together
(LEAQ [off1] {sym1} (LEAQ [off2] {sym2} x)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
```

```
sym2) =>
    (LEAQ [off1+off2] {mergeSym(sym1,sym2)}
 x)

// LEAQ into LEAQ1
(LEAQ1 [off1] {sym1} (LEAQ [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAQ1 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAQ1 into LEAQ
(LEAQ [off1] {sym1} (LEAQ1 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
     (LEAQ1 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAQ into LEAQ[248]
(LEAQ2 [off1] {sym1} (LEAQ [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAQ2 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAQ4 [off1] {sym1} (LEAQ [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAQ4 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAQ8 [off1] {sym1} (LEAQ [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAQ8 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAQ[248] into LEAQ
(LEAQ
 [off1] {sym1} (LEAQ2 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2)
=>
    (LEAQ2 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAQ [off1] {sym1} (LEAQ4 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
    (LEAQ4 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAQ [off1] {sym1} (LEAQ8 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
    (LEAQ8 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAQ[1248] into LEAQ[1248]. Only some such merges are possible.
(LEAQ1 [off1] {sym1} x (LEAQ1 [off2] {sym2} y y)) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
    (LEAQ2 [off1+off2] {mergeSym(sym1, sym2)} x y)
(LEAQ1 [off1] {sym1} x (LEAQ1 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
    (LEAQ2 [off1+off2] {mergeSym(sym1, sym2)} y x)
(LEAQ2 [off1] {sym1} x (LEAQ1 [off2] {sym2} y y)) && is32Bit(int64(off1)+2*int64(off2)) && sym2 == nil
 =>
    (LEAQ4 [off1+2*off2] {sym1} x y)
(LEAQ4 [off1] {sym1} x (LEAQ1 [off2] {sym2} y y)) && is32Bit(int64(off1)+4*int64(off2)) && sym2 == nil =>
```

```
    (LEAQ8 [off1+4*off2] {sym1} x y)
// TODO: more?

// Lower LEAQ2/4/8 when the offset is a constant
(LEAQ2 [off] {sym} x (MOV(Q|L)const [scale])) && is32Bit(int64(off)+int64(scale)*2) =>
 (LEAQ [off+int32(scale)*2] {sym} x)
(LEAQ4 [off] {sym} x (MOV(Q|L)const [scale])) && is32Bit(int64(off)+int64(scale)*4) =>
 (LEAQ [off+int32(scale)*4] {sym} x)
(LEAQ8 [off] {sym} x (MOV(Q|L)const [scale])) && is32Bit(int64(off)+int64(scale)*8) =>
 (LEAQ [off+int32(scale)*8] {sym} x)

// Absorb InvertFlags into branches.
(LT (InvertFlags cmp) yes no) => (GT cmp yes no)
(GT (InvertFlags cmp) yes no) => (LT cmp yes no)
(LE (InvertFlags cmp) yes no) => (GE cmp yes no)
(GE (InvertFlags cmp) yes no) => (LE cmp yes no)
(ULT (InvertFlags cmp) yes no) => (UGT cmp yes no)
(UGT (InvertFlags cmp) yes no) => (ULT cmp yes no)
(ULE (InvertFlags cmp) yes no) => (UGE
 cmp yes no)
(UGE (InvertFlags cmp) yes no) => (ULE cmp yes no)
(EQ (InvertFlags cmp) yes no) => (EQ cmp yes no)
(NE (InvertFlags cmp) yes no) => (NE cmp yes no)

// Constant comparisons.
(CMPQconst (MOVQconst [x]) [y]) && x==int64(y) => (FlagEQ)
(CMPQconst (MOVQconst [x]) [y]) && x<int64(y) && uint64(x)<uint64(int64(y)) => (FlagLT_ULT)
(CMPQconst (MOVQconst [x]) [y]) && x<int64(y) && uint64(x)>uint64(int64(y)) => (FlagLT_UGT)
(CMPQconst (MOVQconst [x]) [y]) && x>int64(y) && uint64(x)<uint64(int64(y)) => (FlagGT_ULT)
(CMPQconst (MOVQconst [x]) [y]) && x>int64(y) && uint64(x)>uint64(int64(y)) => (FlagGT_UGT)
(CMPLconst (MOVLconst [x]) [y]) && x==y => (FlagEQ)
(CMPLconst (MOVLconst [x]) [y]) && x<y && uint32(x)<uint32(y) => (FlagLT_ULT)
(CMPLconst (MOVLconst [x]) [y]) && x<y && uint32(x)>uint32(y) => (FlagLT_UGT)
(CMPLconst (MOVLconst [x]) [y]) && x>y && uint32(x)<uint32(y) => (FlagGT_ULT)
(CMPLconst (MOVLconst [x]) [y]) && x>y && uint32(x)>uint32(y) => (FlagGT_UGT)
(CMPWconst (MOVLconst
 [x]) [y]) && int16(x)==y => (FlagEQ)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)<y && uint16(x)<uint16(y) => (FlagLT_ULT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)<y && uint16(x)>uint16(y) => (FlagLT_UGT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)>y && uint16(x)<uint16(y) => (FlagGT_ULT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)>y && uint16(x)>uint16(y) => (FlagGT_UGT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)==y => (FlagEQ)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)<y && uint8(x)<uint8(y) => (FlagLT_ULT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)<y && uint8(x)>uint8(y) => (FlagLT_UGT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)>y && uint8(x)<uint8(y) => (FlagGT_ULT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)>y && uint8(x)>uint8(y) => (FlagGT_UGT)

// CMPQconst requires a 32 bit const, but we can still constant-fold 64 bit consts.
```

```
// In theory this applies to any of the simplifications above,
// but CMPQ is the only one I've actually seen occur.
(CMPQ (MOVQconst [x]) (MOVQconst [y]))
 && x==y => (FlagEQ)
(CMPQ (MOVQconst [x]) (MOVQconst [y])) && x<y && uint64(x)<uint64(y) => (FlagLT_ULT)
(CMPQ (MOVQconst [x]) (MOVQconst [y])) && x<y && uint64(x)>uint64(y) => (FlagLT_UGT)
(CMPQ (MOVQconst [x]) (MOVQconst [y])) && x>y && uint64(x)<uint64(y) => (FlagGT_ULT)
(CMPQ (MOVQconst [x]) (MOVQconst [y])) && x>y && uint64(x)>uint64(y) => (FlagGT_UGT)

// Other known comparisons.
(CMPQconst (MOVBQZX _) [c]) && 0xFF < c => (FlagLT_ULT)
(CMPQconst (MOVWQZX _) [c]) && 0xFFFF < c => (FlagLT_ULT)
(CMPLconst (SHRLconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 32 && (1<<uint64(32-c)) <= uint64(n) =>
(FlagLT_ULT)
(CMPQconst (SHRQconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 64 && (1<<uint64(64-c)) <= uint64(n) =>
(FlagLT_ULT)
(CMPQconst (ANDQconst _ [m]) [n]) && 0 <= m && m < n => (FlagLT_ULT)
(CMPQconst (ANDLconst _ [m]) [n]) && 0 <= m && m < n => (FlagLT_ULT)
(CMPLconst (ANDLconst _ [m]) [n]) && 0 <= m && m < n => (FlagLT_ULT)
(CMPWconst (ANDLconst _ [m]) [n]) && 0 <= int16(m) && int16(m)
 < n => (FlagLT_ULT)
(CMPBconst (ANDLconst _ [m]) [n]) && 0 <= int8(m)  && int8(m)  < n => (FlagLT_ULT)

// TESTQ c c sets flags like CMPQ c 0.
(TESTQconst [c] (MOVQconst [d])) && int64(c) == d && c == 0 => (FlagEQ)
(TESTLconst [c] (MOVLconst [c])) && c == 0 => (FlagEQ)
(TESTQconst [c] (MOVQconst [d])) && int64(c) == d && c < 0  => (FlagLT_UGT)
(TESTLconst [c] (MOVLconst [c])) && c < 0  => (FlagLT_UGT)
(TESTQconst [c] (MOVQconst [d])) && int64(c) == d && c > 0  => (FlagGT_UGT)
(TESTLconst [c] (MOVLconst [c])) && c > 0  => (FlagGT_UGT)

// TODO: DIVxU also.

// Absorb flag constants into SBB ops.
(SBBQcarrymask (FlagEQ))     => (MOVQconst [0])
(SBBQcarrymask (FlagLT_ULT)) => (MOVQconst [-1])
(SBBQcarrymask (FlagLT_UGT)) => (MOVQconst [0])
(SBBQcarrymask (FlagGT_ULT)) => (MOVQconst [-1])
(SBBQcarrymask (FlagGT_UGT)) => (MOVQconst [0])
(SBBLcarrymask (FlagEQ))     => (MOVLconst [0])
(SBBLcarrymask (FlagLT_ULT)) => (MOVLconst [-1])
(SBBLcarrymask (FlagLT_UGT)) => (MOVLconst [0])
(SBBLcarrymask
 (FlagGT_ULT)) => (MOVLconst [-1])
(SBBLcarrymask (FlagGT_UGT)) => (MOVLconst [0])

// Absorb flag constants into branches.
((EQ|LE|GE|ULE|UGE) (FlagEQ) yes no)     => (First yes no)
```

((NE|LT|GT|ULT|UGT) (FlagEQ) yes no)   => (First no yes)
((NE|LT|LE|ULT|ULE) (FlagLT_ULT) yes no) => (First yes no)
((EQ|GT|GE|UGT|UGE) (FlagLT_ULT) yes no) => (First no yes)
((NE|LT|LE|UGT|UGE) (FlagLT_UGT) yes no) => (First yes no)
((EQ|GT|GE|ULT|ULE) (FlagLT_UGT) yes no) => (First no yes)
((NE|GT|GE|ULT|ULE) (FlagGT_ULT) yes no) => (First yes no)
((EQ|LT|LE|UGT|UGE) (FlagGT_ULT) yes no) => (First no yes)
((NE|GT|GE|UGT|UGE) (FlagGT_UGT) yes no) => (First yes no)
((EQ|LT|LE|ULT|ULE) (FlagGT_UGT) yes no) => (First no yes)

// Absorb flag constants into SETxx ops.
((SETEQ|SETLE|SETGE|SETBE|SETAE) (FlagEQ))   => (MOVLconst [1])
((SETNE|SETL|SETG|SETB|SETA)   (FlagEQ))   => (MOVLconst [0])
((SETNE|SETL|SETLE|SETB|SETBE)   (FlagLT_ULT)) => (MOVLconst [1])
((SETEQ|SETG|SETGE|SETA|SETAE)   (FlagLT_ULT))
 => (MOVLconst [0])
((SETNE|SETL|SETLE|SETA|SETAE)   (FlagLT_UGT)) => (MOVLconst [1])
((SETEQ|SETG|SETGE|SETB|SETBE)   (FlagLT_UGT)) => (MOVLconst [0])
((SETNE|SETG|SETGE|SETB|SETBE)   (FlagGT_ULT)) => (MOVLconst [1])
((SETEQ|SETL|SETLE|SETA|SETAE)   (FlagGT_ULT)) => (MOVLconst [0])
((SETNE|SETG|SETGE|SETA|SETAE)   (FlagGT_UGT)) => (MOVLconst [1])
((SETEQ|SETL|SETLE|SETB|SETBE)   (FlagGT_UGT)) => (MOVLconst [0])

(SETEQstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETEQstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETEQstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETEQstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETEQstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)

(SETNEstore [off] {sym} ptr
 (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETNEstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETNEstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETNEstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETNEstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)

(SETLstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETLstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])

mem)
(SETLstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETLstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETLstore [off] {sym} ptr (FlagGT_UGT) mem)
 => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)

(SETLEstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETLEstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETLEstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETLEstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETLEstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)

(SETGstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETGstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETGstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETGstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off]
 {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETGstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)

(SETGEstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETGEstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETGEstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETGEstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETGEstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)

(SETBstore [off] {sym} ptr (FlagEQ)   mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0]) mem)
(SETBstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1]) mem)
(SETBstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst
 <typ.UInt8> [0]) mem)
(SETBstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])

```
mem)
(SETBstore  [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)

(SETBEstore [off] {sym} ptr (FlagEQ)     mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETBEstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETBEstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)
(SETBEstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETBEstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)

(SETAstore  [off] {sym} ptr (FlagEQ)     mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)
(SETAstore  [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8>
 [0]) mem)
(SETAstore  [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETAstore  [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)
(SETAstore  [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)

(SETAEstore [off] {sym} ptr (FlagEQ)     mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETAEstore [off] {sym} ptr (FlagLT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)
(SETAEstore [off] {sym} ptr (FlagLT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)
(SETAEstore [off] {sym} ptr (FlagGT_ULT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [0])
mem)
(SETAEstore [off] {sym} ptr (FlagGT_UGT) mem) => (MOVBstore [off] {sym} ptr (MOVLconst <typ.UInt8> [1])
mem)

// Remove redundant *const ops
(ADDQconst [0] x)          => x
(ADDLconst [c] x) && c==0  => x
(SUBQconst [0] x)
        => x
(SUBLconst [c] x) && c==0  => x
(ANDQconst [0] _)          => (MOVQconst [0])
(ANDLconst [c] _) && c==0  => (MOVLconst [0])
(ANDQconst [-1] x)         => x
(ANDLconst [c] x) && c==-1 => x
(ORQconst [0] x)           => x
```

```
(ORLconst [c] x)  && c==0  => x
(ORQconst [-1] _)         => (MOVQconst [-1])
(ORLconst [c] _)  && c==-1 => (MOVLconst [-1])
(XORQconst [0] x)         => x
(XORLconst [c] x) && c==0  => x
// TODO: since we got rid of the W/B versions, we might miss
// things like (ANDLconst [0x100] x) which were formerly
// (ANDBconst [0] x).  Probably doesn't happen very often.
// If we cared, we might do:
//  (ANDLconst <t> [c] x) && t.Size()==1 && int8(x)==0 -> (MOVLconst [0])

// Remove redundant ops
// Not in generic rules, because they may appear after lowering e. g. Slicemask
(NEG(Q|L) (NEG(Q|L) x)) => x
(NEG(Q|L) s:(SUB(Q|L) x y)) && s.Uses == 1 => (SUB(Q|L) y x)

// Convert constant subtracts to constant adds
(SUBQconst [c] x) && c != -(1<<31) => (ADDQconst [-c]
 x)
(SUBLconst [c] x) => (ADDLconst [-c] x)

// generic constant folding
// TODO: more of this
(ADDQconst [c] (MOVQconst [d])) => (MOVQconst [int64(c)+d])
(ADDLconst [c] (MOVLconst [d])) => (MOVLconst [c+d])
(ADDQconst [c] (ADDQconst [d] x)) && is32Bit(int64(c)+int64(d)) => (ADDQconst [c+d] x)
(ADDLconst [c] (ADDLconst [d] x)) => (ADDLconst [c+d] x)
(SUBQconst (MOVQconst [d]) [c]) => (MOVQconst [d-int64(c)])
(SUBQconst (SUBQconst x [d]) [c]) && is32Bit(int64(-c)-int64(d)) => (ADDQconst [-c-d] x)
(SARQconst [c] (MOVQconst [d])) => (MOVQconst [d>>uint64(c)])
(SARLconst [c] (MOVQconst [d])) => (MOVQconst [int64(int32(d))>>uint64(c)])
(SARWconst [c] (MOVQconst [d])) => (MOVQconst [int64(int16(d))>>uint64(c)])
(SARBconst [c] (MOVQconst [d])) => (MOVQconst [int64(int8(d))>>uint64(c)])
(NEGQ (MOVQconst [c])) => (MOVQconst [-c])
(NEGL (MOVLconst [c])) => (MOVLconst [-c])
(MULQconst [c] (MOVQconst [d])) => (MOVQconst [int64(c)*d])
(MULLconst [c] (MOVLconst [d])) => (MOVLconst [c*d])
(ANDQconst [c]
 (MOVQconst [d])) => (MOVQconst [int64(c)&d])
(ANDLconst [c] (MOVLconst [d])) => (MOVLconst [c&d])
(ORQconst [c] (MOVQconst [d])) => (MOVQconst [int64(c)|d])
(ORLconst [c] (MOVLconst [d])) => (MOVLconst [c|d])
(XORQconst [c] (MOVQconst [d])) => (MOVQconst [int64(c)^d])
(XORLconst [c] (MOVLconst [d])) => (MOVLconst [c^d])
(NOTQ (MOVQconst [c])) => (MOVQconst [^c])
(NOTL (MOVLconst [c])) => (MOVLconst [^c])
(BTSQconst [c] (MOVQconst [d])) => (MOVQconst [d|(1<<uint32(c))])
(BTSLconst [c] (MOVLconst [d])) => (MOVLconst [d|(1<<uint32(c))])
```

```
(BTRQconst [c] (MOVQconst [d])) => (MOVQconst [d&^(1<<uint32(c))])
(BTRLconst [c] (MOVLconst [d])) => (MOVLconst [d&^(1<<uint32(c))])
(BTCQconst [c] (MOVQconst [d])) => (MOVQconst [d^(1<<uint32(c))])
(BTCLconst [c] (MOVLconst [d])) => (MOVLconst [d^(1<<uint32(c))])

// If c or d doesn't fit into 32 bits, then we can't construct ORQconst,
// but we can still constant-fold.
// In theory this applies to any of the simplifications above,
// but ORQ is the only
 one I've actually seen occur.
(ORQ (MOVQconst [c]) (MOVQconst [d])) => (MOVQconst [c|d])

// generic simplifications
// TODO: more of this
(ADDQ x (NEGQ y)) => (SUBQ x y)
(ADDL x (NEGL y)) => (SUBL x y)
(SUBQ x x) => (MOVQconst [0])
(SUBL x x) => (MOVLconst [0])
(ANDQ x x) => x
(ANDL x x) => x
(ORQ x x)  => x
(ORL x x)  => x
(XORQ x x) => (MOVQconst [0])
(XORL x x) => (MOVLconst [0])

(SHLLconst [d] (MOVLconst [c])) => (MOVLconst [c << uint64(d)])
(SHLQconst [d] (MOVQconst [c])) => (MOVQconst [c << uint64(d)])
(SHLQconst [d] (MOVLconst [c])) => (MOVQconst [int64(c) << uint64(d)])

// Fold NEG into ADDconst/MULconst. Take care to keep c in 32 bit range.
(NEGQ (ADDQconst [c] (NEGQ x))) && c != -(1<<31) => (ADDQconst [-c] x)
(MULQconst [c] (NEGQ x)) && c != -(1<<31) => (MULQconst [-c] x)

// checking AND against 0.
(CMPQconst a:(ANDQ x y) [0]) && a.Uses == 1 => (TESTQ x y)
(CMPLconst a:(ANDL x y) [0]) && a.Uses == 1 => (TESTL x y)
(CMPWconst a:(ANDL x y) [0]) && a.Uses == 1 => (TESTW
 x y)
(CMPBconst a:(ANDL x y) [0]) && a.Uses == 1 => (TESTB x y)
(CMPQconst a:(ANDQconst [c] x) [0]) && a.Uses == 1 => (TESTQconst [c] x)
(CMPLconst a:(ANDLconst [c] x) [0]) && a.Uses == 1 => (TESTLconst [c] x)
(CMPWconst a:(ANDLconst [c] x) [0]) && a.Uses == 1 => (TESTWconst [int16(c)] x)
(CMPBconst a:(ANDLconst [c] x) [0]) && a.Uses == 1 => (TESTBconst [int8(c)] x)

// Convert TESTx to TESTxconst if possible.
(TESTQ (MOVQconst [c]) x) && is32Bit(c) => (TESTQconst [int32(c)] x)
(TESTL (MOVLconst [c]) x) => (TESTLconst [c] x)
(TESTW (MOVLconst [c]) x) => (TESTWconst [int16(c)] x)
```

```
(TESTB (MOVLconst [c]) x) => (TESTBconst [int8(c)] x)

// TEST %reg,%reg is shorter than CMP
(CMPQconst x [0]) => (TESTQ x x)
(CMPLconst x [0]) => (TESTL x x)
(CMPWconst x [0]) => (TESTW x x)
(CMPBconst x [0]) => (TESTB x x)
(TESTQconst [-1] x) && x.Op != OpAMD64MOVQconst => (TESTQ x x)
(TESTLconst [-1] x) && x.Op != OpAMD64MOVLconst => (TESTL x x)
(TESTWconst [-1] x) && x.Op != OpAMD64MOVLconst => (TESTW x x)
(TESTBconst
 [-1] x) && x.Op != OpAMD64MOVLconst => (TESTB x x)

// Convert LEAQ1 back to ADDQ if we can
(LEAQ1 [0] x y) && v.Aux == nil => (ADDQ x y)

// Combining byte loads into larger (unaligned) loads.
// There are many ways these combinations could occur.  This is
// designed to match the way encoding/binary.LittleEndian does it.

// Little-endian loads

(OR(L|Q)                x0:(MOVBload [i0] {s} p mem)
  sh:(SHL(L|Q)const [8] x1:(MOVBload [i1] {s} p mem)))
 && i1 == i0+1
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVWload [i0] {s} p mem)

(OR(L|Q)                x0:(MOVBload [i] {s} p0 mem)
  sh:(SHL(L|Q)const [8] x1:(MOVBload [i] {s} p1 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVWload [i] {s} p0 mem)

(OR(L|Q)                x0:(MOVWload
 [i0] {s} p mem)
  sh:(SHL(L|Q)const [16] x1:(MOVWload [i1] {s} p mem)))
 && i1 == i0+2
 && x0.Uses == 1
 && x1.Uses == 1
```

```
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVLload [i0] {s} p mem)

(OR(L|Q)                x0:(MOVWload [i] {s} p0 mem)
  sh:(SHL(L|Q)const [16] x1:(MOVWload [i] {s} p1 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVLload [i] {s} p0 mem)

(ORQ                x0:(MOVLload [i0] {s} p mem)
  sh:(SHLQconst [32] x1:(MOVLload [i1] {s} p mem)))
 && i1 == i0+4
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVQload [i0] {s} p mem)

(ORQ                x0:(MOVLload [i] {s} p0 mem)
  sh:(SHLQconst [32] x1:(MOVLload [i] {s} p1 mem)))
 && x0.Uses == 1
 && x1.Uses ==
 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 4)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVQload [i] {s} p0 mem)

(OR(L|Q)
  s1:(SHL(L|Q)const [j1] x1:(MOVBload [i1] {s} p mem))
  or:(OR(L|Q)
     s0:(SHL(L|Q)const [j0] x0:(MOVBload [i0] {s} p mem))
 y))
 && i1 == i0+1
 && j1 == j0+8
 && j0 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
```

```
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR(L|Q) <v.Type> (SHL(L|Q)const <v.Type> [j0] (MOVWload [i0] {s} p mem)) y)

(OR(L|Q)
  s1:(SHL(L|Q)const [j1] x1:(MOVBload [i] {s} p1 mem))
  or:(OR(L|Q)
     s0:(SHL(L|Q)const [j0] x0:(MOVBload [i] {s} p0 mem))
 y))
 && j1 == j0+8
 && j0 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
  => @mergePoint(b,x0,x1,y) (OR(L|Q) <v.Type> (SHL(L|Q)const <v.Type> [j0] (MOVWload [i] {s} p0 mem)) y)

(ORQ
  s1:(SHLQconst [j1] x1:(MOVWload [i1] {s} p mem))
  or:(ORQ
     s0:(SHLQconst [j0] x0:(MOVWload [i0] {s} p mem))
 y))
 && i1 == i0+2
 && j1 == j0+16
 && j0 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORQ <v.Type> (SHLQconst <v.Type> [j0] (MOVLload [i0] {s} p mem)) y)

(ORQ
  s1:(SHLQconst [j1] x1:(MOVWload [i] {s} p1 mem))
  or:(ORQ
     s0:(SHLQconst [j0] x0:(MOVWload [i] {s} p0 mem))
 y))
 && j1 == j0+16
 && j0 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
```

```
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORQ <v.Type> (SHLQconst <v.Type> [j0] (MOVLload [i] {s} p0 mem))
 y)

// Big-endian loads

(OR(L|Q)
                x1:(MOVBload [i1] {s} p mem)
  sh:(SHL(L|Q)const [8]  x0:(MOVBload [i0] {s} p mem)))
 && i1 == i0+1
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (ROLWconst <v.Type> [8] (MOVWload [i0] {s} p mem))

(OR(L|Q)
                x1:(MOVBload [i] {s} p1 mem)
  sh:(SHL(L|Q)const [8]  x0:(MOVBload [i] {s} p0 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (ROLWconst <v.Type> [8] (MOVWload [i] {s} p0 mem))

(OR(L|Q)
                r1:(ROLWconst [8] x1:(MOVWload [i1] {s} p mem))
  sh:(SHL(L|Q)const [16]  r0:(ROLWconst [8] x0:(MOVWload [i0] {s} p mem))))
 && i1 == i0+2
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
  && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (BSWAPL <v.Type> (MOVLload [i0] {s} p mem))

(OR(L|Q)
                r1:(ROLWconst [8] x1:(MOVWload [i] {s} p1 mem))
```

```
  sh:(SHL(L|Q)const [16]  r0:(ROLWconst [8] x0:(MOVWload [i] {s} p0 mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (BSWAPL <v.Type> (MOVLload [i] {s} p0 mem))

(ORQ
                r1:(BSWAPL x1:(MOVLload [i1] {s} p mem))
  sh:(SHLQconst [32]  r0:(BSWAPL x0:(MOVLload [i0] {s} p mem))))
 && i1 == i0+4
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (BSWAPQ <v.Type> (MOVQload [i0] {s} p mem))

(ORQ
                r1:(BSWAPL x1:(MOVLload [i] {s} p1 mem))
  sh:(SHLQconst [32]
  r0:(BSWAPL x0:(MOVLload [i] {s} p0 mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p0, p1, 4)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (BSWAPQ <v.Type> (MOVQload [i] {s} p0 mem))

(OR(L|Q)
  s0:(SHL(L|Q)const [j0] x0:(MOVBload [i0] {s} p mem))
  or:(OR(L|Q)
     s1:(SHL(L|Q)const [j1] x1:(MOVBload [i1] {s} p mem))
 y))
 && i1 == i0+1
 && j1 == j0-8
 && j1 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
```

```
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR(L|Q) <v.Type> (SHL(L|Q)const <v.Type> [j1] (ROLWconst <typ.UInt16> [8]
(MOVWload [i0] {s} p mem))) y)

(OR(L|Q)
  s0:(SHL(L|Q)const [j0] x0:(MOVBload [i] {s} p0 mem))
  or:(OR(L|Q)
     s1:(SHL(L|Q)const [j1] x1:(MOVBload [i] {s} p1 mem))
 y))
 && j1 == j0-8
 && j1 % 16 == 0
 && x0.Uses == 1
  && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR(L|Q) <v.Type> (SHL(L|Q)const <v.Type> [j1] (ROLWconst <typ.UInt16> [8]
(MOVWload [i] {s} p0 mem))) y)

(ORQ
  s0:(SHLQconst [j0] r0:(ROLWconst [8] x0:(MOVWload [i0] {s} p mem)))
  or:(ORQ
     s1:(SHLQconst [j1] r1:(ROLWconst [8] x1:(MOVWload [i1] {s} p mem)))
 y))
 && i1 == i0+2
 && j1 == j0-16
 && j1 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, r0, r1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORQ <v.Type> (SHLQconst <v.Type> [j1] (BSWAPL <typ.UInt32> (MOVLload
[i0] {s} p mem))) y)

(ORQ
  s0:(SHLQconst [j0] r0:(ROLWconst [8] x0:(MOVWload [i] {s} p0 mem)))
```

```
  or:(ORQ
      s1:(SHLQconst [j1] r1:(ROLWconst [8] x1:(MOVWload [i]
 {s} p1 mem)))
 y))
 && j1 == j0-16
 && j1 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, r0, r1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORQ <v.Type> (SHLQconst <v.Type> [j1] (BSWAPL <typ.UInt32> (MOVLload [i]
{s} p0 mem))) y)

// Combine 2 byte stores + shift into rolw 8 + word store
(MOVBstore [i] {s} p w
 x0:(MOVBstore [i-1] {s} p (SHRWconst [8] w) mem))
 && x0.Uses == 1
 && clobber(x0)
 => (MOVWstore [i-1] {s} p (ROLWconst <typ.UInt16> [8] w) mem)
(MOVBstore [i] {s} p1 w
 x0:(MOVBstore [i] {s} p0 (SHRWconst [8] w) mem))
 && x0.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x0)
 => (MOVWstore [i] {s} p0 (ROLWconst <typ.UInt16> [8] w) mem)

// Combine stores + shifts into bswap and larger (unaligned) stores
(MOVBstore [i] {s} p w
 x2:(MOVBstore [i-1] {s} p (SHRLconst [8] w)
 x1:(MOVBstore
 [i-2] {s} p (SHRLconst [16] w)
 x0:(MOVBstore [i-3] {s} p (SHRLconst [24] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVLstore [i-3] {s} p (BSWAPL <typ.UInt32> w) mem)
(MOVBstore [i] {s} p3 w
 x2:(MOVBstore [i] {s} p2 (SHRLconst [8] w)
 x1:(MOVBstore [i] {s} p1 (SHRLconst [16] w)
 x0:(MOVBstore [i] {s} p0 (SHRLconst [24] w) mem))))
 && x0.Uses == 1
```

```
 && x1.Uses == 1
 && x2.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && sequentialAddresses(p1, p2, 1)
 && sequentialAddresses(p2, p3, 1)
 && clobber(x0, x1, x2)
 => (MOVLstore [i] {s} p0 (BSWAPL <typ.UInt32> w) mem)

(MOVBstore [i] {s} p w
 x6:(MOVBstore [i-1] {s} p (SHRQconst [8] w)
 x5:(MOVBstore [i-2] {s} p (SHRQconst [16] w)
 x4:(MOVBstore [i-3] {s} p (SHRQconst [24] w)
 x3:(MOVBstore [i-4] {s} p (SHRQconst [32] w)
 x2:(MOVBstore [i-5] {s} p (SHRQconst [40] w)
 x1:(MOVBstore [i-6] {s} p (SHRQconst [48] w)
 x0:(MOVBstore [i-7] {s} p (SHRQconst [56] w) mem)))))))
  && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && x4.Uses == 1
 && x5.Uses == 1
 && x6.Uses == 1
 && clobber(x0, x1, x2, x3, x4, x5, x6)
 => (MOVQstore [i-7] {s} p (BSWAPQ <typ.UInt64> w) mem)
(MOVBstore [i] {s} p7 w
 x6:(MOVBstore [i] {s} p6 (SHRQconst [8] w)
 x5:(MOVBstore [i] {s} p5 (SHRQconst [16] w)
 x4:(MOVBstore [i] {s} p4 (SHRQconst [24] w)
 x3:(MOVBstore [i] {s} p3 (SHRQconst [32] w)
 x2:(MOVBstore [i] {s} p2 (SHRQconst [40] w)
 x1:(MOVBstore [i] {s} p1 (SHRQconst [48] w)
 x0:(MOVBstore [i] {s} p0 (SHRQconst [56] w) mem)))))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && x4.Uses == 1
 && x5.Uses == 1
 && x6.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && sequentialAddresses(p1, p2, 1)
 && sequentialAddresses(p2, p3, 1)
 && sequentialAddresses(p3, p4, 1)
 && sequentialAddresses(p4, p5, 1)
 && sequentialAddresses(p5, p6, 1)
 && sequentialAddresses(p6, p7, 1)
 && clobber(x0, x1, x2, x3, x4, x5,
```

```
 x6)
 => (MOVQstore [i] {s} p0 (BSWAPQ <typ.UInt64> w) mem)

// Combine constant stores into larger (unaligned) stores.
(MOVBstoreconst [c] {s} p x:(MOVBstoreconst [a] {s} p mem))
 && x.Uses == 1
 && a.Off() + 1 == c.Off()
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p mem)
(MOVBstoreconst [a] {s} p x:(MOVBstoreconst [c] {s} p mem))
 && x.Uses == 1
 && a.Off() + 1 == c.Off()
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p mem)
(MOVWstoreconst [c] {s} p x:(MOVWstoreconst [a] {s} p mem))
 && x.Uses == 1
 && a.Off() + 2 == c.Off()
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p mem)
(MOVWstoreconst [a] {s} p x:(MOVWstoreconst [c] {s} p mem))
 && x.Uses == 1
 && a.Off() + 2 == c.Off()
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p mem)
(MOVLstoreconst [c] {s} p x:(MOVLstoreconst [a] {s}
 p mem))
 && x.Uses == 1
 && a.Off() + 4 == c.Off()
 && clobber(x)
 => (MOVQstore [a.Off()] {s} p (MOVQconst [a.Val64()&0xffffffff | c.Val64()<<32]) mem)
(MOVLstoreconst [a] {s} p x:(MOVLstoreconst [c] {s} p mem))
 && x.Uses == 1
 && a.Off() + 4 == c.Off()
 && clobber(x)
 => (MOVQstore [a.Off()] {s} p (MOVQconst [a.Val64()&0xffffffff | c.Val64()<<32]) mem)
(MOVQstoreconst [c] {s} p x:(MOVQstoreconst [a] {s} p mem))
 && config.useSSE
 && x.Uses == 1
 && a.Off() + 8 == c.Off()
 && a.Val() == 0
 && c.Val() == 0
 && clobber(x)
 => (MOVOstoreconst [makeValAndOff(0,a.Off())] {s} p mem)
(MOVQstoreconst [a] {s} p x:(MOVQstoreconst [c] {s} p mem))
 && config.useSSE
 && x.Uses == 1
 && a.Off() + 8 == c.Off()
 && a.Val() == 0
```

```
 && c.Val() == 0
 && clobber(x)
 => (MOVOstoreconst [makeValAndOff(0,a.Off())] {s} p mem)

// Combine stores into larger (unaligned) stores. Little endian.
(MOVBstore [i] {s} p (SHR(W|L|Q)const [8] w) x:(MOVBstore [i-1] {s} p w mem))
 && x.Uses == 1
 &&
 clobber(x)
 => (MOVWstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p w x:(MOVBstore [i+1] {s} p (SHR(W|L|Q)const [8] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i] {s} p w mem)
(MOVBstore [i] {s} p (SHR(L|Q)const [j] w) x:(MOVBstore [i-1] {s} p w0:(SHR(L|Q)const [j-8] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-1] {s} p w0 mem)
(MOVBstore [i] {s} p1 (SHR(W|L|Q)const [8] w) x:(MOVBstore [i] {s} p0 w mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w mem)
(MOVBstore [i] {s} p0 w x:(MOVBstore [i] {s} p1 (SHR(W|L|Q)const [8] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w mem)
(MOVBstore [i] {s} p1 (SHR(L|Q)const [j] w) x:(MOVBstore [i] {s} p0 w0:(SHR(L|Q)const [j-8] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w0 mem)

(MOVWstore [i] {s} p (SHR(L|Q)const [16] w) x:(MOVWstore [i-2] {s} p w
 mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVLstore [i-2] {s} p w mem)
(MOVWstore [i] {s} p (SHR(L|Q)const [j] w) x:(MOVWstore [i-2] {s} p w0:(SHR(L|Q)const [j-16] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVLstore [i-2] {s} p w0 mem)
(MOVWstore [i] {s} p1 (SHR(L|Q)const [16] w) x:(MOVWstore [i] {s} p0 w mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstore [i] {s} p0 w mem)
```

```
(MOVWstore [i] {s} p1 (SHR(L|Q)const [j] w) x:(MOVWstore [i] {s} p0 w0:(SHR(L|Q)const [j-16] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstore [i] {s} p0 w0 mem)

(MOVLstore [i] {s} p (SHRQconst [32] w) x:(MOVLstore [i-4] {s} p w mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVQstore [i-4] {s} p w mem)
(MOVLstore [i] {s} p (SHRQconst [j] w) x:(MOVLstore [i-4] {s} p w0:(SHRQconst [j-32] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVQstore [i-4] {s} p w0 mem)
(MOVLstore [i] {s} p1 (SHRQconst [32] w) x:(MOVLstore [i] {s} p0
 w mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 4)
 && clobber(x)
 => (MOVQstore [i] {s} p0 w mem)
(MOVLstore [i] {s} p1 (SHRQconst [j] w) x:(MOVLstore [i] {s} p0 w0:(SHRQconst [j-32] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 4)
 && clobber(x)
 => (MOVQstore [i] {s} p0 w0 mem)

(MOVBstore [7] {s} p1 (SHRQconst [56] w)
 x1:(MOVWstore [5] {s} p1 (SHRQconst [40] w)
 x2:(MOVLstore [1] {s} p1 (SHRQconst [8] w)
 x3:(MOVBstore [0] {s} p1 w mem))))
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && clobber(x1, x2, x3)
 => (MOVQstore {s} p1 w mem)

(MOVBstore [i] {s} p
 x1:(MOVBload [j] {s2} p2 mem)
   mem2:(MOVBstore [i-1] {s} p
     x2:(MOVBload [j-1] {s2} p2 mem) mem))
 && x1.Uses == 1
 && x2.Uses == 1
 && mem2.Uses == 1
 && clobber(x1, x2, mem2)
 => (MOVWstore [i-1] {s} p (MOVWload [j-1] {s2} p2 mem) mem)

(MOVWstore [i] {s} p
 x1:(MOVWload [j] {s2} p2 mem)
```

```
  mem2:(MOVWstore [i-2] {s} p
    x2:(MOVWload [j-2] {s2} p2 mem) mem))
 &&
 x1.Uses == 1
 && x2.Uses == 1
 && mem2.Uses == 1
 && clobber(x1, x2, mem2)
 => (MOVLstore [i-2] {s} p (MOVLload [j-2] {s2} p2 mem) mem)

(MOVLstore [i] {s} p
 x1:(MOVLload [j] {s2} p2 mem)
  mem2:(MOVLstore [i-4] {s} p
    x2:(MOVLload [j-4] {s2} p2 mem) mem))
 && x1.Uses == 1
 && x2.Uses == 1
 && mem2.Uses == 1
 && clobber(x1, x2, mem2)
 => (MOVQstore [i-4] {s} p (MOVQload [j-4] {s2} p2 mem) mem)

// Merge load and op
// TODO: add indexed variants?
((ADD|SUB|AND|OR|XOR)Q x l:(MOVQload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
clobber(l) => ((ADD|SUB|AND|OR|XOR)Qload x [off] {sym} ptr mem)
((ADD|SUB|AND|OR|XOR)L x l:(MOVLload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
clobber(l) => ((ADD|SUB|AND|OR|XOR)Lload x [off] {sym} ptr mem)
((ADD|SUB|MUL|DIV)SD x l:(MOVSDload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
clobber(l) => ((ADD|SUB|MUL|DIV)SDload x [off] {sym} ptr mem)
((ADD|SUB|MUL|DIV)SS x l:(MOVSSload [off] {sym} ptr mem)) &&
 canMergeLoadClobber(v, l, x) && clobber(l) => ((ADD|SUB|MUL|DIV)SSload x [off] {sym} ptr mem)
(MOVLstore {sym} [off] ptr y:((ADD|AND|OR|XOR)Lload x [off] {sym} ptr mem) mem) && y.Uses==1 &&
clobber(y) => ((ADD|AND|OR|XOR)Lmodify [off] {sym} ptr x mem)
(MOVLstore {sym} [off] ptr y:((ADD|SUB|AND|OR|XOR)L l:(MOVLload [off] {sym} ptr mem) x) mem) &&
y.Uses==1 && l.Uses==1 && clobber(y, l) =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off] {sym} ptr x mem)
(MOVQstore {sym} [off] ptr y:((ADD|AND|OR|XOR)Qload x [off] {sym} ptr mem) mem) && y.Uses==1 &&
clobber(y) => ((ADD|AND|OR|XOR)Qmodify [off] {sym} ptr x mem)
(MOVQstore {sym} [off] ptr y:((ADD|SUB|AND|OR|XOR)Q l:(MOVQload [off] {sym} ptr mem) x) mem) &&
y.Uses==1 && l.Uses==1 && clobber(y, l) =>
 ((ADD|SUB|AND|OR|XOR)Qmodify [off] {sym} ptr x mem)

// Merge ADDQconst and LEAQ into atomic loads.
(MOV(Q|L|B)atomicload [off1] {sym} (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
 (MOV(Q|L|B)atomicload [off1+off2] {sym} ptr mem)
(MOV(Q|L|B)atomicload
 [off1] {sym1} (LEAQ [off2] {sym2} ptr) mem) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
 (MOV(Q|L|B)atomicload [off1+off2] {mergeSym(sym1, sym2)} ptr mem)
```

```
// Merge ADDQconst and LEAQ into atomic stores.
(XCHGQ [off1] {sym} val (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
 (XCHGQ [off1+off2] {sym} val ptr mem)
(XCHGQ [off1] {sym1} val (LEAQ [off2] {sym2} ptr) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && ptr.Op != OpSB =>
 (XCHGQ [off1+off2] {mergeSym(sym1,sym2)} val ptr mem)
(XCHGL [off1] {sym} val (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
 (XCHGL [off1+off2] {sym} val ptr mem)
(XCHGL [off1] {sym1} val (LEAQ [off2] {sym2} ptr) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && ptr.Op != OpSB =>
 (XCHGL [off1+off2] {mergeSym(sym1,sym2)} val ptr mem)

// Merge ADDQconst into atomic adds.
// TODO: merging LEAQ doesn't work, assembler doesn't like the resulting
 instructions.
(XADDQlock [off1] {sym} val (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
 (XADDQlock [off1+off2] {sym} val ptr mem)
(XADDLlock [off1] {sym} val (ADDQconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
 (XADDLlock [off1+off2] {sym} val ptr mem)

// Merge ADDQconst into atomic compare and swaps.
// TODO: merging LEAQ doesn't work, assembler doesn't like the resulting instructions.
(CMPXCHGQlock [off1] {sym} (ADDQconst [off2] ptr) old new_ mem) && is32Bit(int64(off1)+int64(off2)) =>
 (CMPXCHGQlock [off1+off2] {sym} ptr old new_ mem)
(CMPXCHGLlock [off1] {sym} (ADDQconst [off2] ptr) old new_ mem) && is32Bit(int64(off1)+int64(off2)) =>
 (CMPXCHGLlock [off1+off2] {sym} ptr old new_ mem)

// We don't need the conditional move if we know the arg of BSF is not zero.
(CMOVQEQ x _ (Select1 (BS(F|R)Q (ORQconst [c] _)))) && c != 0 => x
// Extension is unnecessary for trailing zeros.
(BSFQ (ORQconst <t> [1<<8] (MOVBQZX x))) => (BSFQ (ORQconst <t> [1<<8]
 x))
(BSFQ (ORQconst <t> [1<<16] (MOVWQZX x))) => (BSFQ (ORQconst <t> [1<<16] x))

// Redundant sign/zero extensions
// Note: see issue 21963. We have to make sure we use the right type on
// the resulting extension (the outer type, not the inner type).
(MOVLQSX (MOVLQSX x)) => (MOVLQSX x)
(MOVLQSX (MOVWQSX x)) => (MOVWQSX x)
(MOVLQSX (MOVBQSX x)) => (MOVBQSX x)
(MOVWQSX (MOVWQSX x)) => (MOVWQSX x)
(MOVWQSX (MOVBQSX x)) => (MOVBQSX x)
(MOVBQSX (MOVBQSX x)) => (MOVBQSX x)
(MOVLQZX (MOVLQZX x)) => (MOVLQZX x)
(MOVLQZX (MOVWQZX x)) => (MOVWQZX x)
(MOVLQZX (MOVBQZX x)) => (MOVBQZX x)
(MOVWQZX (MOVWQZX x)) => (MOVWQZX x)
(MOVWQZX (MOVBQZX x)) => (MOVBQZX x)
```

```
(MOVBQZX (MOVBQZX x)) => (MOVBQZX x)

(MOVQstore [off] {sym} ptr a:((ADD|AND|OR|XOR)Qconst [c] l:(MOVQload [off] {sym} ptr2 mem)) mem)
 && isSamePtr(ptr, ptr2) && a.Uses == 1 && l.Uses == 1 && clobber(l, a) =>
 ((ADD|AND|OR|XOR)Qconstmodify {sym} [makeValAndOff(int32(c),off)] ptr mem)
(MOVLstore [off] {sym} ptr a:((ADD|AND|OR|XOR)Lconst
 [c] l:(MOVLload [off] {sym} ptr2 mem)) mem)
 && isSamePtr(ptr, ptr2) && a.Uses == 1 && l.Uses == 1 && clobber(l, a) =>
 ((ADD|AND|OR|XOR)Lconstmodify {sym} [makeValAndOff(int32(c),off)] ptr mem)

// float <-> int register moves, with no conversion.
// These come up when compiling math.{Float{32,64}bits,Float{32,64}frombits}.
(MOVQload  [off] {sym} ptr (MOVSDstore [off] {sym} ptr val _)) => (MOVQf2i val)
(MOVLload  [off] {sym} ptr (MOVSSstore [off] {sym} ptr val _)) => (MOVLf2i val)
(MOVSDload [off] {sym} ptr (MOVQstore  [off] {sym} ptr val _)) => (MOVQi2f val)
(MOVSSload [off] {sym} ptr (MOVLstore  [off] {sym} ptr val _)) => (MOVLi2f val)

// Other load-like ops.
(ADDQload x [off] {sym} ptr (MOVSDstore [off] {sym} ptr y _)) => (ADDQ x (MOVQf2i y))
(ADDLload x [off] {sym} ptr (MOVSSstore [off] {sym} ptr y _)) => (ADDL x (MOVLf2i y))
(SUBQload x [off] {sym} ptr (MOVSDstore [off] {sym} ptr y _)) => (SUBQ x (MOVQf2i y))
(SUBLload x [off] {sym} ptr (MOVSSstore [off] {sym} ptr y _)) => (SUBL
 x (MOVLf2i y))
(ANDQload x [off] {sym} ptr (MOVSDstore [off] {sym} ptr y _)) => (ANDQ x (MOVQf2i y))
(ANDLload x [off] {sym} ptr (MOVSSstore [off] {sym} ptr y _)) => (ANDL x (MOVLf2i y))
( ORQload x [off] {sym} ptr (MOVSDstore [off] {sym} ptr y _)) => ( ORQ x (MOVQf2i y))
( ORLload x [off] {sym} ptr (MOVSSstore [off] {sym} ptr y _)) => ( ORL x (MOVLf2i y))
(XORQload x [off] {sym} ptr (MOVSDstore [off] {sym} ptr y _)) => (XORQ x (MOVQf2i y))
(XORLload x [off] {sym} ptr (MOVSSstore [off] {sym} ptr y _)) => (XORL x (MOVLf2i y))

(ADDSDload x [off] {sym} ptr (MOVQstore [off] {sym} ptr y _)) => (ADDSD x (MOVQi2f y))
(ADDSSload x [off] {sym} ptr (MOVLstore [off] {sym} ptr y _)) => (ADDSS x (MOVLi2f y))
(SUBSDload x [off] {sym} ptr (MOVQstore [off] {sym} ptr y _)) => (SUBSD x (MOVQi2f y))
(SUBSSload x [off] {sym} ptr (MOVLstore [off] {sym} ptr y _)) => (SUBSS x (MOVLi2f y))
(MULSDload x [off] {sym} ptr (MOVQstore [off] {sym} ptr y _)) => (MULSD x (MOVQi2f y))
(MULSSload x [off] {sym} ptr (MOVLstore
 [off] {sym} ptr y _)) => (MULSS x (MOVLi2f y))

// Redirect stores to use the other register set.
(MOVQstore  [off] {sym} ptr (MOVQf2i val) mem) => (MOVSDstore [off] {sym} ptr val mem)
(MOVLstore  [off] {sym} ptr (MOVLf2i val) mem) => (MOVSSstore [off] {sym} ptr val mem)
(MOVSDstore [off] {sym} ptr (MOVQi2f val) mem) => (MOVQstore  [off] {sym} ptr val mem)
(MOVSSstore [off] {sym} ptr (MOVLi2f val) mem) => (MOVLstore  [off] {sym} ptr val mem)

// Load args directly into the register class where it will be used.
// We do this by just modifying the type of the Arg.
(MOVQf2i <t> (Arg <u> [off] {sym})) && t.Size() == u.Size() => @b.Func.Entry (Arg <t> [off] {sym})
(MOVLf2i <t> (Arg <u> [off] {sym})) && t.Size() == u.Size() => @b.Func.Entry (Arg <t> [off] {sym})
```

```
(MOVQi2f <t> (Arg <u> [off] {sym})) && t.Size() == u.Size() => @b.Func.Entry (Arg <t> [off] {sym})
(MOVLi2f <t> (Arg <u> [off] {sym})) && t.Size() == u.Size() => @b.Func.Entry (Arg <t> [off] {sym})

// LEAQ is rematerializeable,
 so this helps to avoid register spill.
// See issue 22947 for details
(ADD(Q|L)const [off] x:(SP)) => (LEA(Q|L) [off] x)

// HMULx is commutative, but its first argument must go in AX.
// If possible, put a rematerializeable value in the first argument slot,
// to reduce the odds that another value will be have to spilled
// specifically to free up AX.
(HMUL(Q|L)  x y) && !x.rematerializeable() && y.rematerializeable() => (HMUL(Q|L)  y x)
(HMUL(Q|L)U x y) && !x.rematerializeable() && y.rematerializeable() => (HMUL(Q|L)U y x)

// Fold loads into compares
// Note: these may be undone by the flagalloc pass.
(CMP(Q|L|W|B) l:(MOV(Q|L|W|B)load {sym} [off] ptr mem) x) && canMergeLoad(v, l) && clobber(l) =>
(CMP(Q|L|W|B)load {sym} [off] ptr x mem)
(CMP(Q|L|W|B) x l:(MOV(Q|L|W|B)load {sym} [off] ptr mem)) && canMergeLoad(v, l) && clobber(l) =>
(InvertFlags (CMP(Q|L|W|B)load {sym} [off] ptr x mem))

(CMP(Q|L)const l:(MOV(Q|L)load {sym} [off] ptr mem) [c])
 && l.Uses == 1
 && clobber(l) =>
@l.Block
 (CMP(Q|L)constload {sym} [makeValAndOff(c,off)] ptr mem)
(CMP(W|B)const l:(MOV(W|B)load {sym} [off] ptr mem) [c])
 && l.Uses == 1
 && clobber(l) =>
@l.Block (CMP(W|B)constload {sym} [makeValAndOff(int32(c),off)] ptr mem)

(CMPQload {sym} [off] ptr (MOVQconst [c]) mem) && validVal(c) => (CMPQconstload {sym}
[makeValAndOff(int32(c),off)] ptr mem)
(CMPLload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPLconstload {sym} [makeValAndOff(c,off)] ptr mem)
(CMPWload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPWconstload {sym}
[makeValAndOff(int32(int16(c)),off)] ptr mem)
(CMPBload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPBconstload {sym}
[makeValAndOff(int32(int8(c)),off)] ptr mem)

(TEST(Q|L|W|B)  l:(MOV(Q|L|W|B)load {sym} [off] ptr mem) l2)
      && l == l2
 && l.Uses == 2
 && clobber(l) =>
 @l.Block (CMP(Q|L|W|B)constload {sym} [makeValAndOff(0, off)] ptr mem)

// Convert ANDload to MOVload when we can do the AND in a containing TEST op.
// Only do when it's within the same block,
```

```
 so we don't have flags live across basic block boundaries.
// See issue 44228.
(TEST(Q|L) a:(AND(Q|L)load [off] {sym} x ptr mem) a) && a.Uses == 2 && a.Block == v.Block && clobber(a)
=> (TEST(Q|L) (MOV(Q|L)load <a.Type> [off] {sym} ptr mem) x)

(MOVBload [off] {sym} (SB) _) && symIsRO(sym) => (MOVLconst [int32(read8(sym, int64(off)))])
(MOVWload [off] {sym} (SB) _) && symIsRO(sym) => (MOVLconst [int32(read16(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVLload [off] {sym} (SB) _) && symIsRO(sym) => (MOVQconst [int64(read32(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVQload [off] {sym} (SB) _) && symIsRO(sym) => (MOVQconst [int64(read64(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVOstore [dstOff] {dstSym} ptr (MOVOload [srcOff] {srcSym} (SB) _) mem) && symIsRO(srcSym) =>
 (MOVQstore [dstOff+8] {dstSym} ptr (MOVQconst [int64(read64(srcSym, int64(srcOff)+8,
config.ctxt.Arch.ByteOrder))])
   (MOVQstore [dstOff] {dstSym} ptr (MOVQconst [int64(read64(srcSym, int64(srcOff),
 config.ctxt.Arch.ByteOrder))]) mem))

// Arch-specific inlining for small or disjoint runtime.memmove
// Match post-lowering calls, memory version.
(SelectN [0] call:(CALLstatic {sym} s1:(MOVQstoreconst _ [sc] s2:(MOVQstore _ src s3:(MOVQstore _ dst
mem)))))
 && sc.Val64() >= 0
 && isSameCall(sym, "runtime.memmove")
 && s1.Uses == 1 && s2.Uses == 1 && s3.Uses == 1
 && isInlinableMemmove(dst, src, sc.Val64(), config)
 && clobber(s1, s2, s3, call)
 => (Move [sc.Val64()] dst src mem)

// Match post-lowering calls, register version.
(SelectN [0] call:(CALLstatic {sym} dst src (MOVQconst [sz]) mem))
 && sz >= 0
 && isSameCall(sym, "runtime.memmove")
 && call.Uses == 1
 && isInlinableMemmove(dst, src, sz, config)
 && clobber(call)
 => (Move [sz] dst src mem)

// Prefetch instructions
(PrefetchCache ...)   => (PrefetchT0 ...)
(PrefetchCacheStreamed ...) => (PrefetchNTA ...)

// CPUID feature: BMI1.
(AND(Q|L) x (NOT(Q|L) y))          && buildcfg.GOAMD64 >= 3 => (ANDN(Q|L) x y)
(AND(Q|L) x
 (NEG(Q|L) x))          && buildcfg.GOAMD64 >= 3 => (BLSI(Q|L) x)
(XOR(Q|L) x (ADD(Q|L)const [-1] x)) && buildcfg.GOAMD64 >= 3 => (BLSMSK(Q|L) x)
(AND(Q|L) x (ADD(Q|L)const [-1] x)) && buildcfg.GOAMD64 >= 3 => (BLSR(Q|L) x)
```

```
(BSWAP(Q|L) (BSWAP(Q|L) p)) => p

// CPUID feature: MOVBE.
(MOV(Q|L)store   [i] {s} p x:(BSWAP(Q|L) w) mem) && x.Uses == 1 && buildcfg.GOAMD64 >= 3 =>
(MOVBE(Q|L)store [i] {s} p w mem)
(MOVBE(Q|L)store [i] {s} p x:(BSWAP(Q|L) w) mem) && x.Uses == 1                    => (MOV(Q|L)store   [i]
{s} p w mem)
(BSWAP(Q|L) x:(MOV(Q|L)load   [i] {s} p mem))  && x.Uses == 1 && buildcfg.GOAMD64 >= 3 => @x.Block
(MOVBE(Q|L)load [i] {s} p mem)
(BSWAP(Q|L) x:(MOVBE(Q|L)load [i] {s} p mem))  && x.Uses == 1                    => @x.Block
(MOV(Q|L)load   [i] {s} p mem)
(MOVWstore [i] {s} p x:(ROLWconst [8] w) mem)   && x.Uses == 1 && buildcfg.GOAMD64 >= 3 =>
(MOVBEWstore [i] {s} p w mem)
(MOVBEWstore [i] {s} p x:(ROLWconst [8] w) mem) && x.Uses == 1 => (MOVWstore [i] {s}
 p w mem)

(ORQ                x0:(MOVBELload [i0] {s} p mem)
  sh:(SHLQconst [32] x1:(MOVBELload [i1] {s} p mem)))
 && i0 == i1+4
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVBEQload [i1] {s} p mem)

(ORQ                x0:(MOVBELload [i] {s} p0 mem)
  sh:(SHLQconst [32] x1:(MOVBELload [i] {s} p1 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && sequentialAddresses(p1, p0, 4)
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVBEQload [i] {s} p1 mem)

(SARX(Q|L) l:(MOV(Q|L)load [off] {sym} ptr mem) x) && canMergeLoad(v, l) && clobber(l) =>
(SARX(Q|L)load [off] {sym} ptr x mem)
(SHLX(Q|L) l:(MOV(Q|L)load [off] {sym} ptr mem) x) && canMergeLoad(v, l) && clobber(l) =>
(SHLX(Q|L)load [off] {sym} ptr x mem)
(SHRX(Q|L) l:(MOV(Q|L)load [off] {sym} ptr mem) x) && canMergeLoad(v, l) && clobber(l) =>
(SHRX(Q|L)load [off] {sym} ptr x mem)

((SHL|SHR|SAR)XQload
 [off] {sym} ptr (MOVQconst [c]) mem) => ((SHL|SHR|SAR)Qconst [int8(c&63)] (MOVQload [off] {sym} ptr
mem))
((SHL|SHR|SAR)XQload [off] {sym} ptr (MOVLconst [c]) mem) => ((SHL|SHR|SAR)Qconst [int8(c&63)]
```

(MOVQload [off] {sym} ptr mem))
((SHL|SHR|SAR)XLload [off] {sym} ptr (MOVLconst [c]) mem) => ((SHL|SHR|SAR)Lconst [int8(c&31)]
(MOVLload [off] {sym} ptr mem))

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/AMD64.rules
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-->

Introduction to the Go compiler

`cmd/compile` contains the main packages that form the Go compiler. The compiler
may be logically split in four phases, which we will briefly describe alongside
the list of packages that contain their code.

You may sometimes hear the terms "front-end" and "back-end" when referring to
the compiler. Roughly speaking, these translate to the first two and last two
phases we are going to list here. A third term, "middle-end", often refers to
much of the work that happens in the second phase.

Note that the `go/*` family of packages, such as `go/parser` and
`go/types`, are mostly unused by the compiler. Since the compiler was
initially written in C, the `go/*` packages were developed to enable
writing tools working with
 Go code, such as `gofmt` and `vet`.
However, over time the compiler's internal APIs have slowly evolved to
be more familiar to users of the `go/*` packages.

It should be clarified that the name "gc" stands for "Go compiler", and has
little to do with uppercase "GC", which stands for garbage collection.

1. Parsing

* `cmd/compile/internal/syntax` (lexer, parser, syntax tree)

In the first phase of compilation, source code is tokenized (lexical analysis),
parsed (syntax analysis), and a syntax tree is constructed for each source
file.

Each syntax tree is an exact representation of the respective source file, with
nodes corresponding to the various elements of the source such as expressions,
declarations, and statements. The syntax tree also includes position information
which is used for error reporting and the creation of debugging information.

2. Type checking

* `cmd/compile/internal/types2` (type checking)

The types2 package is a port of `go/types` to use the syntax package's
AST
 instead of `go/ast`.

3. IR construction ("noding")

* `cmd/compile/internal/types` (compiler types)
* `cmd/compile/internal/ir` (compiler AST)
* `cmd/compile/internal/typecheck` (AST transformations)
* `cmd/compile/internal/noder` (create compiler AST)

The compiler middle end uses its own AST definition and representation of Go
types carried over from when it was written in C. All of its code is written in
terms of these, so the next step after type checking is to convert the syntax
and types2 representations to ir and types. This process is referred to as
"noding."

There are currently two noding implementations:

1. irgen (aka "-G=3" or sometimes "noder2") is the implementation used starting
  with Go 1.18, and

2. Unified IR is another, in-development implementation (enabled with
  `GOEXPERIMENT=unified`), which also implements import/export and inlining.

Up through Go 1.18, there was a third noding implementation (just
"noder" or "-G=0"), which directly converted
 the pre-type-checked
syntax representation into IR and then invoked package typecheck's
type checker. This implementation was removed after Go 1.18, so now
package typecheck is only used for IR transformations.

4. Middle end

* `cmd/compile/internal/deadcode` (dead code elimination)
* `cmd/compile/internal/inline` (function call inlining)
* `cmd/compile/internal/devirtualize` (devirtualization of known interface method calls)
* `cmd/compile/internal/escape` (escape analysis)

Several optimization passes are performed on the IR representation:
dead code elimination, (early) devirtualization, function call
inlining, and escape analysis.

5. Walk

* `cmd/compile/internal/walk` (order of evaluation, desugaring)

The final pass over the IR representation is "walk," which serves two purposes:

1. It decomposes complex statements into individual, simpler statements,
  introducing temporary variables and respecting order of evaluation. This step
  is also referred to as "order."

2.
 It desugars higher-level Go constructs into more primitive ones. For example,
  `switch` statements are turned into binary search or jump tables, and
  operations on maps and channels are replaced with runtime calls.

6. Generic SSA

* `cmd/compile/internal/ssa` (SSA passes and rules)
* `cmd/compile/internal/ssagen` (converting IR to SSA)

In this phase, IR is converted into Static Single Assignment (SSA) form, a
lower-level intermediate representation with specific properties that make it
easier to implement optimizations and to eventually generate machine code from
it.

During this conversion, function intrinsics are applied. These are special
functions that the compiler has been taught to replace with heavily optimized
code on a case-by-case basis.

Certain nodes are also lowered into simpler components during the AST to SSA
conversion, so that the rest of the compiler can work with them. For instance,
the copy builtin is replaced by memory moves, and range loops are rewritten
 into
for loops. Some of these currently happen before the conversion to SSA due to
historical reasons, but the long-term plan is to move all of them here.

Then, a series of machine-independent passes and rules are applied. These do not
concern any single computer architecture, and thus run on all `GOARCH` variants.
These passes include dead code elimination, removal of
unneeded nil checks, and removal of unused branches. The generic rewrite rules
mainly concern expressions, such as replacing some expressions with constant
values, and optimizing multiplications and float operations.

7. Generating machine code

* `cmd/compile/internal/ssa` (SSA lowering and arch-specific passes)
* `cmd/internal/obj` (machine code generation)

The machine-dependent phase of the compiler begins with the "lower" pass, which
rewrites generic values into their machine-specific variants. For example, on
amd64 memory operands are possible, so many load-store operations may be combined.

Note that the
 lower pass runs all machine-specific rewrite rules, and thus it
currently applies lots of optimizations too.

Once the SSA has been "lowered" and is more specific to the target architecture,
the final code optimization passes are run. This includes yet another dead code
elimination pass, moving values closer to their uses, the removal of local
variables that are never read from, and register allocation.

Other important pieces of work done as part of this step include stack frame
layout, which assigns stack offsets to local variables, and pointer liveness
analysis, which computes which on-stack pointers are live at each GC safe point.

At the end of the SSA generation phase, Go functions have been transformed into
a series of obj.Prog instructions. These are passed to the assembler
(`cmd/internal/obj`), which turns them into machine code and writes out the
final object file. The object file will also contain reflect data, export data,
and debugging information.

Further reading

To
 dig deeper into how the SSA package works, including its passes and rules,
head to [cmd/compile/internal/ssa/README.md](internal/ssa/README.md).

Found in path(s):
* /compile-zip/compile/README.md
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Found in path(s):
* /compile-zip/compile/internal/test/testdata/gen/cmpConstGen.go
* /compile-zip/compile/internal/ssa/softfloat.go
* /compile-zip/compile/internal/ssa/magic_test.go
* /compile-zip/compile/internal/ssa/testdata/hist.go
* /compile-zip/compile/internal/syntax/branches.go
* /compile-zip/compile/internal/ssa/looprotate.go
* /compile-zip/compile/internal/ir/bitset.go
* /compile-zip/compile/internal/dwarfgen/dwinl.go
* /compile-zip/compile/internal/types/type.go
* /compile-zip/compile/internal/gc/pprof.go
* /compile-zip/compile/internal/types/scope.go
* /compile-zip/compile/internal/ssa/debug_test.go

* /compile-zip/compile/internal/ssa/branchelim.go
* /compile-zip/compile/internal/gc/bootstrap.go
* /compile-zip/compile/internal/ssa/cache.go
* /compile-zip/compile/internal/ssa/testdata/scopes.go
* /compile-zip/compile/internal/test/reproduciblebuilds_test.go
*
 /compile-zip/compile/internal/types/pkg.go
* /compile-zip/compile/internal/types/sizeof_test.go
* /compile-zip/compile/internal/types2/testdata/check/decls5.go
* /compile-zip/compile/internal/ssa/debug.go
* /compile-zip/compile/internal/dwarfgen/scope.go
* /compile-zip/compile/internal/types/utils.go
* /compile-zip/compile/internal/ssa/branchelim_test.go
* /compile-zip/compile/internal/types/sym.go
* /compile-zip/compile/internal/test/inl_test.go
* /compile-zip/compile/internal/test/truncconst_test.go
* /compile-zip/compile/internal/syntax/nodes_test.go
* /compile-zip/compile/internal/importer/testdata/issue20046.go
* /compile-zip/compile/internal/types2/testdata/check/cycles5.go
* /compile-zip/compile/internal/test/testdata/reproducible/issue20272.go
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Found in path(s):
* /compile-zip/compile/internal/types2/scope.go
* /compile-zip/compile/internal/types2/testdata/check/cycles1.go
* /compile-zip/compile/internal/types2/call.go
* /compile-zip/compile/internal/types2/objset.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51877.go
* /compile-zip/compile/internal/typebits/typebits.go
* /compile-zip/compile/internal/types2/self_test.go
* /compile-zip/compile/internal/types2/testdata/check/constdecl.go
* /compile-zip/compile/internal/types2/builtins_test.go
* /compile-zip/compile/internal/types2/testdata/check/stmt1.go
* /compile-zip/compile/internal/types2/testdata/check/shifts.go
* /compile-zip/compile/internal/types2/resolver.go
* /compile-zip/compile/internal/types2/sizes.go
* /compile-zip/compile/internal/types2/selection.go
* /compile-zip/compile/internal/types2/testdata/check/cycles3.go
* /compile-zip/compile/internal/types2/testdata/check/importdecl0/importdecl0b.go
*
 /compile-zip/compile/internal/types2/object.go
* /compile-zip/compile/internal/types2/testdata/check/vardecl.go
* /compile-zip/compile/internal/liveness/bvset.go
* /compile-zip/compile/internal/types2/stdlib_test.go
* /compile-zip/compile/internal/bitvec/bv.go
* /compile-zip/compile/internal/types2/testdata/check/errors.go

* /compile-zip/compile/internal/types2/typexpr.go
* /compile-zip/compile/internal/types2/return.go
* /compile-zip/compile/internal/types2/lookup.go
* /compile-zip/compile/internal/types2/testdata/check/cycles4.go
* /compile-zip/compile/internal/types2/assignments.go
* /compile-zip/compile/internal/types2/testdata/check/init0.go
* /compile-zip/compile/internal/types2/package.go
* /compile-zip/compile/internal/types2/hilbert_test.go
* /compile-zip/compile/internal/types2/labels.go
* /compile-zip/compile/internal/types2/testdata/check/init1.go
* /compile-zip/compile/internal/types2/testdata/check/cycles2.go
*
 /compile-zip/compile/internal/types2/issues_test.go
* /compile-zip/compile/internal/types2/typestring.go
* /compile-zip/compile/internal/types2/testdata/check/methodsets.go
* /compile-zip/compile/internal/types2/api_test.go
* /compile-zip/compile/internal/liveness/plive.go
* /compile-zip/compile/internal/types2/testdata/check/cycles0.go
* /compile-zip/compile/internal/types2/testdata/check/importdecl0/importdecl0a.go
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This package generates opcode tables, rewrite rules, etc. for the ssa compiler.
Run it with go-1.13 (or above):
  go run *.go

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/README
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(Add(Ptr|64|32|16|8) ...) => (ADDV ...)
(Add(32|64)F ...) => (ADD(F|D) ...)

(Sub(Ptr|64|32|16|8) ...) => (SUBV ...)
(Sub(32|64)F ...) => (SUB(F|D) ...)

(Mul(64|32|16|8) x y) => (Select1 (MULVU x y))
(Mul(32|64)F ...) => (MUL(F|D) ...)
(Mul64uhilo ...) => (MULVU ...)
(Select0 (Mul64uover x y)) => (Select1 <typ.UInt64> (MULVU x y))
(Select1 (Mul64uover x y)) => (SGTU <typ.Bool> (Select0 <typ.UInt64> (MULVU x y)) (MOVVconst

```
<typ.UInt64> [0]))

(Hmul64 x y) => (Select0 (MULV x y))
(Hmul64u x y) => (Select0 (MULVU x y))
(Hmul32 x y) => (SRAVconst (Select1 <typ.Int64> (MULV (SignExt32to64 x) (SignExt32to64 y))) [32])
(Hmul32u x y) => (SRLVconst (Select1 <typ.UInt64> (MULVU (ZeroExt32to64 x) (ZeroExt32to64 y))) [32])

(Div64 x y) => (Select1 (DIVV x y))
(Div64u x y)
 => (Select1 (DIVVU x y))
(Div32 x y) => (Select1 (DIVV (SignExt32to64 x) (SignExt32to64 y)))
(Div32u x y) => (Select1 (DIVVU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Div16 x y) => (Select1 (DIVV (SignExt16to64 x) (SignExt16to64 y)))
(Div16u x y) => (Select1 (DIVVU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Div8 x y) => (Select1 (DIVV (SignExt8to64 x) (SignExt8to64 y)))
(Div8u x y) => (Select1 (DIVVU (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Div(32|64)F ...) => (DIV(F|D) ...)

(Mod64 x y) => (Select0 (DIVV x y))
(Mod64u x y) => (Select0 (DIVVU x y))
(Mod32 x y) => (Select0 (DIVV (SignExt32to64 x) (SignExt32to64 y)))
(Mod32u x y) => (Select0 (DIVVU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Mod16 x y) => (Select0 (DIVV (SignExt16to64 x) (SignExt16to64 y)))
(Mod16u x y) => (Select0 (DIVVU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Mod8 x y) => (Select0 (DIVV (SignExt8to64 x) (SignExt8to64 y)))
(Mod8u x y) => (Select0 (DIVVU (ZeroExt8to64 x) (ZeroExt8to64 y)))

// (x + y) / 2 with x>=y => (x - y) / 2 + y
(Avg64u
 <t> x y) => (ADDV (SRLVconst <t> (SUBV <t> x y) [1]) y)

(And(64|32|16|8) ...) => (AND ...)
(Or(64|32|16|8) ...) => (OR ...)
(Xor(64|32|16|8) ...) => (XOR ...)

// shifts
// hardware instruction uses only the low 6 bits of the shift
// we compare to 64 to ensure Go semantics for large shifts
(Lsh64x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh64x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV
<t> x (ZeroExt32to64 y)))
(Lsh64x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV
<t> x (ZeroExt16to64 y)))
(Lsh64x8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SLLV <t>
x (ZeroExt8to64  y)))

(Lsh32x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh32x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV
```

<t> x (ZeroExt32to64 y)))
(Lsh32x16 <t>
x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV <t> x (ZeroExt16to64 y)))
(Lsh32x8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SLLV <t> x (ZeroExt8to64 y)))

(Lsh16x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh16x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV <t> x (ZeroExt32to64 y)))
(Lsh16x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV <t> x (ZeroExt16to64 y)))
(Lsh16x8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SLLV <t> x (ZeroExt8to64 y)))

(Lsh8x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh8x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV <t> x (ZeroExt32to64 y)))
(Lsh8x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64
y))) (SLLV <t> x (ZeroExt16to64 y)))
(Lsh8x8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SLLV <t> x (ZeroExt8to64 y)))

(Rsh64Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> x y))
(Rsh64Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> x (ZeroExt32to64 y)))
(Rsh64Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t> x (ZeroExt16to64 y)))
(Rsh64Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> x (ZeroExt8to64 y)))

(Rsh32Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> (ZeroExt32to64 x) y))
(Rsh32Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Rsh32Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t>
(ZeroExt32to64 x) (ZeroExt16to64 y)))
(Rsh32Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> (ZeroExt32to64 x) (ZeroExt8to64 y)))

(Rsh16Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> (ZeroExt16to64 x) y))
(Rsh16Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> (ZeroExt16to64 x) (ZeroExt32to64 y)))
(Rsh16Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t> (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Rsh16Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV

<t> (ZeroExt16to64 x) (ZeroExt8to64 y)))

(Rsh8Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> (ZeroExt8to64 x) y))
(Rsh8Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt32to64 y)))
(Rsh8Ux16 <t> x y) => (AND (NEGV
 <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt16to64 y)))
(Rsh8Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt8to64 y)))

(Rsh64x64 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh64x32 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh64x16 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh64x8 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

(Rsh32x64 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh32x32 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh32x16 <t> x y) => (SRAV (SignExt32to64
 x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh32x8 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

(Rsh16x64 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh16x32 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh16x16 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh16x8 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

(Rsh8x64 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh8x32 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64
 y)))
(Rsh8x16 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh8x8 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

```
// rotates
(RotateLeft8 <t> x (MOVVconst [c])) => (Or8 (Lsh8x64 <t> x (MOVVconst [c&7])) (Rsh8Ux64 <t> x (MOVVconst [-c&7])))
(RotateLeft16 <t> x (MOVVconst [c])) => (Or16 (Lsh16x64 <t> x (MOVVconst [c&15])) (Rsh16Ux64 <t> x (MOVVconst [-c&15])))
(RotateLeft32 <t> x (MOVVconst [c])) => (Or32 (Lsh32x64 <t> x (MOVVconst [c&31])) (Rsh32Ux64 <t> x (MOVVconst [-c&31])))
(RotateLeft64 <t> x (MOVVconst [c])) => (Or64 (Lsh64x64 <t> x (MOVVconst [c&63])) (Rsh64Ux64 <t> x (MOVVconst [-c&63])))

// unary ops
(Neg(64|32|16|8) ...) => (NEGV ...)
(Neg(32|64)F ...) => (NEG(F|D) ...)

(Com(64|32|16|8) x) => (NOR (MOVVconst [0]) x)

(Sqrt ...) => (SQRTD ...)
(Sqrt32 ...) => (SQRTF ...)

// boolean ops -- booleans are
 represented with 0=false, 1=true
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(EqB x y) => (XOR (MOVVconst [1]) (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not x) => (XORconst [1] x)

// constants
(Const(64|32|16|8) [val]) => (MOVVconst [int64(val)])
(Const(32|64)F [val]) => (MOV(F|D)const [float64(val)])
(ConstNil) => (MOVVconst [0])
(ConstBool [t]) => (MOVVconst [int64(b2i(t))])

(Slicemask <t> x) => (SRAVconst (NEGV <t> x) [63])

// truncations
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8 ...) => (Copy ...)
(Trunc32to8 ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)
(Trunc64to8 ...) => (Copy ...)
(Trunc64to16 ...) => (Copy ...)
(Trunc64to32 ...) => (Copy ...)

// Zero-/Sign-extensions
(ZeroExt8to16 ...) => (MOVBUreg ...)
(ZeroExt8to32 ...) => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)
```

```
(ZeroExt8to64 ...) => (MOVBUreg ...)
(ZeroExt16to64 ...) => (MOVHUreg ...)
(ZeroExt32to64 ...) => (MOVWUreg ...)

(SignExt8to16 ...) => (MOVBreg
 ...)
(SignExt8to32 ...) => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)
(SignExt8to64 ...) => (MOVBreg ...)
(SignExt16to64 ...) => (MOVHreg ...)
(SignExt32to64 ...) => (MOVWreg ...)

// float <=> int conversion
(Cvt32to32F ...) => (MOVWF ...)
(Cvt32to64F ...) => (MOVWD ...)
(Cvt64to32F ...) => (MOVVF ...)
(Cvt64to64F ...) => (MOVVD ...)
(Cvt32Fto32 ...) => (TRUNCFW ...)
(Cvt64Fto32 ...) => (TRUNCDW ...)
(Cvt32Fto64 ...) => (TRUNCFV ...)
(Cvt64Fto64 ...) => (TRUNCDV ...)
(Cvt32Fto64F ...) => (MOVFD ...)
(Cvt64Fto32F ...) => (MOVDF ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round(32|64)F ...) => (Copy ...)

// comparisons
(Eq8 x y)  => (SGTU (MOVVconst [1]) (XOR (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Eq16 x y) => (SGTU (MOVVconst [1]) (XOR (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Eq32 x y) => (SGTU (MOVVconst [1]) (XOR (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Eq64 x y) => (SGTU (MOVVconst [1]) (XOR x y))
(EqPtr x y) => (SGTU (MOVVconst [1]) (XOR x y))
(Eq(32|64)F x y) => (FPFlagTrue (CMPEQ(F|D)
 x y))

(Neq8 x y)  => (SGTU (XOR (ZeroExt8to64 x) (ZeroExt8to64 y)) (MOVVconst [0]))
(Neq16 x y) => (SGTU (XOR (ZeroExt16to32 x) (ZeroExt16to64 y)) (MOVVconst [0]))
(Neq32 x y) => (SGTU (XOR (ZeroExt32to64 x) (ZeroExt32to64 y)) (MOVVconst [0]))
(Neq64 x y) => (SGTU (XOR x y) (MOVVconst [0]))
(NeqPtr x y) => (SGTU (XOR x y) (MOVVconst [0]))
(Neq(32|64)F x y) => (FPFlagFalse (CMPEQ(F|D) x y))

(Less8 x y)  => (SGT (SignExt8to64 y) (SignExt8to64 x))
(Less16 x y) => (SGT (SignExt16to64 y) (SignExt16to64 x))
(Less32 x y) => (SGT (SignExt32to64 y) (SignExt32to64 x))
(Less64 x y) => (SGT y x)
```

```
(Less(32|64)F x y) => (FPFlagTrue (CMPGT(F|D) y x)) // reverse operands to work around NaN

(Less8U x y)  => (SGTU (ZeroExt8to64 y) (ZeroExt8to64 x))
(Less16U x y) => (SGTU (ZeroExt16to64 y) (ZeroExt16to64 x))
(Less32U x y) => (SGTU (ZeroExt32to64 y) (ZeroExt32to64 x))
(Less64U x y) => (SGTU y x)

(Leq8 x y)  => (XOR (MOVVconst [1]) (SGT (SignExt8to64 x) (SignExt8to64 y)))
(Leq16 x y) => (XOR
 (MOVVconst [1]) (SGT (SignExt16to64 x) (SignExt16to64 y)))
(Leq32 x y) => (XOR (MOVVconst [1]) (SGT (SignExt32to64 x) (SignExt32to64 y)))
(Leq64 x y) => (XOR (MOVVconst [1]) (SGT x y))
(Leq(32|64)F x y) => (FPFlagTrue (CMPGE(F|D) y x)) // reverse operands to work around NaN

(Leq8U x y)  => (XOR (MOVVconst [1]) (SGTU (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Leq16U x y) => (XOR (MOVVconst [1]) (SGTU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Leq32U x y) => (XOR (MOVVconst [1]) (SGTU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Leq64U x y) => (XOR (MOVVconst [1]) (SGTU x y))

(OffPtr [off] ptr:(SP)) => (MOVVaddr [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDVconst [off] ptr)

(Addr {sym} base) => (MOVVaddr {sym} base)
(LocalAddr {sym} base _) => (MOVVaddr {sym} base)

// loads
(Load <t> ptr mem) && t.IsBoolean() => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && isSigned(t)) => (MOVBload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && !isSigned(t)) => (MOVBUload ptr mem)
(Load <t> ptr mem) &&
 (is16BitInt(t) && isSigned(t)) => (MOVHload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && !isSigned(t)) => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && isSigned(t)) => (MOVWload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && !isSigned(t)) => (MOVWUload ptr mem)
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t)) => (MOVVload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (MOVFload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVDload ptr mem)

// stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && !is64BitFloat(val.Type) => (MOVVstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (MOVFstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVDstore ptr val mem)

//
```

```
 zeroing
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVVconst [0]) mem)
(Zero [2] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore ptr (MOVVconst [0]) mem)
(Zero [2] ptr mem) =>
 (MOVBstore [1] ptr (MOVVconst [0])
  (MOVBstore [0] ptr (MOVVconst [0]) mem))
(Zero [4] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore ptr (MOVVconst [0]) mem)
(Zero [4] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] ptr (MOVVconst [0])
  (MOVHstore [0] ptr (MOVVconst [0]) mem))
(Zero [4] ptr mem) =>
 (MOVBstore [3] ptr (MOVVconst [0])
  (MOVBstore [2] ptr (MOVVconst [0])
   (MOVBstore [1] ptr (MOVVconst [0])
    (MOVBstore [0] ptr (MOVVconst [0]) mem))))
(Zero [8] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore ptr (MOVVconst [0]) mem)
(Zero [8] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] ptr (MOVVconst [0])
  (MOVWstore [0] ptr (MOVVconst [0]) mem))
(Zero [8] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] ptr (MOVVconst [0])
  (MOVHstore [4] ptr
 (MOVVconst [0])
   (MOVHstore [2] ptr (MOVVconst [0])
    (MOVHstore [0] ptr (MOVVconst [0]) mem))))

(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVVconst [0])
  (MOVBstore [1] ptr (MOVVconst [0])
   (MOVBstore [0] ptr (MOVVconst [0]) mem)))
(Zero [6] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] ptr (MOVVconst [0])
  (MOVHstore [2] ptr (MOVVconst [0])
   (MOVHstore [0] ptr (MOVVconst [0]) mem)))
(Zero [12] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] ptr (MOVVconst [0])
  (MOVWstore [4] ptr (MOVVconst [0])
   (MOVWstore [0] ptr (MOVVconst [0]) mem)))
(Zero [16] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [8] ptr (MOVVconst [0])
  (MOVVstore [0] ptr (MOVVconst [0]) mem))
(Zero [24] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [16] ptr (MOVVconst [0])
  (MOVVstore [8] ptr (MOVVconst [0])
```

```
  (MOVVstore [0] ptr (MOVVconst [0]) mem)))

// medium zeroing uses a duff device
// 8, and 128 are magic constants, see runtime/mkduff.go
(Zero [s] {t} ptr mem)
 &&
 s%8 == 0 && s > 24 && s <= 8*128
 && t.Alignment()%8 == 0 && !config.noDuffDevice =>
 (DUFFZERO [8 * (128 - s/8)] ptr mem)

// large or unaligned zeroing uses a loop
(Zero [s] {t} ptr mem)
 && (s > 8*128 || config.noDuffDevice) || t.Alignment()%8 != 0 =>
 (LoweredZero [t.Alignment()]
  ptr
  (ADDVconst <ptr.Type> ptr [s-moveSize(t.Alignment(), config)])
  mem)

// moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBload src mem) mem)
(Move [2] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore dst (MOVHload src mem) mem)
(Move [2] dst src mem) =>
 (MOVBstore [1] dst (MOVBload [1] src mem)
  (MOVBstore dst (MOVBload src mem) mem))
(Move [4] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore dst (MOVWload src mem) mem)
(Move [4] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] dst (MOVHload [2] src mem)
  (MOVHstore dst (MOVHload src mem) mem))
(Move [4] dst src mem) =>
 (MOVBstore [3] dst (MOVBload [3] src mem)
  (MOVBstore [2] dst (MOVBload
 [2] src mem)
   (MOVBstore [1] dst (MOVBload [1] src mem)
    (MOVBstore dst (MOVBload src mem) mem))))
(Move [8] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore dst (MOVVload src mem) mem)
(Move [8] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [8] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] dst (MOVHload [6] src mem)
  (MOVHstore [4] dst (MOVHload [4] src mem)
   (MOVHstore [2] dst (MOVHload [2] src mem)
    (MOVHstore dst (MOVHload src mem) mem))))
```

```
(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBload [2] src mem)
  (MOVBstore [1] dst (MOVBload [1] src mem)
   (MOVBstore dst (MOVBload src mem) mem)))
(Move [6] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] dst (MOVHload [4] src mem)
  (MOVHstore [2] dst (MOVHload [2] src mem)
   (MOVHstore dst (MOVHload src mem) mem)))
(Move [12] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] dst (MOVWload
 [8] src mem)
  (MOVWstore [4] dst (MOVWload [4] src mem)
   (MOVWstore dst (MOVWload src mem) mem)))
(Move [16] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [8] dst (MOVVload [8] src mem)
  (MOVVstore dst (MOVVload src mem) mem))
(Move [24] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [16] dst (MOVVload [16] src mem)
  (MOVVstore [8] dst (MOVVload [8] src mem)
   (MOVVstore dst (MOVVload src mem) mem)))

// medium move uses a duff device
(Move [s] {t} dst src mem)
 && s%8 == 0 && s >= 24 && s <= 8*128 && t.Alignment()%8 == 0
 && !config.noDuffDevice && logLargeCopy(v, s)  =>
 (DUFFCOPY [16 * (128 - s/8)] dst src mem)
// 16 and 128 are magic constants.  16 is the number of bytes to encode:
// MOVV (R1), R23
// ADDV $8, R1
// MOVV R23, (R2)
// ADDV $8, R2
// and 128 is the number of such blocks. See runtime/duff_mips64.s:duffcopy.

// large or unaligned move uses a loop
(Move [s] {t} dst src mem)
 && s > 24 && logLargeCopy(v, s) || t.Alignment()%8 != 0 =>
 (LoweredMove
 [t.Alignment()]
  dst
  src
  (ADDVconst <src.Type> src [s-moveSize(t.Alignment(), config)])
  mem)

// calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)
```

```
// atomic intrinsics
(AtomicLoad(8|32|64)   ...) => (LoweredAtomicLoad(8|32|64)  ...)
(AtomicLoadPtr ...) => (LoweredAtomicLoad64 ...)

(AtomicStore(8|32|64) ...) => (LoweredAtomicStore(8|32|64)  ...)
(AtomicStorePtrNoWB ...) => (LoweredAtomicStore64 ...)

(AtomicExchange(32|64) ...) => (LoweredAtomicExchange(32|64) ...)

(AtomicAdd(32|64) ...) => (LoweredAtomicAdd(32|64) ...)

(AtomicCompareAndSwap32 ptr old new mem) => (LoweredAtomicCas32 ptr (SignExt32to64 old) new mem)
(AtomicCompareAndSwap64 ...) => (LoweredAtomicCas64 ...)

// checks
(NilCheck ...) => (LoweredNilCheck ...)
(IsNonNil ptr) => (SGTU ptr (MOVVconst [0]))
(IsInBounds idx len) => (SGTU len idx)
(IsSliceInBounds idx len) => (XOR (MOVVconst [1]) (SGTU idx len))

//
 pseudo-ops
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

(If cond yes no) => (NE cond yes no)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// Optimizations

// Absorb boolean tests into block
(NE (FPFlagTrue cmp) yes no) => (FPT cmp yes no)
(NE (FPFlagFalse cmp) yes no) => (FPF cmp yes no)
(EQ (FPFlagTrue cmp) yes no) => (FPF cmp yes no)
(EQ (FPFlagFalse cmp) yes no) => (FPT cmp yes no)
(NE (XORconst [1] cmp:(SGT _ _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTU _ _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTconst _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTUconst _)) yes no) =>
```

```
 (EQ cmp yes no)
(EQ (XORconst [1] cmp:(SGT _ _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTU _ _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTconst _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTUconst _)) yes no) => (NE cmp yes no)
(NE (SGTUconst [1] x) yes no) => (EQ x yes no)
(EQ (SGTUconst [1] x) yes no) => (NE x yes no)
(NE (SGTU x (MOVVconst [0])) yes no) => (NE x yes no)
(EQ (SGTU x (MOVVconst [0])) yes no) => (EQ x yes no)
(NE (SGTconst [0] x) yes no) => (LTZ x yes no)
(EQ (SGTconst [0] x) yes no) => (GEZ x yes no)
(NE (SGT x (MOVVconst [0])) yes no) => (GTZ x yes no)
(EQ (SGT x (MOVVconst [0])) yes no) => (LEZ x yes no)

// fold offset into address
(ADDVconst [off1] (MOVVaddr [off2] {sym} ptr)) && is32Bit(off1+int64(off2)) => (MOVVaddr
[int32(off1)+int32(off2)] {sym} ptr)

// fold address into load/store
(MOVBload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBload
[off1+int32(off2)] {sym} ptr mem)
(MOVBUload [off1]
 {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBUload [off1+int32(off2)] {sym} ptr
mem)
(MOVHload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHload
[off1+int32(off2)] {sym} ptr mem)
(MOVHUload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHUload
[off1+int32(off2)] {sym} ptr mem)
(MOVWload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWload
[off1+int32(off2)] {sym} ptr mem)
(MOVWUload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWUload
[off1+int32(off2)] {sym} ptr mem)
(MOVVload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVVload
[off1+int32(off2)] {sym} ptr mem)
(MOVFload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVFload
[off1+int32(off2)] {sym} ptr mem)
(MOVDload  [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVDload
[off1+int32(off2)]
 {sym} ptr mem)

(MOVBstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVBstore
[off1+int32(off2)] {sym} ptr val mem)
(MOVHstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVHstore
[off1+int32(off2)] {sym} ptr val mem)
(MOVWstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVWstore
[off1+int32(off2)] {sym} ptr val mem)
(MOVVstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVVstore
[off1+int32(off2)] {sym} ptr val mem)
```

(MOVFstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVFstore [off1+int32(off2)] {sym} ptr val mem)
(MOVDstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVDstore [off1+int32(off2)] {sym} ptr val mem)
(MOVBstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVHstorezero [off1]
{sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVWstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVVstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVVstorezero [off1+int32(off2)] {sym} ptr mem)

(MOVBload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVBload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVBUload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVBUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVHload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHUload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem)
&& canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVHUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVWload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWUload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVWUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVVload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVVload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVFload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVFload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVDload
[off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)

(MOVBstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVBstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>

```
 (MOVHstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVWstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVVstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVVstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVFstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVFstore [off1+int32(off2)] {mergeSym(sym1,sym2)}
 ptr val mem)
(MOVDstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVDstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVBstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVBstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVHstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVWstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVVstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVVstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)

(LoweredAtomicStore(32|64)
 ptr (MOVVconst [0]) mem) => (LoweredAtomicStorezero(32|64) ptr mem)
(LoweredAtomicAdd32 ptr (MOVVconst [c]) mem) && is32Bit(c) => (LoweredAtomicAddconst32 [int32(c)] ptr
mem)
(LoweredAtomicAdd64 ptr (MOVVconst [c]) mem) && is32Bit(c) => (LoweredAtomicAddconst64 [c] ptr mem)

// don't extend after proper load
(MOVBreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVBUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVHload _ _)) => (MOVVreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHUreg x:(MOVHUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVHload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVHUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVWload _ _)) => (MOVVreg x)
(MOVWUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVWUreg x:(MOVHUload _ _)) => (MOVVreg x)
```

```
(MOVWUreg x:(MOVWUload _ _)) => (MOVVreg x)

// fold double extensions
(MOVBreg
 x:(MOVBreg _)) => (MOVVreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHreg x:(MOVBreg _)) => (MOVVreg x)
(MOVHreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHreg x:(MOVHreg _)) => (MOVVreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVVreg x)
(MOVWreg x:(MOVBreg _)) => (MOVVreg x)
(MOVWreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVWreg x:(MOVHreg _)) => (MOVVreg x)
(MOVWreg x:(MOVWreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVHUreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVWUreg _)) => (MOVVreg x)

// don't extend before store
(MOVBstore [off] {sym} ptr (MOVBreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore
 [off] {sym} ptr (MOVWUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVWstore [off] {sym} ptr x mem)

// if a register move has only 1 use, just use the same register without emitting instruction
// MOVVnop doesn't emit instruction, only for ensuring the type.
(MOVVreg x) && x.Uses == 1 => (MOVVnop x)

// fold constant into arithmetic ops
(ADDV x (MOVVconst [c])) && is32Bit(c) => (ADDVconst [c] x)
(SUBV x (MOVVconst [c])) && is32Bit(c) => (SUBVconst [c] x)
(AND x (MOVVconst [c])) && is32Bit(c) => (ANDconst [c] x)
(OR  x (MOVVconst
 [c])) && is32Bit(c) => (ORconst  [c] x)
(XOR x (MOVVconst [c])) && is32Bit(c) => (XORconst [c] x)
(NOR x (MOVVconst [c])) && is32Bit(c) => (NORconst [c] x)

(SLLV _ (MOVVconst [c])) && uint64(c)>=64 => (MOVVconst [0])
```

```
(SRLV _ (MOVVconst [c])) && uint64(c)>=64 => (MOVVconst [0])
(SRAV x (MOVVconst [c])) && uint64(c)>=64 => (SRAVconst x [63])
(SLLV x (MOVVconst [c])) => (SLLVconst x [c])
(SRLV x (MOVVconst [c])) => (SRLVconst x [c])
(SRAV x (MOVVconst [c])) => (SRAVconst x [c])

(SGT  (MOVVconst [c]) x) && is32Bit(c) => (SGTconst  [c] x)
(SGTU (MOVVconst [c]) x) && is32Bit(c) => (SGTUconst [c] x)

// mul by constant
(Select1 (MULVU x (MOVVconst [-1]))) => (NEGV x)
(Select1 (MULVU _ (MOVVconst [0]))) => (MOVVconst [0])
(Select1 (MULVU x (MOVVconst [1]))) => x
(Select1 (MULVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (SLLVconst [log64(c)] x)

// div by constant
(Select1 (DIVVU x (MOVVconst [1]))) => x
(Select1 (DIVVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (SRLVconst [log64(c)]
 x)
(Select0 (DIVVU _ (MOVVconst [1]))) => (MOVVconst [0])                  // mod
(Select0 (DIVVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (ANDconst [c-1] x) // mod

// generic simplifications
(ADDV x (NEGV y)) => (SUBV x y)
(SUBV x x) => (MOVVconst [0])
(SUBV (MOVVconst [0]) x) => (NEGV x)
(AND x x) => x
(OR  x x) => x
(XOR x x) => (MOVVconst [0])

// remove redundant *const ops
(ADDVconst [0]  x) => x
(SUBVconst [0]  x) => x
(ANDconst [0]  _) => (MOVVconst [0])
(ANDconst [-1] x) => x
(ORconst  [0]  x) => x
(ORconst  [-1] _) => (MOVVconst [-1])
(XORconst [0]  x) => x
(XORconst [-1] x) => (NORconst [0] x)

// generic constant folding
(ADDVconst [c] (MOVVconst [d]))  => (MOVVconst [c+d])
(ADDVconst [c] (ADDVconst [d] x)) && is32Bit(c+d) => (ADDVconst [c+d] x)
(ADDVconst [c] (SUBVconst [d] x)) && is32Bit(c-d) => (ADDVconst [c-d] x)
(SUBVconst [c] (MOVVconst [d]))  => (MOVVconst [d-c])
(SUBVconst [c] (SUBVconst [d] x)) && is32Bit(-c-d) => (ADDVconst [-c-d] x)
(SUBVconst [c] (ADDVconst
```

```
 [d] x)) && is32Bit(-c+d) => (ADDVconst [-c+d] x)
(SLLVconst [c] (MOVVconst [d]))  => (MOVVconst [d<<uint64(c)])
(SRLVconst [c] (MOVVconst [d]))  => (MOVVconst [int64(uint64(d)>>uint64(c))])
(SRAVconst [c] (MOVVconst [d]))  => (MOVVconst [d>>uint64(c)])
(Select1 (MULVU (MOVVconst [c]) (MOVVconst [d]))) => (MOVVconst [c*d])
(Select1 (DIVV  (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [c/d])
(Select1 (DIVVU (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [int64(uint64(c)/uint64(d))])
(Select0 (DIVV  (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [c%d])   // mod
(Select0 (DIVVU (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [int64(uint64(c)%uint64(d))])
// mod
(ANDconst [c] (MOVVconst [d])) => (MOVVconst [c&d])
(ANDconst [c] (ANDconst [d] x)) => (ANDconst [c&d] x)
(ORconst [c] (MOVVconst [d])) => (MOVVconst [c|d])
(ORconst [c] (ORconst [d] x)) && is32Bit(c|d) => (ORconst [c|d] x)
(XORconst [c] (MOVVconst [d])) => (MOVVconst [c^d])
(XORconst
 [c] (XORconst [d] x)) && is32Bit(c^d) => (XORconst [c^d] x)
(NORconst [c] (MOVVconst [d])) => (MOVVconst [^(c|d)])
(NEGV (MOVVconst [c])) => (MOVVconst [-c])
(MOVBreg  (MOVVconst [c])) => (MOVVconst [int64(int8(c))])
(MOVBUreg (MOVVconst [c])) => (MOVVconst [int64(uint8(c))])
(MOVHreg  (MOVVconst [c])) => (MOVVconst [int64(int16(c))])
(MOVHUreg (MOVVconst [c])) => (MOVVconst [int64(uint16(c))])
(MOVWreg  (MOVVconst [c])) => (MOVVconst [int64(int32(c))])
(MOVWUreg (MOVVconst [c])) => (MOVVconst [int64(uint32(c))])
(MOVVreg  (MOVVconst [c])) => (MOVVconst [c])

// constant comparisons
(SGTconst [c] (MOVVconst [d])) && c>d => (MOVVconst [1])
(SGTconst [c] (MOVVconst [d])) && c<=d => (MOVVconst [0])
(SGTUconst [c] (MOVVconst [d])) && uint64(c)>uint64(d) => (MOVVconst [1])
(SGTUconst [c] (MOVVconst [d])) && uint64(c)<=uint64(d) => (MOVVconst [0])

// other known comparisons
(SGTconst [c] (MOVBreg _)) && 0x7f < c => (MOVVconst [1])
(SGTconst [c] (MOVBreg _)) && c <= -0x80 => (MOVVconst [0])
(SGTconst
 [c] (MOVBUreg _)) && 0xff < c => (MOVVconst [1])
(SGTconst [c] (MOVBUreg _)) && c < 0 => (MOVVconst [0])
(SGTUconst [c] (MOVBUreg _)) && 0xff < uint64(c) => (MOVVconst [1])
(SGTconst [c] (MOVHreg _)) && 0x7fff < c => (MOVVconst [1])
(SGTconst [c] (MOVHreg _)) && c <= -0x8000 => (MOVVconst [0])
(SGTconst [c] (MOVHUreg _)) && 0xffff < c => (MOVVconst [1])
(SGTconst [c] (MOVHUreg _)) && c < 0 => (MOVVconst [0])
(SGTUconst [c] (MOVHUreg _)) && 0xffff < uint64(c) => (MOVVconst [1])
(SGTconst [c] (MOVWUreg _)) && c < 0 => (MOVVconst [0])
(SGTconst [c] (ANDconst [m] _)) && 0 <= m && m < c => (MOVVconst [1])
(SGTUconst [c] (ANDconst [m] _)) && uint64(m) < uint64(c) => (MOVVconst [1])
```

(SGTconst [c] (SRLVconst _ [d])) && 0 <= c && 0 < d && d <= 63 && 0xffffffffffffffff>>uint64(d) < uint64(c) => (MOVVconst [1])
(SGTUconst [c] (SRLVconst _ [d])) && 0 < d && d <= 63 && 0xffffffffffffffff>>uint64(d) < uint64(c) => (MOVVconst [1])

// absorb constants into branches
(EQ (MOVVconst [0])
 yes no) => (First yes no)
(EQ (MOVVconst [c]) yes no) && c != 0 => (First no yes)
(NE (MOVVconst [0]) yes no) => (First no yes)
(NE (MOVVconst [c]) yes no) && c != 0 => (First yes no)
(LTZ (MOVVconst [c]) yes no) && c < 0 => (First yes no)
(LTZ (MOVVconst [c]) yes no) && c >= 0 => (First no yes)
(LEZ (MOVVconst [c]) yes no) && c <= 0 => (First yes no)
(LEZ (MOVVconst [c]) yes no) && c > 0 => (First no yes)
(GTZ (MOVVconst [c]) yes no) && c > 0 => (First yes no)
(GTZ (MOVVconst [c]) yes no) && c <= 0 => (First no yes)
(GEZ (MOVVconst [c]) yes no) && c >= 0 => (First yes no)
(GEZ (MOVVconst [c]) yes no) && c < 0 => (First no yes)

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/LOONG64.rules
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /compile-zip/compile/internal/typecheck/export.go
* /compile-zip/compile/internal/typecheck/func.go
* /compile-zip/compile/internal/staticinit/sched.go
* /compile-zip/compile/internal/ir/type.go
* /compile-zip/compile/internal/base/base.go
* /compile-zip/compile/internal/types/sort.go
* /compile-zip/compile/internal/ssagen/nowb.go
* /compile-zip/compile/internal/ir/node.go
* /compile-zip/compile/internal/walk/walk.go
* /compile-zip/compile/doc.go
* /compile-zip/compile/internal/ssagen/abi.go
* /compile-zip/compile/internal/walk/convert.go
* /compile-zip/compile/internal/typecheck/universe.go
* /compile-zip/compile/internal/objw/objw.go
* /compile-zip/compile/internal/walk/select.go
* /compile-zip/compile/internal/types/goversion.go
* /compile-zip/compile/internal/types/universe.go
* /compile-zip/compile/internal/x86/ggen.go
* /compile-zip/compile/internal/mips64/galign.go
*

/compile-zip/compile/internal/noder/import.go
* /compile-zip/compile/internal/walk/compare.go
* /compile-zip/compile/internal/typecheck/subr.go
* /compile-zip/compile/internal/typecheck/dcl.go
* /compile-zip/compile/internal/x86/galign.go
* /compile-zip/compile/internal/ir/symtab.go
* /compile-zip/compile/internal/amd64/galign.go
* /compile-zip/compile/internal/noder/lex.go
* /compile-zip/compile/internal/walk/stmt.go
* /compile-zip/compile/internal/typecheck/target.go
* /compile-zip/compile/internal/amd64/ggen.go
* /compile-zip/compile/internal/arm/ggen.go
* /compile-zip/compile/internal/typecheck/typecheck.go
* /compile-zip/compile/internal/walk/expr.go
* /compile-zip/compile/internal/ir/val.go
* /compile-zip/compile/internal/walk/builtin.go
* /compile-zip/compile/internal/ppc64/ggen.go
* /compile-zip/compile/internal/typecheck/builtin/runtime.go
* /compile-zip/compile/internal/typecheck/stmt.go
* /compile-zip/compile/internal/walk/switch.go
* /compile-zip/compile/internal/staticdata/data.go
*
/compile-zip/compile/internal/mips64/ggen.go
* /compile-zip/compile/internal/gc/export.go
* /compile-zip/compile/internal/gc/obj.go
* /compile-zip/compile/internal/pkginit/init.go
* /compile-zip/compile/internal/ssagen/arch.go
* /compile-zip/compile/internal/typecheck/expr.go
* /compile-zip/compile/internal/ir/const.go
* /compile-zip/compile/internal/base/flag.go
* /compile-zip/compile/internal/ppc64/galign.go
* /compile-zip/compile/internal/types/fmt.go
* /compile-zip/compile/internal/walk/complit.go
* /compile-zip/compile/internal/walk/range.go
* /compile-zip/compile/internal/ir/cfg.go
* /compile-zip/compile/internal/arm64/galign.go
* /compile-zip/compile/internal/deadcode/deadcode.go
* /compile-zip/compile/internal/reflectdata/reflect.go
* /compile-zip/compile/internal/types/size.go
* /compile-zip/compile/internal/ir/ir.go
* /compile-zip/compile/internal/walk/assign.go
* /compile-zip/compile/internal/typecheck/type.go
* /compile-zip/compile/internal/typecheck/syms.go
*
/compile-zip/compile/internal/arm/galign.go
* /compile-zip/compile/internal/base/debug.go
* /compile-zip/compile/internal/gc/main.go
* /compile-zip/compile/internal/typecheck/const.go

* /compile-zip/compile/internal/walk/closure.go
* /compile-zip/compile/internal/arm64/ggen.go
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /compile-zip/compile/internal/types2/decl.go
* /compile-zip/compile/internal/ppc64/opt.go
* /compile-zip/compile/internal/types2/testdata/check/issues0.go
* /compile-zip/compile/internal/types2/testdata/check/importdecl1/importdecl1a.go
* /compile-zip/compile/internal/types2/testdata/check/init2.go
* /compile-zip/compile/internal/types2/initorder.go
* /compile-zip/compile/internal/types2/testdata/check/blank.go
* /compile-zip/compile/internal/types2/testdata/check/importdecl1/importdecl1b.go
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /compile-zip/compile/internal/types2/basic.go
* /compile-zip/compile/internal/types2/universe.go
* /compile-zip/compile/internal/types2/check.go
* /compile-zip/compile/internal/types2/named.go
* /compile-zip/compile/internal/importer/testdata/exports.go
* /compile-zip/compile/internal/dwarfgen/dwarf.go
* /compile-zip/compile/internal/types2/testdata/check/decls0.go
* /compile-zip/compile/internal/types2/pointer.go
* /compile-zip/compile/internal/types2/map.go
* /compile-zip/compile/internal/types2/chan.go
* /compile-zip/compile/internal/types2/testdata/check/gotos.go
* /compile-zip/compile/internal/types2/testdata/check/labels.go
* /compile-zip/compile/internal/inline/inl.go
* /compile-zip/compile/internal/ir/fmt.go
* /compile-zip/compile/internal/types2/resolver_test.go
* /compile-zip/compile/internal/ir/scc.go
* /compile-zip/compile/internal/importer/exportdata.go
*
 /compile-zip/compile/internal/types2/tuple.go
* /compile-zip/compile/internal/ssagen/pgen.go
* /compile-zip/compile/internal/gc/compile.go
* /compile-zip/compile/internal/types2/check_test.go
* /compile-zip/compile/internal/importer/gcimporter.go
* /compile-zip/compile/internal/importer/gcimporter_test.go
* /compile-zip/compile/internal/types2/slice.go
* /compile-zip/compile/internal/types2/array.go
* /compile-zip/compile/internal/types2/typeparam.go
* /compile-zip/compile/internal/types2/type.go

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Found in path(s):
* /compile-zip/compile/internal/types2/testdata/check/expr0.go
* /compile-zip/compile/internal/types2/testdata/check/decls2/decls2b.go
* /compile-zip/compile/internal/types2/testdata/check/expr3.go
* /compile-zip/compile/internal/types2/predicates.go
* /compile-zip/compile/internal/types2/testdata/check/expr2.go
* /compile-zip/compile/internal/types2/testdata/check/decls2/decls2a.go
* /compile-zip/compile/internal/types2/conversions.go
* /compile-zip/compile/internal/types2/testdata/check/const1.go
* /compile-zip/compile/internal/walk/race.go
* /compile-zip/compile/internal/types2/testdata/check/compliterals.go
* /compile-zip/compile/internal/types2/typestring_test.go
* /compile-zip/compile/internal/types2/builtins.go
* /compile-zip/compile/internal/types2/expr.go
* /compile-zip/compile/internal/types2/testdata/check/expr1.go
* /compile-zip/compile/internal/types2/errors.go
*
 /compile-zip/compile/internal/types2/stmt.go
* /compile-zip/compile/internal/syntax/walk.go
* /compile-zip/compile/internal/types2/testdata/check/const0.go
* /compile-zip/compile/internal/types2/operand.go
* /compile-zip/compile/internal/types2/testdata/check/decls1.go
* /compile-zip/compile/internal/types2/testdata/check/conversions0.go
* /compile-zip/compile/internal/types2/testdata/check/decls3.go
* /compile-zip/compile/internal/types2/api.go
* /compile-zip/compile/internal/types2/testdata/check/stmt0.go
* /compile-zip/compile/internal/walk/order.go
* /compile-zip/compile/internal/types2/testdata/check/builtins0.go
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// This file contains rules to decompose builtin compound types
// (complex,string,slice,interface) into their constituent
// types. These rules work together with the decomposeBuiltIn
// pass which handles phis of these types.

// complex ops
(ComplexReal (ComplexMake real _)) => real
(ComplexImag (ComplexMake _ imag)) => imag

(Load <t> ptr mem) && t.IsComplex() && t.Size() == 8 =>

```
 (ComplexMake
   (Load <typ.Float32> ptr mem)
   (Load <typ.Float32>
     (OffPtr <typ.Float32Ptr> [4] ptr)
     mem)
   )
(Store {t} dst (ComplexMake real imag) mem) && t.Size() == 8 =>
 (Store {typ.Float32}
   (OffPtr <typ.Float32Ptr> [4] dst)
   imag
   (Store {typ.Float32} dst real mem))
(Load <t> ptr mem) && t.IsComplex() && t.Size() == 16 =>
 (ComplexMake

 (Load <typ.Float64> ptr mem)
   (Load <typ.Float64>
     (OffPtr <typ.Float64Ptr> [8] ptr)
     mem)
   )
(Store {t} dst (ComplexMake real imag) mem) && t.Size() == 16 =>
 (Store {typ.Float64}
   (OffPtr <typ.Float64Ptr> [8] dst)
   imag
   (Store {typ.Float64} dst real mem))

// string ops
(StringPtr (StringMake ptr _)) => ptr
(StringLen (StringMake _ len)) => len

(Load <t> ptr mem) && t.IsString() =>
 (StringMake
   (Load <typ.BytePtr> ptr mem)
   (Load <typ.Int>
     (OffPtr <typ.IntPtr> [config.PtrSize] ptr)
     mem))
(Store dst (StringMake ptr len) mem) =>
 (Store {typ.Int}
   (OffPtr <typ.IntPtr> [config.PtrSize] dst)
   len
   (Store {typ.BytePtr} dst ptr mem))

// slice ops
(SlicePtr (SliceMake ptr _ _ )) => ptr
(SliceLen (SliceMake _ len _)) => len
(SliceCap (SliceMake _ _ cap)) => cap
(SlicePtrUnchecked (SliceMake ptr _ _ )) => ptr

(Load <t> ptr mem) && t.IsSlice() =>
```

```
 (SliceMake
   (Load <t.Elem().PtrTo()> ptr mem)
   (Load <typ.Int>
     (OffPtr <typ.IntPtr>
 [config.PtrSize] ptr)
     mem)
   (Load <typ.Int>
     (OffPtr <typ.IntPtr> [2*config.PtrSize] ptr)
     mem))
(Store {t} dst (SliceMake ptr len cap) mem) =>
 (Store {typ.Int}
   (OffPtr <typ.IntPtr> [2*config.PtrSize] dst)
   cap
   (Store {typ.Int}
     (OffPtr <typ.IntPtr> [config.PtrSize] dst)
     len
     (Store {t.Elem().PtrTo()} dst ptr mem)))

// interface ops
(ITab (IMake itab _)) => itab
(IData (IMake _ data)) => data

(Load <t> ptr mem) && t.IsInterface() =>
 (IMake
   (Load <typ.Uintptr> ptr mem)
   (Load <typ.BytePtr>
     (OffPtr <typ.BytePtrPtr> [config.PtrSize] ptr)
     mem))
(Store dst (IMake itab data) mem) =>
 (Store {typ.BytePtr}
   (OffPtr <typ.BytePtrPtr> [config.PtrSize] dst)
   data
   (Store {typ.Uintptr} dst itab mem))
```

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/dec.rules
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Found in path(s):

* /compile-zip/compile/internal/objw/prog.go
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Found in path(s):
* /compile-zip/compile/internal/escape/solve.go
* /compile-zip/compile/internal/ssa/numberlines.go
* /compile-zip/compile/internal/test/testdata/slice_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue23203b.go
* /compile-zip/compile/internal/escape/stmt.go
* /compile-zip/compile/internal/base/mapfile_mmap.go
* /compile-zip/compile/internal/syntax/testdata/sample.go
* /compile-zip/compile/internal/escape/call.go
* /compile-zip/compile/internal/ssa/poset.go
* /compile-zip/compile/internal/base/mapfile_read.go
* /compile-zip/compile/internal/importer/testdata/issue25596.go
* /compile-zip/compile/internal/importer/testdata/issue25301.go
* /compile-zip/compile/internal/syntax/testdata/issue23434.go
* /compile-zip/compile/internal/escape/escape.go
* /compile-zip/compile/internal/escape/graph.go
* /compile-zip/compile/internal/types2/testdata/check/issue25008/issue25008b.go
*
 /compile-zip/compile/internal/types2/infer.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue28251.go
* /compile-zip/compile/internal/escape/assign.go
* /compile-zip/compile/internal/types/identity.go
* /compile-zip/compile/internal/ssa/zeroextension_test.go
* /compile-zip/compile/internal/test/lang_test.go
* /compile-zip/compile/internal/syntax/testdata/issue31092.go
* /compile-zip/compile/internal/syntax/testdata/issue23385.go
* /compile-zip/compile/internal/types2/testdata/check/issue25008/issue25008a.go
* /compile-zip/compile/internal/types2/subst.go
* /compile-zip/compile/internal/typecheck/iimport.go
* /compile-zip/compile/internal/ir/dump.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue26390.go
* /compile-zip/compile/internal/test/testdata/reproducible/issue27013.go
* /compile-zip/compile/internal/syntax/testdata/issue20789.go
* /compile-zip/compile/internal/escape/expr.go
* /compile-zip/compile/internal/escape/utils.go
*
 /compile-zip/compile/internal/syntax/pos.go
* /compile-zip/compile/internal/typecheck/iexport.go
* /compile-zip/compile/internal/syntax/error_test.go
* /compile-zip/compile/internal/wasm/ssa.go
* /compile-zip/compile/internal/ssa/biasedsparsemap.go
* /compile-zip/compile/internal/importer/iimport.go
* /compile-zip/compile/internal/ssa/gen/WasmOps.go

* /compile-zip/compile/internal/ssa/poset_test.go
* /compile-zip/compile/internal/ssa/loopbce.go
* /compile-zip/compile/internal/escape/leaks.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue23203a.go
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```
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(Add(Ptr|32|16|8) ...) => (ADD ...)
(Add(32|64)F ...) => (ADD(F|D) ...)
(Add32carry ...) => (ADDS ...)
(Add32withcarry ...) => (ADC ...)

(Sub(Ptr|32|16|8) ...) => (SUB ...)
(Sub(32|64)F ...) => (SUB(F|D) ...)
(Sub32carry ...) => (SUBS ...)
(Sub32withcarry ...) => (SBC ...)

(Mul(32|16|8) ...) => (MUL ...)
(Mul(32|64)F ...) => (MUL(F|D) ...)
(Hmul(32|32u) ...) => (HMU(L|LU) ...)
(Mul32uhilo ...) => (MULLU ...)

(Div32 x y) =>
 (SUB (XOR <typ.UInt32>                                    // negate the result if one operand is negative
  (Select0 <typ.UInt32> (CALLudiv
   (SUB <typ.UInt32> (XOR x <typ.UInt32> (Signmask x)) (Signmask x))   // negate x if negative
   (SUB <typ.UInt32> (XOR y <typ.UInt32> (Signmask y)) (Signmask y)))) // negate y if
 negative
  (Signmask (XOR <typ.UInt32> x y))) (Signmask (XOR <typ.UInt32> x y)))
(Div32u x y) => (Select0 <typ.UInt32> (CALLudiv x y))
(Div16 x y) => (Div32 (SignExt16to32 x) (SignExt16to32 y))
(Div16u x y) => (Div32u (ZeroExt16to32 x) (ZeroExt16to32 y))
(Div8 x y) => (Div32 (SignExt8to32 x) (SignExt8to32 y))
(Div8u x y) => (Div32u (ZeroExt8to32 x) (ZeroExt8to32 y))
(Div(32|64)F ...) => (DIV(F|D) ...)

(Mod32 x y) =>
 (SUB (XOR <typ.UInt32>                                    // negate the result if x is negative
  (Select1 <typ.UInt32> (CALLudiv
   (SUB <typ.UInt32> (XOR <typ.UInt32> x (Signmask x)) (Signmask x))   // negate x if negative
   (SUB <typ.UInt32> (XOR <typ.UInt32> y (Signmask y)) (Signmask y)))) // negate y if negative
  (Signmask x)) (Signmask x))
(Mod32u x y) => (Select1 <typ.UInt32> (CALLudiv x y))
(Mod16 x y) => (Mod32 (SignExt16to32 x) (SignExt16to32 y))
(Mod16u x y) => (Mod32u (ZeroExt16to32 x) (ZeroExt16to32 y))
```

```
(Mod8 x y) => (Mod32 (SignExt8to32
 x) (SignExt8to32 y))
(Mod8u x y) => (Mod32u (ZeroExt8to32 x) (ZeroExt8to32 y))

// (x + y) / 2 with x>=y -> (x - y) / 2 + y
(Avg32u <t> x y) => (ADD (SRLconst <t> (SUB <t> x y) [1]) y)

(And(32|16|8) ...) => (AND ...)
(Or(32|16|8) ...) => (OR ...)
(Xor(32|16|8) ...) => (XOR ...)

// unary ops
(Neg(32|16|8) x) => (RSBconst [0] x)
(Neg(32|64)F ...) => (NEG(F|D) ...)

(Com(32|16|8) ...) => (MVN ...)

(Sqrt ...) => (SQRTD ...)
(Sqrt32 ...) => (SQRTF ...)
(Abs ...) => (ABSD ...)

// TODO: optimize this for ARMv5 and ARMv6
(Ctz32NonZero ...) => (Ctz32 ...)
(Ctz16NonZero ...) => (Ctz32 ...)
(Ctz8NonZero ...) => (Ctz32 ...)

// count trailing zero for ARMv5 and ARMv6
// 32 - CLZ(x&-x - 1)
(Ctz32 <t> x) && buildcfg.GOARM<=6 =>
 (RSBconst [32] (CLZ <t> (SUBconst <t> (AND <t> x (RSBconst <t> [0] x)) [1])))
(Ctz16 <t> x) && buildcfg.GOARM<=6 =>
 (RSBconst [32] (CLZ <t> (SUBconst <typ.UInt32> (AND <typ.UInt32> (ORconst <typ.UInt32> [0x10000] x)
(RSBconst <typ.UInt32> [0] (ORconst <typ.UInt32> [0x10000]
 x))) [1])))
(Ctz8 <t> x) && buildcfg.GOARM<=6 =>
 (RSBconst [32] (CLZ <t> (SUBconst <typ.UInt32> (AND <typ.UInt32> (ORconst <typ.UInt32> [0x100] x)
(RSBconst <typ.UInt32> [0] (ORconst <typ.UInt32> [0x100] x))) [1])))

// count trailing zero for ARMv7
(Ctz32 <t> x) && buildcfg.GOARM==7 => (CLZ <t> (RBIT <t> x))
(Ctz16 <t> x) && buildcfg.GOARM==7 => (CLZ <t> (RBIT <typ.UInt32> (ORconst <typ.UInt32> [0x10000] x)))
(Ctz8 <t> x) && buildcfg.GOARM==7 => (CLZ <t> (RBIT <typ.UInt32> (ORconst <typ.UInt32> [0x100] x)))

// bit length
(BitLen32 <t> x) => (RSBconst [32] (CLZ <t> x))

// byte swap for ARMv5
// let (a, b, c, d) be the bytes of x from high to low
```

```
// t1 = x right rotate 16 bits -- (c,   d,   a,   b  )
// t2 = x ^ t1                 -- (a^c, b^d, a^c, b^d)
// t3 = t2 &^ 0xff0000         -- (a^c, 0,   a^c, b^d)
// t4 = t3 >> 8                -- (0,   a^c, 0,   a^c)
// t5 = x right rotate 8 bits  -- (d,   a,   b,   c  )
// result = t4 ^ t5            -- (d,   c,   b,   a  )
// using
 shifted ops this can be done in 4 instructions.
(Bswap32 <t> x) && buildcfg.GOARM==5 =>
 (XOR <t>
  (SRLconst <t> (BICconst <t> (XOR <t> x (SRRconst <t> [16] x)) [0xff0000]) [8])
  (SRRconst <t> x [8]))

// byte swap for ARMv6 and above
(Bswap32 x) && buildcfg.GOARM>=6 => (REV x)

// boolean ops -- booleans are represented with 0=false, 1=true
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(EqB x y) => (XORconst [1] (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not x) => (XORconst [1] x)

// shifts
// hardware instruction uses only the low byte of the shift
// we compare to 256 to ensure Go semantics for large shifts
(Lsh32x32 x y) => (CMOVWHSconst (SLL <x.Type> x y) (CMPconst [256] y) [0])
(Lsh32x16 x y) => (CMOVWHSconst (SLL <x.Type> x (ZeroExt16to32 y)) (CMPconst [256] (ZeroExt16to32 y))
[0])
(Lsh32x8  x y) => (SLL x (ZeroExt8to32 y))

(Lsh16x32 x y) => (CMOVWHSconst (SLL <x.Type> x y) (CMPconst [256] y) [0])
(Lsh16x16 x y) => (CMOVWHSconst (SLL <x.Type> x (ZeroExt16to32 y)) (CMPconst
 [256] (ZeroExt16to32 y)) [0])
(Lsh16x8  x y) => (SLL x (ZeroExt8to32 y))

(Lsh8x32 x y) => (CMOVWHSconst (SLL <x.Type> x y) (CMPconst [256] y) [0])
(Lsh8x16 x y) => (CMOVWHSconst (SLL <x.Type> x (ZeroExt16to32 y)) (CMPconst [256] (ZeroExt16to32 y))
[0])
(Lsh8x8  x y) => (SLL x (ZeroExt8to32 y))

(Rsh32Ux32 x y) => (CMOVWHSconst (SRL <x.Type> x y) (CMPconst [256] y) [0])
(Rsh32Ux16 x y) => (CMOVWHSconst (SRL <x.Type> x (ZeroExt16to32 y)) (CMPconst [256] (ZeroExt16to32
y)) [0])
(Rsh32Ux8  x y) => (SRL x (ZeroExt8to32 y))

(Rsh16Ux32 x y) => (CMOVWHSconst (SRL <x.Type> (ZeroExt16to32 x) y) (CMPconst [256] y) [0])
(Rsh16Ux16 x y) => (CMOVWHSconst (SRL <x.Type> (ZeroExt16to32 x) (ZeroExt16to32 y)) (CMPconst [256]
```

```
(ZeroExt16to32 y)) [0])
(Rsh16Ux8  x y) => (SRL (ZeroExt16to32 x) (ZeroExt8to32 y))

(Rsh8Ux32 x y) => (CMOVWHSconst (SRL <x.Type> (ZeroExt8to32 x) y) (CMPconst [256] y) [0])
(Rsh8Ux16 x y) => (CMOVWHSconst (SRL <x.Type> (ZeroExt8to32 x) (ZeroExt16to32 y)) (CMPconst [256]
(ZeroExt16to32
 y)) [0])
(Rsh8Ux8  x y) => (SRL (ZeroExt8to32 x) (ZeroExt8to32 y))

(Rsh32x32 x y) => (SRAcond x y (CMPconst [256] y))
(Rsh32x16 x y) => (SRAcond x (ZeroExt16to32 y) (CMPconst [256] (ZeroExt16to32 y)))
(Rsh32x8  x y) => (SRA x (ZeroExt8to32 y))

(Rsh16x32 x y) => (SRAcond (SignExt16to32 x) y (CMPconst [256] y))
(Rsh16x16 x y) => (SRAcond (SignExt16to32 x) (ZeroExt16to32 y) (CMPconst [256] (ZeroExt16to32 y)))
(Rsh16x8  x y) => (SRA (SignExt16to32 x) (ZeroExt8to32 y))

(Rsh8x32 x y) => (SRAcond (SignExt8to32 x) y (CMPconst [256] y))
(Rsh8x16 x y) => (SRAcond (SignExt8to32 x) (ZeroExt16to32 y) (CMPconst [256] (ZeroExt16to32 y)))
(Rsh8x8  x y) => (SRA (SignExt8to32 x) (ZeroExt8to32 y))

// constant shifts
// generic opt rewrites all constant shifts to shift by Const64
(Lsh32x64 x (Const64 [c])) && uint64(c) < 32 => (SLLconst x [int32(c)])
(Rsh32x64 x (Const64 [c])) && uint64(c) < 32 => (SRAconst x [int32(c)])
(Rsh32Ux64 x (Const64 [c])) && uint64(c) < 32 => (SRLconst x [int32(c)])
(Lsh16x64
 x (Const64 [c])) && uint64(c) < 16 => (SLLconst x [int32(c)])
(Rsh16x64 x (Const64 [c])) && uint64(c) < 16 => (SRAconst (SLLconst <typ.UInt32> x [16]) [int32(c+16)])
(Rsh16Ux64 x (Const64 [c])) && uint64(c) < 16 => (SRLconst (SLLconst <typ.UInt32> x [16]) [int32(c+16)])
(Lsh8x64 x (Const64 [c])) && uint64(c) < 8 => (SLLconst x [int32(c)])
(Rsh8x64 x (Const64 [c])) && uint64(c) < 8 => (SRAconst (SLLconst <typ.UInt32> x [24]) [int32(c+24)])
(Rsh8Ux64 x (Const64 [c])) && uint64(c) < 8 => (SRLconst (SLLconst <typ.UInt32> x [24]) [int32(c+24)])

// large constant shifts
(Lsh32x64 _ (Const64 [c])) && uint64(c) >= 32 => (Const32 [0])
(Rsh32Ux64 _ (Const64 [c])) && uint64(c) >= 32 => (Const32 [0])
(Lsh16x64 _ (Const64 [c])) && uint64(c) >= 16 => (Const16 [0])
(Rsh16Ux64 _ (Const64 [c])) && uint64(c) >= 16 => (Const16 [0])
(Lsh8x64 _ (Const64 [c])) && uint64(c) >= 8 => (Const8 [0])
(Rsh8Ux64 _ (Const64 [c])) && uint64(c) >= 8 => (Const8 [0])

// large constant signed right shift,
 we leave the sign bit
(Rsh32x64 x (Const64 [c])) && uint64(c) >= 32 => (SRAconst x [31])
(Rsh16x64 x (Const64 [c])) && uint64(c) >= 16 => (SRAconst (SLLconst <typ.UInt32> x [16]) [31])
(Rsh8x64 x (Const64 [c])) && uint64(c) >= 8 => (SRAconst (SLLconst <typ.UInt32> x [24]) [31])
```

```
// constants
(Const(8|16|32) [val]) => (MOVWconst [int32(val)])
(Const(32|64)F [val]) => (MOV(F|D)const [float64(val)])
(ConstNil) => (MOVWconst [0])
(ConstBool [t]) => (MOVWconst [b2i32(t)])

// truncations
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8 ...) => (Copy ...)
(Trunc32to8 ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)

// Zero-/Sign-extensions
(ZeroExt8to16 ...) => (MOVBUreg ...)
(ZeroExt8to32 ...) => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)

(SignExt8to16 ...) => (MOVBreg ...)
(SignExt8to32 ...) => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)

(Signmask x) => (SRAconst x [31])
(Zeromask x) => (SRAconst (RSBshiftRL <typ.Int32> x x [1]) [31])
 // sign bit of uint32(x)>>1 - x
(Slicemask <t> x) => (SRAconst (RSBconst <t> [0] x) [31])

// float <-> int conversion
(Cvt32to32F ...) => (MOVWF ...)
(Cvt32to64F ...) => (MOVWD ...)
(Cvt32Uto32F ...) => (MOVWUF ...)
(Cvt32Uto64F ...) => (MOVWUD ...)
(Cvt32Fto32 ...) => (MOVFW ...)
(Cvt64Fto32 ...) => (MOVDW ...)
(Cvt32Fto32U ...) => (MOVFWU ...)
(Cvt64Fto32U ...) => (MOVDWU ...)
(Cvt32Fto64F ...) => (MOVFD ...)
(Cvt64Fto32F ...) => (MOVDF ...)

(Round(32|64)F ...) => (Copy ...)

(CvtBoolToUint8 ...) => (Copy ...)

// fused-multiply-add
(FMA x y z) => (FMULAD z x y)

// comparisons
(Eq8 x y)  => (Equal (CMP (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Eq16 x y) => (Equal (CMP (ZeroExt16to32 x) (ZeroExt16to32 y)))
```

```
(Eq32 x y) => (Equal (CMP x y))
(EqPtr x y) => (Equal (CMP x y))
(Eq(32|64)F x y) => (Equal (CMP(F|D) x y))

(Neq8 x y)  => (NotEqual (CMP (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Neq16 x y) => (NotEqual (CMP (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Neq32 x y) => (NotEqual (CMP x y))
(NeqPtr
 x y) => (NotEqual (CMP x y))
(Neq(32|64)F x y) => (NotEqual (CMP(F|D) x y))

(Less8 x y)  => (LessThan (CMP (SignExt8to32 x) (SignExt8to32 y)))
(Less16 x y) => (LessThan (CMP (SignExt16to32 x) (SignExt16to32 y)))
(Less32 x y) => (LessThan (CMP x y))
(Less(32|64)F x y) => (GreaterThan (CMP(F|D) y x)) // reverse operands to work around NaN

(Less8U x y)  => (LessThanU (CMP (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Less16U x y) => (LessThanU (CMP (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Less32U x y) => (LessThanU (CMP x y))

(Leq8 x y)  => (LessEqual (CMP (SignExt8to32 x) (SignExt8to32 y)))
(Leq16 x y) => (LessEqual (CMP (SignExt16to32 x) (SignExt16to32 y)))
(Leq32 x y) => (LessEqual (CMP x y))
(Leq(32|64)F x y) => (GreaterEqual (CMP(F|D) y x)) // reverse operands to work around NaN

(Leq8U x y)  => (LessEqualU (CMP (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Leq16U x y) => (LessEqualU (CMP (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Leq32U x y) => (LessEqualU (CMP x y))

(OffPtr [off] ptr:(SP)) => (MOVWaddr
 [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDconst [int32(off)] ptr)

(Addr {sym} base) => (MOVWaddr {sym} base)
(LocalAddr {sym} base _) => (MOVWaddr {sym} base)

// loads
(Load <t> ptr mem) && t.IsBoolean() => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && isSigned(t)) => (MOVBload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && !isSigned(t)) => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && isSigned(t)) => (MOVHload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && !isSigned(t)) => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) || isPtr(t)) => (MOVWload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (MOVFload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVDload ptr mem)

// stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
```

```
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) &&
 t.Size() == 4 && is32BitFloat(val.Type) => (MOVFstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVDstore ptr val mem)

// zero instructions
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVWconst [0]) mem)
(Zero [2] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore ptr (MOVWconst [0]) mem)
(Zero [2] ptr mem) =>
 (MOVBstore [1] ptr (MOVWconst [0])
  (MOVBstore [0] ptr (MOVWconst [0]) mem))
(Zero [4] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore ptr (MOVWconst [0]) mem)
(Zero [4] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] ptr (MOVWconst [0])
  (MOVHstore [0] ptr (MOVWconst [0]) mem))
(Zero [4] ptr mem) =>
 (MOVBstore [3] ptr (MOVWconst [0])
  (MOVBstore [2] ptr (MOVWconst [0])
   (MOVBstore [1] ptr (MOVWconst [0])
    (MOVBstore [0] ptr (MOVWconst [0]) mem))))

(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVWconst [0])
  (MOVBstore [1] ptr (MOVWconst [0])
   (MOVBstore [0] ptr (MOVWconst [0]) mem)))

// Medium
 zeroing uses a duff device
// 4 and 128 are magic constants, see runtime/mkduff.go
(Zero [s] {t} ptr mem)
 && s%4 == 0 && s > 4 && s <= 512
 && t.Alignment()%4 == 0 && !config.noDuffDevice =>
 (DUFFZERO [4 * (128 - s/4)] ptr (MOVWconst [0]) mem)

// Large zeroing uses a loop
(Zero [s] {t} ptr mem)
 && (s > 512 || config.noDuffDevice) || t.Alignment()%4 != 0 =>
 (LoweredZero [t.Alignment()]
  ptr
  (ADDconst <ptr.Type> ptr [int32(s-moveSize(t.Alignment(), config))])
  (MOVWconst [0])
  mem)

// moves
```

```
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBUload src mem) mem)
(Move [2] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore dst (MOVHUload src mem) mem)
(Move [2] dst src mem) =>
 (MOVBstore [1] dst (MOVBUload [1] src mem)
  (MOVBstore dst (MOVBUload src mem) mem))
(Move [4] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore dst (MOVWload src mem) mem)
(Move [4] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] dst (MOVHUload [2] src mem)
  (MOVHstore
 dst (MOVHUload src mem) mem))
(Move [4] dst src mem) =>
 (MOVBstore [3] dst (MOVBUload [3] src mem)
  (MOVBstore [2] dst (MOVBUload [2] src mem)
   (MOVBstore [1] dst (MOVBUload [1] src mem)
    (MOVBstore dst (MOVBUload src mem) mem))))

(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBUload [2] src mem)
  (MOVBstore [1] dst (MOVBUload [1] src mem)
   (MOVBstore dst (MOVBUload src mem) mem)))

// Medium move uses a duff device
// 8 and 128 are magic constants, see runtime/mkduff.go
(Move [s] {t} dst src mem)
 && s%4 == 0 && s > 4 && s <= 512
 && t.Alignment()%4 == 0 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (DUFFCOPY [8 * (128 - s/4)] dst src mem)

// Large move uses a loop
(Move [s] {t} dst src mem)
 && ((s > 512 || config.noDuffDevice) || t.Alignment()%4 != 0) && logLargeCopy(v, s) =>
 (LoweredMove [t.Alignment()]
  dst
  src
  (ADDconst <src.Type> src [int32(s-moveSize(t.Alignment(), config))])
  mem)

// calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall
 ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// checks
```

```
(NilCheck ...) => (LoweredNilCheck ...)
(IsNonNil ptr) => (NotEqual (CMPconst [0] ptr))
(IsInBounds idx len) => (LessThanU (CMP idx len))
(IsSliceInBounds idx len) => (LessEqualU (CMP idx len))

// pseudo-ops
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

// Absorb pseudo-ops into blocks.
(If (Equal cc) yes no) => (EQ cc yes no)
(If (NotEqual cc) yes no) => (NE cc yes no)
(If (LessThan cc) yes no) => (LT cc yes no)
(If (LessThanU cc) yes no) => (ULT cc yes no)
(If (LessEqual cc) yes no) => (LE cc yes no)
(If (LessEqualU cc) yes no) => (ULE cc yes no)
(If (GreaterThan cc) yes no) => (GT cc yes no)
(If (GreaterThanU cc) yes no) => (UGT cc yes no)
(If (GreaterEqual cc) yes no) => (GE cc yes no)
(If (GreaterEqualU cc) yes no) => (UGE cc yes no)

(If cond yes no) => (NE (CMPconst [0] cond) yes
 no)

// Absorb boolean tests into block
(NE (CMPconst [0] (Equal cc)) yes no) => (EQ cc yes no)
(NE (CMPconst [0] (NotEqual cc)) yes no) => (NE cc yes no)
(NE (CMPconst [0] (LessThan cc)) yes no) => (LT cc yes no)
(NE (CMPconst [0] (LessThanU cc)) yes no) => (ULT cc yes no)
(NE (CMPconst [0] (LessEqual cc)) yes no) => (LE cc yes no)
(NE (CMPconst [0] (LessEqualU cc)) yes no) => (ULE cc yes no)
(NE (CMPconst [0] (GreaterThan cc)) yes no) => (GT cc yes no)
(NE (CMPconst [0] (GreaterThanU cc)) yes no) => (UGT cc yes no)
(NE (CMPconst [0] (GreaterEqual cc)) yes no) => (GE cc yes no)
(NE (CMPconst [0] (GreaterEqualU cc)) yes no) => (UGE cc yes no)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

(PanicExtend [kind]
 hi lo y mem) && boundsABI(kind) == 0 => (LoweredPanicExtendA [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 1 => (LoweredPanicExtendB [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 2 => (LoweredPanicExtendC [kind] hi lo y mem)
```

```
// Optimizations

// fold offset into address
(ADDconst [off1] (MOVWaddr [off2] {sym} ptr)) => (MOVWaddr [off1+off2] {sym} ptr)
(SUBconst [off1] (MOVWaddr [off2] {sym} ptr)) => (MOVWaddr [off2-off1] {sym} ptr)

// fold address into load/store
(MOVBload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVBload [off1+off2] {sym} ptr mem)
(MOVBload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVBload [off1-off2] {sym} ptr mem)
(MOVBUload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVBUload [off1+off2] {sym} ptr mem)
(MOVBUload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVBUload [off1-off2] {sym} ptr mem)
(MOVHload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVHload [off1+off2] {sym} ptr mem)
(MOVHload [off1]
 {sym} (SUBconst [off2] ptr) mem) => (MOVHload [off1-off2] {sym} ptr mem)
(MOVHUload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVHUload [off1+off2] {sym} ptr mem)
(MOVHUload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVHUload [off1-off2] {sym} ptr mem)
(MOVWload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVWload [off1+off2] {sym} ptr mem)
(MOVWload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVWload [off1-off2] {sym} ptr mem)
(MOVFload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVFload [off1+off2] {sym} ptr mem)
(MOVFload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVFload [off1-off2] {sym} ptr mem)
(MOVDload [off1] {sym} (ADDconst [off2] ptr) mem) => (MOVDload [off1+off2] {sym} ptr mem)
(MOVDload [off1] {sym} (SUBconst [off2] ptr) mem) => (MOVDload [off1-off2] {sym} ptr mem)

(MOVBstore [off1] {sym} (ADDconst [off2] ptr) val mem) => (MOVBstore [off1+off2] {sym} ptr val mem)
(MOVBstore [off1] {sym} (SUBconst [off2] ptr) val mem) => (MOVBstore [off1-off2] {sym} ptr val mem)
(MOVHstore
 [off1] {sym} (ADDconst [off2] ptr) val mem) => (MOVHstore [off1+off2] {sym} ptr val mem)
(MOVHstore [off1] {sym} (SUBconst [off2] ptr) val mem) => (MOVHstore [off1-off2] {sym} ptr val mem)
(MOVWstore [off1] {sym} (ADDconst [off2] ptr) val mem) => (MOVWstore [off1+off2] {sym} ptr val mem)
(MOVWstore [off1] {sym} (SUBconst [off2] ptr) val mem) => (MOVWstore [off1-off2] {sym} ptr val mem)
(MOVFstore [off1] {sym} (ADDconst [off2] ptr) val mem) => (MOVFstore [off1+off2] {sym} ptr val mem)
(MOVFstore [off1] {sym} (SUBconst [off2] ptr) val mem) => (MOVFstore [off1-off2] {sym} ptr val mem)
(MOVDstore [off1] {sym} (ADDconst [off2] ptr) val mem) => (MOVDstore [off1+off2] {sym} ptr val mem)
(MOVDstore [off1] {sym} (SUBconst [off2] ptr) val mem) => (MOVDstore [off1-off2] {sym} ptr val mem)

(MOVBload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVBload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVBUload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) &&
 canMergeSym(sym1,sym2) =>
 (MOVBUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVHload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHUload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVHUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVWload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVFload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
```

```
 (MOVFload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVDload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

(MOVBstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVBstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val
 mem) && canMergeSym(sym1,sym2) =>
 (MOVHstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVWstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVFstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVFstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVDstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVDstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)

// replace load from same location as preceding store with zero/sign extension (or copy in case of full width)
(MOVBload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBreg x)
(MOVBUload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBUreg x)
(MOVHload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _)) && sym == sym2 &&
 off == off2 && isSamePtr(ptr, ptr2) => (MOVHreg x)
(MOVHUload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVHUreg x)
(MOVWload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x

(MOVFload [off] {sym} ptr (MOVFstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x
(MOVDload [off] {sym} ptr (MOVDstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x

(MOVWloadidx ptr idx (MOVWstoreidx ptr2 idx x _)) && isSamePtr(ptr, ptr2) => x
(MOVWloadshiftLL ptr idx [c] (MOVWstoreshiftLL ptr2 idx [d] x _)) && c==d && isSamePtr(ptr, ptr2) => x
(MOVWloadshiftRL ptr idx [c] (MOVWstoreshiftRL ptr2 idx [d] x _)) && c==d && isSamePtr(ptr, ptr2) => x
(MOVWloadshiftRA ptr idx [c] (MOVWstoreshiftRA ptr2 idx [d] x _)) && c==d && isSamePtr(ptr, ptr2) => x
(MOVBUloadidx ptr idx (MOVBstoreidx ptr2 idx x _)) && isSamePtr(ptr,
 ptr2) => (MOVBUreg x)
(MOVBloadidx ptr idx (MOVBstoreidx ptr2 idx x _)) && isSamePtr(ptr, ptr2) => (MOVBreg x)
(MOVHUloadidx ptr idx (MOVHstoreidx ptr2 idx x _)) && isSamePtr(ptr, ptr2) => (MOVHUreg x)
(MOVHloadidx ptr idx (MOVHstoreidx ptr2 idx x _)) && isSamePtr(ptr, ptr2) => (MOVHreg x)

// fold constant into arithmetic ops
(ADD x (MOVWconst [c])) => (ADDconst [c] x)
(SUB (MOVWconst [c]) x) => (RSBconst [c] x)
(SUB x (MOVWconst [c])) => (SUBconst [c] x)
(RSB (MOVWconst [c]) x) => (SUBconst [c] x)
```

```
(RSB x (MOVWconst [c])) => (RSBconst [c] x)

(ADDS x (MOVWconst [c])) => (ADDSconst [c] x)
(SUBS x (MOVWconst [c])) => (SUBSconst [c] x)

(ADC (MOVWconst [c]) x flags) => (ADCconst [c] x flags)
(SBC (MOVWconst [c]) x flags) => (RSCconst [c] x flags)
(SBC x (MOVWconst [c]) flags) => (SBCconst [c] x flags)

(AND x (MOVWconst [c])) => (ANDconst [c] x)
(OR  x (MOVWconst [c])) => (ORconst [c] x)
(XOR x (MOVWconst [c])) => (XORconst [c] x)
(BIC x (MOVWconst [c])) => (BICconst [c] x)

(SLL
 x (MOVWconst [c])) && 0 <= c && c < 32 => (SLLconst x [c])
(SRL x (MOVWconst [c])) && 0 <= c && c < 32 => (SRLconst x [c])
(SRA x (MOVWconst [c])) && 0 <= c && c < 32 => (SRAconst x [c])

(CMP x (MOVWconst [c])) => (CMPconst [c] x)
(CMP (MOVWconst [c]) x) => (InvertFlags (CMPconst [c] x))
(CMN x (MOVWconst [c])) => (CMNconst [c] x)
(TST x (MOVWconst [c])) => (TSTconst [c] x)
(TEQ x (MOVWconst [c])) => (TEQconst [c] x)

(SRR x (MOVWconst [c])) => (SRRconst x [c&31])

// Canonicalize the order of arguments to comparisons - helps with CSE.
(CMP x y) && canonLessThan(x,y) => (InvertFlags (CMP y x))

// don't extend after proper load
// MOVWreg instruction is not emitted if src and dst registers are same, but it ensures the type.
(MOVBreg x:(MOVBload _ _)) => (MOVWreg x)
(MOVBUreg x:(MOVBUload _ _)) => (MOVWreg x)
(MOVHreg x:(MOVBload _ _)) => (MOVWreg x)
(MOVHreg x:(MOVBUload _ _)) => (MOVWreg x)
(MOVHreg x:(MOVHload _ _)) => (MOVWreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVWreg x)
(MOVHUreg
 x:(MOVHUload _ _)) => (MOVWreg x)

// fold extensions and ANDs together
(MOVBUreg (ANDconst [c] x)) => (ANDconst [c&0xff] x)
(MOVHUreg (ANDconst [c] x)) => (ANDconst [c&0xffff] x)
(MOVBreg (ANDconst [c] x)) && c & 0x80 == 0 => (ANDconst [c&0x7f] x)
(MOVHreg (ANDconst [c] x)) && c & 0x8000 == 0 => (ANDconst [c&0x7fff] x)

// fold double extensions
```

```
(MOVBreg x:(MOVBreg _)) => (MOVWreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVWreg x)
(MOVHreg x:(MOVBreg _)) => (MOVWreg x)
(MOVHreg x:(MOVBUreg _)) => (MOVWreg x)
(MOVHreg x:(MOVHreg _)) => (MOVWreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVWreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVWreg x)

// don't extend before store
(MOVBstore [off] {sym} ptr (MOVBreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off]
 {sym} ptr (MOVHreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)

// if a register move has only 1 use, just use the same register without emitting instruction
// MOVWnop doesn't emit instruction, only for ensuring the type.
(MOVWreg x) && x.Uses == 1 => (MOVWnop x)

// TODO: we should be able to get rid of MOVWnop all together.
// But for now, this is enough to get rid of lots of them.
(MOVWnop (MOVWconst [c])) => (MOVWconst [c])

// mul by constant
(MUL x (MOVWconst [c])) && int32(c) == -1 => (RSBconst [0] x)
(MUL _ (MOVWconst [0])) => (MOVWconst [0])
(MUL x (MOVWconst [1])) => x
(MUL x (MOVWconst [c])) && isPowerOfTwo32(c) => (SLLconst [int32(log32(c))] x)
(MUL x (MOVWconst [c])) && isPowerOfTwo32(c-1) && c >= 3 => (ADDshiftLL x x [int32(log32(c-1))])
(MUL x (MOVWconst [c])) && isPowerOfTwo32(c+1) && c >= 7 => (RSBshiftLL x x [int32(log32(c+1))])
(MUL x (MOVWconst [c])) && c%3 == 0 && isPowerOfTwo32(c/3)
 => (SLLconst [int32(log32(c/3))] (ADDshiftLL <x.Type> x x [1]))
(MUL x (MOVWconst [c])) && c%5 == 0 && isPowerOfTwo32(c/5) => (SLLconst [int32(log32(c/5))]
(ADDshiftLL <x.Type> x x [2]))
(MUL x (MOVWconst [c])) && c%7 == 0 && isPowerOfTwo32(c/7) => (SLLconst [int32(log32(c/7))]
(RSBshiftLL <x.Type> x x [3]))
(MUL x (MOVWconst [c])) && c%9 == 0 && isPowerOfTwo32(c/9) => (SLLconst [int32(log32(c/9))]
(ADDshiftLL <x.Type> x x [3]))

(MULA x (MOVWconst [c]) a) && c == -1 => (SUB a x)
(MULA _ (MOVWconst [0]) a) => a
(MULA x (MOVWconst [1]) a) => (ADD x a)
(MULA x (MOVWconst [c]) a) && isPowerOfTwo32(c) => (ADD (SLLconst <x.Type> [int32(log32(c))] x) a)
(MULA x (MOVWconst [c]) a) && isPowerOfTwo32(c-1) && c >= 3 => (ADD (ADDshiftLL <x.Type> x x
[int32(log32(c-1))]) a)
(MULA x (MOVWconst [c]) a) && isPowerOfTwo32(c+1) && c >= 7 => (ADD (RSBshiftLL <x.Type> x x
```

[int32(log32(c+1))]) a)
(MULA x (MOVWconst [c]) a) && c%3 == 0 && isPowerOfTwo32(c/3) => (ADD (SLLconst <x.Type>
[int32(log32(c/3))]
(ADDshiftLL <x.Type> x x [1])) a)
(MULA x (MOVWconst [c]) a) && c%5 == 0 && isPowerOfTwo32(c/5) => (ADD (SLLconst <x.Type>
[int32(log32(c/5))] (ADDshiftLL <x.Type> x x [2])) a)
(MULA x (MOVWconst [c]) a) && c%7 == 0 && isPowerOfTwo32(c/7) => (ADD (SLLconst <x.Type>
[int32(log32(c/7))] (RSBshiftLL <x.Type> x x [3])) a)
(MULA x (MOVWconst [c]) a) && c%9 == 0 && isPowerOfTwo32(c/9) => (ADD (SLLconst <x.Type>
[int32(log32(c/9))] (ADDshiftLL <x.Type> x x [3])) a)

(MULA (MOVWconst [c]) x a) && c == -1 => (SUB a x)
(MULA (MOVWconst [0]) _ a) => a
(MULA (MOVWconst [1]) x a) => (ADD x a)
(MULA (MOVWconst [c]) x a) && isPowerOfTwo32(c) => (ADD (SLLconst <x.Type> [int32(log32(c))] x) a)
(MULA (MOVWconst [c]) x a) && isPowerOfTwo32(c-1) && c >= 3 => (ADD (ADDshiftLL <x.Type> x x
[int32(log32(c-1))]) a)
(MULA (MOVWconst [c]) x a) && isPowerOfTwo32(c+1) && c >= 7 => (ADD (RSBshiftLL <x.Type> x x
[int32(log32(c+1))]) a)
(MULA (MOVWconst [c]) x a) && c%3 == 0 && isPowerOfTwo32(c/3) => (ADD (SLLconst
<x.Type> [int32(log32(c/3))] (ADDshiftLL <x.Type> x x [1])) a)
(MULA (MOVWconst [c]) x a) && c%5 == 0 && isPowerOfTwo32(c/5) => (ADD (SLLconst <x.Type>
[int32(log32(c/5))] (ADDshiftLL <x.Type> x x [2])) a)
(MULA (MOVWconst [c]) x a) && c%7 == 0 && isPowerOfTwo32(c/7) => (ADD (SLLconst <x.Type>
[int32(log32(c/7))] (RSBshiftLL <x.Type> x x [3])) a)
(MULA (MOVWconst [c]) x a) && c%9 == 0 && isPowerOfTwo32(c/9) => (ADD (SLLconst <x.Type>
[int32(log32(c/9))] (ADDshiftLL <x.Type> x x [3])) a)

(MULS x (MOVWconst [c]) a) && c == -1 => (ADD a x)
(MULS _ (MOVWconst [0]) a) => a
(MULS x (MOVWconst [1]) a) => (RSB x a)
(MULS x (MOVWconst [c]) a) && isPowerOfTwo32(c) => (RSB (SLLconst <x.Type> [int32(log32(c))] x) a)
(MULS x (MOVWconst [c]) a) && isPowerOfTwo32(c-1) && c >= 3 => (RSB (ADDshiftLL <x.Type> x x
[int32(log32(c-1))]) a)
(MULS x (MOVWconst [c]) a) && isPowerOfTwo32(c+1) && c >= 7 => (RSB (RSBshiftLL <x.Type> x x
[int32(log32(c+1))]) a)
(MULS x (MOVWconst [c]) a) && c%3 == 0 && isPowerOfTwo32(c/3)
=> (RSB (SLLconst <x.Type> [int32(log32(c/3))] (ADDshiftLL <x.Type> x x [1])) a)
(MULS x (MOVWconst [c]) a) && c%5 == 0 && isPowerOfTwo32(c/5) => (RSB (SLLconst <x.Type>
[int32(log32(c/5))] (ADDshiftLL <x.Type> x x [2])) a)
(MULS x (MOVWconst [c]) a) && c%7 == 0 && isPowerOfTwo32(c/7) => (RSB (SLLconst <x.Type>
[int32(log32(c/7))] (RSBshiftLL <x.Type> x x [3])) a)
(MULS x (MOVWconst [c]) a) && c%9 == 0 && isPowerOfTwo32(c/9) => (RSB (SLLconst <x.Type>
[int32(log32(c/9))] (ADDshiftLL <x.Type> x x [3])) a)

(MULS (MOVWconst [c]) x a) && c == -1 => (ADD a x)
(MULS (MOVWconst [0]) _ a) => a
(MULS (MOVWconst [1]) x a) => (RSB x a)

```
(MULS (MOVWconst [c]) x a) && isPowerOfTwo32(c) => (RSB (SLLconst <x.Type> [int32(log32(c))] x) a)
(MULS (MOVWconst [c]) x a) && isPowerOfTwo32(c-1) && c >= 3 => (RSB (ADDshiftLL <x.Type> x x [int32(log32(c-1))]) a)
(MULS (MOVWconst [c]) x a) && isPowerOfTwo32(c+1) && c >= 7 => (RSB (RSBshiftLL <x.Type> x x [int32(log32(c+1))]) a)
(MULS (MOVWconst
 [c]) x a) && c%3 == 0 && isPowerOfTwo32(c/3) => (RSB (SLLconst <x.Type> [int32(log32(c/3))] (ADDshiftLL <x.Type> x x [1])) a)
(MULS (MOVWconst [c]) x a) && c%5 == 0 && isPowerOfTwo32(c/5) => (RSB (SLLconst <x.Type> [int32(log32(c/5))] (ADDshiftLL <x.Type> x x [2])) a)
(MULS (MOVWconst [c]) x a) && c%7 == 0 && isPowerOfTwo32(c/7) => (RSB (SLLconst <x.Type> [int32(log32(c/7))] (RSBshiftLL <x.Type> x x [3])) a)
(MULS (MOVWconst [c]) x a) && c%9 == 0 && isPowerOfTwo32(c/9) => (RSB (SLLconst <x.Type> [int32(log32(c/9))] (ADDshiftLL <x.Type> x x [3])) a)

// div by constant
(Select0 (CALLudiv x (MOVWconst [1]))) => x
(Select1 (CALLudiv _ (MOVWconst [1]))) => (MOVWconst [0])
(Select0 (CALLudiv x (MOVWconst [c]))) && isPowerOfTwo32(c) => (SRLconst [int32(log32(c))] x)
(Select1 (CALLudiv x (MOVWconst [c]))) && isPowerOfTwo32(c) => (ANDconst [c-1] x)

// constant comparisons
(CMPconst (MOVWconst [x]) [y]) => (FlagConstant [subFlags32(x,y)])
(CMNconst (MOVWconst [x]) [y]) => (FlagConstant [addFlags32(x,y)])
(TSTconst
 (MOVWconst [x]) [y]) => (FlagConstant [logicFlags32(x&y)])
(TEQconst (MOVWconst [x]) [y]) => (FlagConstant [logicFlags32(x^y)])

// other known comparisons
(CMPconst (MOVBUreg _) [c]) && 0xff < c => (FlagConstant [subFlags32(0, 1)])
(CMPconst (MOVHUreg _) [c]) && 0xffff < c => (FlagConstant [subFlags32(0, 1)])
(CMPconst (ANDconst _ [m]) [n]) && 0 <= m && m < n => (FlagConstant [subFlags32(0, 1)])
(CMPconst (SRLconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 32 && (1<<uint32(32-c)) <= uint32(n) => (FlagConstant [subFlags32(0, 1)])

// absorb flag constants into branches
(EQ (FlagConstant [fc]) yes no) &&  fc.eq() => (First yes no)
(EQ (FlagConstant [fc]) yes no) && !fc.eq() => (First no yes)

(NE (FlagConstant [fc]) yes no) &&  fc.ne() => (First yes no)
(NE (FlagConstant [fc]) yes no) && !fc.ne() => (First no yes)

(LT (FlagConstant [fc]) yes no) &&  fc.lt() => (First yes no)
(LT (FlagConstant [fc]) yes no) && !fc.lt() => (First no yes)

(LE (FlagConstant [fc]) yes no)
 &&  fc.le() => (First yes no)
(LE (FlagConstant [fc]) yes no) && !fc.le() => (First no yes)
```

```
(GT (FlagConstant [fc]) yes no) &&  fc.gt() => (First yes no)
(GT (FlagConstant [fc]) yes no) && !fc.gt() => (First no yes)

(GE (FlagConstant [fc]) yes no) &&  fc.ge() => (First yes no)
(GE (FlagConstant [fc]) yes no) && !fc.ge() => (First no yes)

(ULT (FlagConstant [fc]) yes no) &&  fc.ult() => (First yes no)
(ULT (FlagConstant [fc]) yes no) && !fc.ult() => (First no yes)

(ULE (FlagConstant [fc]) yes no) &&  fc.ule() => (First yes no)
(ULE (FlagConstant [fc]) yes no) && !fc.ule() => (First no yes)

(UGT (FlagConstant [fc]) yes no) &&  fc.ugt() => (First yes no)
(UGT (FlagConstant [fc]) yes no) && !fc.ugt() => (First no yes)

(UGE (FlagConstant [fc]) yes no) &&  fc.uge() => (First yes no)
(UGE (FlagConstant [fc]) yes no) && !fc.uge() => (First no yes)

(LTnoov (FlagConstant [fc]) yes no) &&  fc.ltNoov() => (First yes no)
(LTnoov (FlagConstant [fc]) yes no) && !fc.ltNoov() => (First no yes)

(LEnoov
 (FlagConstant [fc]) yes no) &&  fc.leNoov() => (First yes no)
(LEnoov (FlagConstant [fc]) yes no) && !fc.leNoov() => (First no yes)

(GTnoov (FlagConstant [fc]) yes no) &&  fc.gtNoov() => (First yes no)
(GTnoov (FlagConstant [fc]) yes no) && !fc.gtNoov() => (First no yes)

(GEnoov (FlagConstant [fc]) yes no) &&  fc.geNoov() => (First yes no)
(GEnoov (FlagConstant [fc]) yes no) && !fc.geNoov() => (First no yes)

// absorb InvertFlags into branches
(LT (InvertFlags cmp) yes no) => (GT cmp yes no)
(GT (InvertFlags cmp) yes no) => (LT cmp yes no)
(LE (InvertFlags cmp) yes no) => (GE cmp yes no)
(GE (InvertFlags cmp) yes no) => (LE cmp yes no)
(ULT (InvertFlags cmp) yes no) => (UGT cmp yes no)
(UGT (InvertFlags cmp) yes no) => (ULT cmp yes no)
(ULE (InvertFlags cmp) yes no) => (UGE cmp yes no)
(UGE (InvertFlags cmp) yes no) => (ULE cmp yes no)
(EQ (InvertFlags cmp) yes no) => (EQ cmp yes no)
(NE (InvertFlags cmp) yes no) => (NE cmp yes no)
(LTnoov (InvertFlags cmp) yes no) => (GTnoov
 cmp yes no)
(GEnoov (InvertFlags cmp) yes no) => (LEnoov cmp yes no)
(LEnoov (InvertFlags cmp) yes no) => (GEnoov cmp yes no)
(GTnoov (InvertFlags cmp) yes no) => (LTnoov cmp yes no)
```

```
// absorb flag constants into boolean values
(Equal (FlagConstant [fc])) => (MOVWconst [b2i32(fc.eq())])
(NotEqual (FlagConstant [fc])) => (MOVWconst [b2i32(fc.ne())])
(LessThan (FlagConstant [fc])) => (MOVWconst [b2i32(fc.lt())])
(LessThanU (FlagConstant [fc])) => (MOVWconst [b2i32(fc.ult())])
(LessEqual (FlagConstant [fc])) => (MOVWconst [b2i32(fc.le())])
(LessEqualU (FlagConstant [fc])) => (MOVWconst [b2i32(fc.ule())])
(GreaterThan (FlagConstant [fc])) => (MOVWconst [b2i32(fc.gt())])
(GreaterThanU (FlagConstant [fc])) => (MOVWconst [b2i32(fc.ugt())])
(GreaterEqual (FlagConstant [fc])) => (MOVWconst [b2i32(fc.ge())])
(GreaterEqualU (FlagConstant [fc])) => (MOVWconst [b2i32(fc.uge())])

// absorb InvertFlags into boolean values
(Equal (InvertFlags x)) => (Equal x)
(NotEqual (InvertFlags x)) => (NotEqual
 x)
(LessThan (InvertFlags x)) => (GreaterThan x)
(LessThanU (InvertFlags x)) => (GreaterThanU x)
(GreaterThan (InvertFlags x)) => (LessThan x)
(GreaterThanU (InvertFlags x)) => (LessThanU x)
(LessEqual (InvertFlags x)) => (GreaterEqual x)
(LessEqualU (InvertFlags x)) => (GreaterEqualU x)
(GreaterEqual (InvertFlags x)) => (LessEqual x)
(GreaterEqualU (InvertFlags x)) => (LessEqualU x)

// absorb flag constants into conditional instructions
(CMOVWLSconst _ (FlagConstant [fc]) [c]) && fc.ule() => (MOVWconst [c])
(CMOVWLSconst x (FlagConstant [fc]) [c]) && fc.ugt() => x

(CMOVWHSconst _ (FlagConstant [fc]) [c]) && fc.uge() => (MOVWconst [c])
(CMOVWHSconst x (FlagConstant [fc]) [c]) && fc.ult() => x

(CMOVWLSconst x (InvertFlags flags) [c]) => (CMOVWHSconst x flags [c])
(CMOVWHSconst x (InvertFlags flags) [c]) => (CMOVWLSconst x flags [c])

(SRAcond x _ (FlagConstant [fc])) && fc.uge() => (SRAconst x [31])
(SRAcond x y (FlagConstant [fc])) && fc.ult() => (SRA x y)

// remove redundant
 *const ops
(ADDconst [0] x) => x
(SUBconst [0] x) => x
(ANDconst [0] _) => (MOVWconst [0])
(ANDconst [c] x) && int32(c)==-1 => x
(ORconst [0] x) => x
(ORconst [c] _) && int32(c)==-1 => (MOVWconst [-1])
(XORconst [0] x) => x
```

```
(BICconst [0] x) => x
(BICconst [c] _) && int32(c)==-1 => (MOVWconst [0])

// generic constant folding
(ADDconst [c] x) && !isARMImmRot(uint32(c)) && isARMImmRot(uint32(-c)) => (SUBconst [-c] x)
(SUBconst [c] x) && !isARMImmRot(uint32(c)) && isARMImmRot(uint32(-c)) => (ADDconst [-c] x)
(ANDconst [c] x) && !isARMImmRot(uint32(c)) && isARMImmRot(^uint32(c)) => (BICconst [int32(^uint32(c))]
x)
(BICconst [c] x) && !isARMImmRot(uint32(c)) && isARMImmRot(^uint32(c)) => (ANDconst [int32(^uint32(c))]
x)
(ADDconst [c] x) && buildcfg.GOARM==7 && !isARMImmRot(uint32(c)) && uint32(c)>0xffff && uint32(-
c)<=0xffff => (SUBconst [-c] x)
(SUBconst [c] x) && buildcfg.GOARM==7 && !isARMImmRot(uint32(c)) && uint32(c)>0xffff && uint32(-
c)<=0xffff => (ADDconst [-c] x)
(ANDconst [c] x) &&
 buildcfg.GOARM==7 && !isARMImmRot(uint32(c)) && uint32(c)>0xffff && ^uint32(c)<=0xffff => (BICconst
[int32(^uint32(c))] x)
(BICconst [c] x) && buildcfg.GOARM==7 && !isARMImmRot(uint32(c)) && uint32(c)>0xffff &&
^uint32(c)<=0xffff => (ANDconst [int32(^uint32(c))] x)
(ADDconst [c] (MOVWconst [d])) => (MOVWconst [c+d])
(ADDconst [c] (ADDconst [d] x)) => (ADDconst [c+d] x)
(ADDconst [c] (SUBconst [d] x)) => (ADDconst [c-d] x)
(ADDconst [c] (RSBconst [d] x)) => (RSBconst [c+d] x)
(ADCconst [c] (ADDconst [d] x) flags) => (ADCconst [c+d] x flags)
(ADCconst [c] (SUBconst [d] x) flags) => (ADCconst [c-d] x flags)
(SUBconst [c] (MOVWconst [d])) => (MOVWconst [d-c])
(SUBconst [c] (SUBconst [d] x)) => (ADDconst [-c-d] x)
(SUBconst [c] (ADDconst [d] x)) => (ADDconst [-c+d] x)
(SUBconst [c] (RSBconst [d] x)) => (RSBconst [-c+d] x)
(SBCconst [c] (ADDconst [d] x) flags) => (SBCconst [c-d] x flags)
(SBCconst [c] (SUBconst [d] x) flags) => (SBCconst [c+d] x flags)
(RSBconst [c] (MOVWconst [d])) => (MOVWconst
 [c-d])
(RSBconst [c] (RSBconst [d] x)) => (ADDconst [c-d] x)
(RSBconst [c] (ADDconst [d] x)) => (RSBconst [c-d] x)
(RSBconst [c] (SUBconst [d] x)) => (RSBconst [c+d] x)
(RSCconst [c] (ADDconst [d] x) flags) => (RSCconst [c-d] x flags)
(RSCconst [c] (SUBconst [d] x) flags) => (RSCconst [c+d] x flags)
(SLLconst [c] (MOVWconst [d])) => (MOVWconst [d<<uint64(c)])
(SRLconst [c] (MOVWconst [d])) => (MOVWconst [int32(uint32(d)>>uint64(c))])
(SRAconst [c] (MOVWconst [d])) => (MOVWconst [d>>uint64(c)])
(MUL (MOVWconst [c]) (MOVWconst [d])) => (MOVWconst [c*d])
(MULA (MOVWconst [c]) (MOVWconst [d]) a) => (ADDconst [c*d] a)
(MULS (MOVWconst [c]) (MOVWconst [d]) a) => (SUBconst [c*d] a)
(Select0 (CALLudiv (MOVWconst [c]) (MOVWconst [d]))) && d != 0 => (MOVWconst
[int32(uint32(c)/uint32(d))])
(Select1 (CALLudiv (MOVWconst [c]) (MOVWconst [d]))) && d != 0 => (MOVWconst
[int32(uint32(c)%uint32(d))])
```

```
(ANDconst [c] (MOVWconst [d])) => (MOVWconst [c&d])
(ANDconst [c] (ANDconst [d] x)) => (ANDconst
 [c&d] x)
(ORconst [c] (MOVWconst [d])) => (MOVWconst [c|d])
(ORconst [c] (ORconst [d] x)) => (ORconst [c|d] x)
(XORconst [c] (MOVWconst [d])) => (MOVWconst [c^d])
(XORconst [c] (XORconst [d] x)) => (XORconst [c^d] x)
(BICconst [c] (MOVWconst [d])) => (MOVWconst [d&^c])
(BICconst [c] (BICconst [d] x)) => (BICconst [c|d] x)
(MVN (MOVWconst [c])) => (MOVWconst [^c])
(MOVBreg (MOVWconst [c])) => (MOVWconst [int32(int8(c))])
(MOVBUreg (MOVWconst [c])) => (MOVWconst [int32(uint8(c))])
(MOVHreg (MOVWconst [c])) => (MOVWconst [int32(int16(c))])
(MOVHUreg (MOVWconst [c])) => (MOVWconst [int32(uint16(c))])
(MOVWreg (MOVWconst [c])) => (MOVWconst [c])
// BFX: Width = c >> 8, LSB = c & 0xff, result = d << (32 - Width - LSB) >> (32 - Width)
(BFX [c] (MOVWconst [d])) => (MOVWconst [d<<(32-uint32(c&0xff)-uint32(c>>8))>>(32-uint32(c>>8))])
(BFXU [c] (MOVWconst [d])) => (MOVWconst [int32(uint32(d)<<(32-uint32(c&0xff)-uint32(c>>8))>>(32-
uint32(c>>8)))])

// absorb shifts into ops
(ADD x (SLLconst [c]
 y)) => (ADDshiftLL x y [c])
(ADD x (SRLconst [c] y)) => (ADDshiftRL x y [c])
(ADD x (SRAconst [c] y)) => (ADDshiftRA x y [c])
(ADD x (SLL y z)) => (ADDshiftLLreg x y z)
(ADD x (SRL y z)) => (ADDshiftRLreg x y z)
(ADD x (SRA y z)) => (ADDshiftRAreg x y z)
(ADC x (SLLconst [c] y) flags) => (ADCshiftLL x y [c] flags)
(ADC x (SRLconst [c] y) flags) => (ADCshiftRL x y [c] flags)
(ADC x (SRAconst [c] y) flags) => (ADCshiftRA x y [c] flags)
(ADC x (SLL y z) flags) => (ADCshiftLLreg x y z flags)
(ADC x (SRL y z) flags) => (ADCshiftRLreg x y z flags)
(ADC x (SRA y z) flags) => (ADCshiftRAreg x y z flags)
(ADDS x (SLLconst [c] y)) => (ADDSshiftLL x y [c])
(ADDS x (SRLconst [c] y)) => (ADDSshiftRL x y [c])
(ADDS x (SRAconst [c] y)) => (ADDSshiftRA x y [c])
(ADDS x (SLL y z)) => (ADDSshiftLLreg x y z)
(ADDS x (SRL y z)) => (ADDSshiftRLreg x y z)
(ADDS x (SRA y z)) => (ADDSshiftRAreg x y z)
(SUB x (SLLconst [c] y)) => (SUBshiftLL x y [c])
(SUB (SLLconst [c] y) x) => (RSBshiftLL x y [c])
(SUB x (SRLconst
 [c] y)) => (SUBshiftRL x y [c])
(SUB (SRLconst [c] y) x) => (RSBshiftRL x y [c])
(SUB x (SRAconst [c] y)) => (SUBshiftRA x y [c])
(SUB (SRAconst [c] y) x) => (RSBshiftRA x y [c])
(SUB x (SLL y z)) => (SUBshiftLLreg x y z)
```

(SUB (SLL y z) x) => (RSBshiftLLreg x y z)
(SUB x (SRL y z)) => (SUBshiftRLreg x y z)
(SUB (SRL y z) x) => (RSBshiftRLreg x y z)
(SUB x (SRA y z)) => (SUBshiftRAreg x y z)
(SUB (SRA y z) x) => (RSBshiftRAreg x y z)
(SBC x (SLLconst [c] y) flags) => (SBCshiftLL x y [c] flags)
(SBC (SLLconst [c] y) x flags) => (RSCshiftLL x y [c] flags)
(SBC x (SRLconst [c] y) flags) => (SBCshiftRL x y [c] flags)
(SBC (SRLconst [c] y) x flags) => (RSCshiftRL x y [c] flags)
(SBC x (SRAconst [c] y) flags) => (SBCshiftRA x y [c] flags)
(SBC (SRAconst [c] y) x flags) => (RSCshiftRA x y [c] flags)
(SBC x (SLL y z) flags) => (SBCshiftLLreg x y z flags)
(SBC (SLL y z) x flags) => (RSCshiftLLreg x y z flags)
(SBC x (SRL y z) flags) => (SBCshiftRLreg x y z flags)
(SBC (SRL y z) x flags) =>
(RSCshiftRLreg x y z flags)
(SBC x (SRA y z) flags) => (SBCshiftRAreg x y z flags)
(SBC (SRA y z) x flags) => (RSCshiftRAreg x y z flags)
(SUBS x (SLLconst [c] y)) => (SUBSshiftLL x y [c])
(SUBS (SLLconst [c] y) x) => (RSBSshiftLL x y [c])
(SUBS x (SRLconst [c] y)) => (SUBSshiftRL x y [c])
(SUBS (SRLconst [c] y) x) => (RSBSshiftRL x y [c])
(SUBS x (SRAconst [c] y)) => (SUBSshiftRA x y [c])
(SUBS (SRAconst [c] y) x) => (RSBSshiftRA x y [c])
(SUBS x (SLL y z)) => (SUBSshiftLLreg x y z)
(SUBS (SLL y z) x) => (RSBSshiftLLreg x y z)
(SUBS x (SRL y z)) => (SUBSshiftRLreg x y z)
(SUBS (SRL y z) x) => (RSBSshiftRLreg x y z)
(SUBS x (SRA y z)) => (SUBSshiftRAreg x y z)
(SUBS (SRA y z) x) => (RSBSshiftRAreg x y z)
(RSB x (SLLconst [c] y)) => (RSBshiftLL x y [c])
(RSB (SLLconst [c] y) x) => (SUBshiftLL x y [c])
(RSB x (SRLconst [c] y)) => (RSBshiftRL x y [c])
(RSB (SRLconst [c] y) x) => (SUBshiftRL x y [c])
(RSB x (SRAconst [c] y)) => (RSBshiftRA x y [c])
(RSB (SRAconst [c] y) x) => (SUBshiftRA
x y [c])
(RSB x (SLL y z)) => (RSBshiftLLreg x y z)
(RSB (SLL y z) x) => (SUBshiftLLreg x y z)
(RSB x (SRL y z)) => (RSBshiftRLreg x y z)
(RSB (SRL y z) x) => (SUBshiftRLreg x y z)
(RSB x (SRA y z)) => (RSBshiftRAreg x y z)
(RSB (SRA y z) x) => (SUBshiftRAreg x y z)
(AND x (SLLconst [c] y)) => (ANDshiftLL x y [c])
(AND x (SRLconst [c] y)) => (ANDshiftRL x y [c])
(AND x (SRAconst [c] y)) => (ANDshiftRA x y [c])
(AND x (SLL y z)) => (ANDshiftLLreg x y z)
(AND x (SRL y z)) => (ANDshiftRLreg x y z)

```
(AND x (SRA y z)) => (ANDshiftRAreg x y z)
(OR x (SLLconst [c] y)) => (ORshiftLL x y [c])
(OR x (SRLconst [c] y)) => (ORshiftRL x y [c])
(OR x (SRAconst [c] y)) => (ORshiftRA x y [c])
(OR x (SLL y z)) => (ORshiftLLreg x y z)
(OR x (SRL y z)) => (ORshiftRLreg x y z)
(OR x (SRA y z)) => (ORshiftRAreg x y z)
(XOR x (SLLconst [c] y)) => (XORshiftLL x y [c])
(XOR x (SRLconst [c] y)) => (XORshiftRL x y [c])
(XOR x (SRAconst [c] y)) => (XORshiftRA x y [c])
(XOR x (SRRconst [c] y)) => (XORshiftRR x y [c])
(XOR
 x (SLL y z)) => (XORshiftLLreg x y z)
(XOR x (SRL y z)) => (XORshiftRLreg x y z)
(XOR x (SRA y z)) => (XORshiftRAreg x y z)
(BIC x (SLLconst [c] y)) => (BICshiftLL x y [c])
(BIC x (SRLconst [c] y)) => (BICshiftRL x y [c])
(BIC x (SRAconst [c] y)) => (BICshiftRA x y [c])
(BIC x (SLL y z)) => (BICshiftLLreg x y z)
(BIC x (SRL y z)) => (BICshiftRLreg x y z)
(BIC x (SRA y z)) => (BICshiftRAreg x y z)
(MVN (SLLconst [c] x)) => (MVNshiftLL x [c])
(MVN (SRLconst [c] x)) => (MVNshiftRL x [c])
(MVN (SRAconst [c] x)) => (MVNshiftRA x [c])
(MVN (SLL x y)) => (MVNshiftLLreg x y)
(MVN (SRL x y)) => (MVNshiftRLreg x y)
(MVN (SRA x y)) => (MVNshiftRAreg x y)

(CMP x (SLLconst [c] y)) => (CMPshiftLL x y [c])
(CMP (SLLconst [c] y) x) => (InvertFlags (CMPshiftLL x y [c]))
(CMP x (SRLconst [c] y)) => (CMPshiftRL x y [c])
(CMP (SRLconst [c] y) x) => (InvertFlags (CMPshiftRL x y [c]))
(CMP x (SRAconst [c] y)) => (CMPshiftRA x y [c])
(CMP (SRAconst [c] y) x) => (InvertFlags (CMPshiftRA x y [c]))
(CMP
 x (SLL y z)) => (CMPshiftLLreg x y z)
(CMP (SLL y z) x) => (InvertFlags (CMPshiftLLreg x y z))
(CMP x (SRL y z)) => (CMPshiftRLreg x y z)
(CMP (SRL y z) x) => (InvertFlags (CMPshiftRLreg x y z))
(CMP x (SRA y z)) => (CMPshiftRAreg x y z)
(CMP (SRA y z) x) => (InvertFlags (CMPshiftRAreg x y z))
(TST x (SLLconst [c] y)) => (TSTshiftLL x y [c])
(TST x (SRLconst [c] y)) => (TSTshiftRL x y [c])
(TST x (SRAconst [c] y)) => (TSTshiftRA x y [c])
(TST x (SLL y z)) => (TSTshiftLLreg x y z)
(TST x (SRL y z)) => (TSTshiftRLreg x y z)
(TST x (SRA y z)) => (TSTshiftRAreg x y z)
(TEQ x (SLLconst [c] y)) => (TEQshiftLL x y [c])
```

```
(TEQ x (SRLconst [c] y)) => (TEQshiftRL x y [c])
(TEQ x (SRAconst [c] y)) => (TEQshiftRA x y [c])
(TEQ x (SLL y z)) => (TEQshiftLLreg x y z)
(TEQ x (SRL y z)) => (TEQshiftRLreg x y z)
(TEQ x (SRA y z)) => (TEQshiftRAreg x y z)
(CMN x (SLLconst [c] y)) => (CMNshiftLL x y [c])
(CMN x (SRLconst [c] y)) => (CMNshiftRL x y [c])
(CMN x (SRAconst [c] y)) => (CMNshiftRA x y [c])
(CMN
 x (SLL y z)) => (CMNshiftLLreg x y z)
(CMN x (SRL y z)) => (CMNshiftRLreg x y z)
(CMN x (SRA y z)) => (CMNshiftRAreg x y z)

// prefer *const ops to *shift ops
(ADDshiftLL (MOVWconst [c]) x [d]) => (ADDconst [c] (SLLconst <x.Type> x [d]))
(ADDshiftRL (MOVWconst [c]) x [d]) => (ADDconst [c] (SRLconst <x.Type> x [d]))
(ADDshiftRA (MOVWconst [c]) x [d]) => (ADDconst [c] (SRAconst <x.Type> x [d]))
(ADCshiftLL (MOVWconst [c]) x [d] flags) => (ADCconst [c] (SLLconst <x.Type> x [d]) flags)
(ADCshiftRL (MOVWconst [c]) x [d] flags) => (ADCconst [c] (SRLconst <x.Type> x [d]) flags)
(ADCshiftRA (MOVWconst [c]) x [d] flags) => (ADCconst [c] (SRAconst <x.Type> x [d]) flags)
(ADDSshiftLL (MOVWconst [c]) x [d]) => (ADDSconst [c] (SLLconst <x.Type> x [d]))
(ADDSshiftRL (MOVWconst [c]) x [d]) => (ADDSconst [c] (SRLconst <x.Type> x [d]))
(ADDSshiftRA (MOVWconst [c]) x [d]) => (ADDSconst [c] (SRAconst <x.Type> x [d]))
(SUBshiftLL (MOVWconst [c]) x [d]) => (RSBconst [c] (SLLconst <x.Type> x [d]))
(SUBshiftRL
 (MOVWconst [c]) x [d]) => (RSBconst [c] (SRLconst <x.Type> x [d]))
(SUBshiftRA (MOVWconst [c]) x [d]) => (RSBconst [c] (SRAconst <x.Type> x [d]))
(SBCshiftLL (MOVWconst [c]) x [d] flags) => (RSCconst [c] (SLLconst <x.Type> x [d]) flags)
(SBCshiftRL (MOVWconst [c]) x [d] flags) => (RSCconst [c] (SRLconst <x.Type> x [d]) flags)
(SBCshiftRA (MOVWconst [c]) x [d] flags) => (RSCconst [c] (SRAconst <x.Type> x [d]) flags)
(SUBSshiftLL (MOVWconst [c]) x [d]) => (RSBSconst [c] (SLLconst <x.Type> x [d]))
(SUBSshiftRL (MOVWconst [c]) x [d]) => (RSBSconst [c] (SRLconst <x.Type> x [d]))
(SUBSshiftRA (MOVWconst [c]) x [d]) => (RSBSconst [c] (SRAconst <x.Type> x [d]))
(RSBshiftLL (MOVWconst [c]) x [d]) => (SUBconst [c] (SLLconst <x.Type> x [d]))
(RSBshiftRL (MOVWconst [c]) x [d]) => (SUBconst [c] (SRLconst <x.Type> x [d]))
(RSBshiftRA (MOVWconst [c]) x [d]) => (SUBconst [c] (SRAconst <x.Type> x [d]))
(RSCshiftLL (MOVWconst [c]) x [d] flags) => (SBCconst [c] (SLLconst <x.Type> x [d]) flags)
(RSCshiftRL
 (MOVWconst [c]) x [d] flags) => (SBCconst [c] (SRLconst <x.Type> x [d]) flags)
(RSCshiftRA (MOVWconst [c]) x [d] flags) => (SBCconst [c] (SRAconst <x.Type> x [d]) flags)
(RSBSshiftLL (MOVWconst [c]) x [d]) => (SUBSconst [c] (SLLconst <x.Type> x [d]))
(RSBSshiftRL (MOVWconst [c]) x [d]) => (SUBSconst [c] (SRLconst <x.Type> x [d]))
(RSBSshiftRA (MOVWconst [c]) x [d]) => (SUBSconst [c] (SRAconst <x.Type> x [d]))
(ANDshiftLL (MOVWconst [c]) x [d]) => (ANDconst [c] (SLLconst <x.Type> x [d]))
(ANDshiftRL (MOVWconst [c]) x [d]) => (ANDconst [c] (SRLconst <x.Type> x [d]))
(ANDshiftRA (MOVWconst [c]) x [d]) => (ANDconst [c] (SRAconst <x.Type> x [d]))
(ORshiftLL (MOVWconst [c]) x [d]) => (ORconst [c] (SLLconst <x.Type> x [d]))
(ORshiftRL (MOVWconst [c]) x [d]) => (ORconst [c] (SRLconst <x.Type> x [d]))
```

```
(ORshiftRA (MOVWconst [c]) x [d]) => (ORconst [c] (SRAconst <x.Type> x [d]))
(XORshiftLL (MOVWconst [c]) x [d]) => (XORconst [c] (SLLconst <x.Type> x [d]))
(XORshiftRL (MOVWconst [c]) x [d])
 => (XORconst [c] (SRLconst <x.Type> x [d]))
(XORshiftRA (MOVWconst [c]) x [d]) => (XORconst [c] (SRAconst <x.Type> x [d]))
(XORshiftRR (MOVWconst [c]) x [d]) => (XORconst [c] (SRRconst <x.Type> x [d]))
(CMPshiftLL (MOVWconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SLLconst <x.Type> x [d])))
(CMPshiftRL (MOVWconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SRLconst <x.Type> x [d])))
(CMPshiftRA (MOVWconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SRAconst <x.Type> x [d])))
(TSTshiftLL (MOVWconst [c]) x [d]) => (TSTconst [c] (SLLconst <x.Type> x [d]))
(TSTshiftRL (MOVWconst [c]) x [d]) => (TSTconst [c] (SRLconst <x.Type> x [d]))
(TSTshiftRA (MOVWconst [c]) x [d]) => (TSTconst [c] (SRAconst <x.Type> x [d]))
(TEQshiftLL (MOVWconst [c]) x [d]) => (TEQconst [c] (SLLconst <x.Type> x [d]))
(TEQshiftRL (MOVWconst [c]) x [d]) => (TEQconst [c] (SRLconst <x.Type> x [d]))
(TEQshiftRA (MOVWconst [c]) x [d]) => (TEQconst [c] (SRAconst <x.Type> x [d]))
(CMNshiftLL (MOVWconst [c]) x [d]) => (CMNconst
 [c] (SLLconst <x.Type> x [d]))
(CMNshiftRL (MOVWconst [c]) x [d]) => (CMNconst [c] (SRLconst <x.Type> x [d]))
(CMNshiftRA (MOVWconst [c]) x [d]) => (CMNconst [c] (SRAconst <x.Type> x [d]))

(ADDshiftLLreg (MOVWconst [c]) x y) => (ADDconst [c] (SLL <x.Type> x y))
(ADDshiftRLreg (MOVWconst [c]) x y) => (ADDconst [c] (SRL <x.Type> x y))
(ADDshiftRAreg (MOVWconst [c]) x y) => (ADDconst [c] (SRA <x.Type> x y))
(ADCshiftLLreg (MOVWconst [c]) x y flags) => (ADCconst [c] (SLL <x.Type> x y) flags)
(ADCshiftRLreg (MOVWconst [c]) x y flags) => (ADCconst [c] (SRL <x.Type> x y) flags)
(ADCshiftRAreg (MOVWconst [c]) x y flags) => (ADCconst [c] (SRA <x.Type> x y) flags)
(ADDSshiftLLreg (MOVWconst [c]) x y) => (ADDSconst [c] (SLL <x.Type> x y))
(ADDSshiftRLreg (MOVWconst [c]) x y) => (ADDSconst [c] (SRL <x.Type> x y))
(ADDSshiftRAreg (MOVWconst [c]) x y) => (ADDSconst [c] (SRA <x.Type> x y))
(SUBshiftLLreg (MOVWconst [c]) x y) => (RSBconst [c] (SLL <x.Type> x y))
(SUBshiftRLreg (MOVWconst [c]) x
 y) => (RSBconst [c] (SRL <x.Type> x y))
(SUBshiftRAreg (MOVWconst [c]) x y) => (RSBconst [c] (SRA <x.Type> x y))
(SBCshiftLLreg (MOVWconst [c]) x y flags) => (RSCconst [c] (SLL <x.Type> x y) flags)
(SBCshiftRLreg (MOVWconst [c]) x y flags) => (RSCconst [c] (SRL <x.Type> x y) flags)
(SBCshiftRAreg (MOVWconst [c]) x y flags) => (RSCconst [c] (SRA <x.Type> x y) flags)
(SUBSshiftLLreg (MOVWconst [c]) x y) => (RSBSconst [c] (SLL <x.Type> x y))
(SUBSshiftRLreg (MOVWconst [c]) x y) => (RSBSconst [c] (SRL <x.Type> x y))
(SUBSshiftRAreg (MOVWconst [c]) x y) => (RSBSconst [c] (SRA <x.Type> x y))
(RSBshiftLLreg (MOVWconst [c]) x y) => (SUBconst [c] (SLL <x.Type> x y))
(RSBshiftRLreg (MOVWconst [c]) x y) => (SUBconst [c] (SRL <x.Type> x y))
(RSBshiftRAreg (MOVWconst [c]) x y) => (SUBconst [c] (SRA <x.Type> x y))
(RSCshiftLLreg (MOVWconst [c]) x y flags) => (SBCconst [c] (SLL <x.Type> x y) flags)
(RSCshiftRLreg (MOVWconst [c]) x y flags) => (SBCconst [c] (SRL <x.Type> x y) flags)
(RSCshiftRAreg (MOVWconst
 [c]) x y flags) => (SBCconst [c] (SRA <x.Type> x y) flags)
(RSBSshiftLLreg (MOVWconst [c]) x y) => (SUBSconst [c] (SLL <x.Type> x y))
(RSBSshiftRLreg (MOVWconst [c]) x y) => (SUBSconst [c] (SRL <x.Type> x y))
```

```
(RSBSshiftRAreg (MOVWconst [c]) x y) => (SUBSconst [c] (SRA <x.Type> x y))
(ANDshiftLLreg (MOVWconst [c]) x y) => (ANDconst [c] (SLL <x.Type> x y))
(ANDshiftRLreg (MOVWconst [c]) x y) => (ANDconst [c] (SRL <x.Type> x y))
(ANDshiftRAreg (MOVWconst [c]) x y) => (ANDconst [c] (SRA <x.Type> x y))
(ORshiftLLreg (MOVWconst [c]) x y) => (ORconst [c] (SLL <x.Type> x y))
(ORshiftRLreg (MOVWconst [c]) x y) => (ORconst [c] (SRL <x.Type> x y))
(ORshiftRAreg (MOVWconst [c]) x y) => (ORconst [c] (SRA <x.Type> x y))
(XORshiftLLreg (MOVWconst [c]) x y) => (XORconst [c] (SLL <x.Type> x y))
(XORshiftRLreg (MOVWconst [c]) x y) => (XORconst [c] (SRL <x.Type> x y))
(XORshiftRAreg (MOVWconst [c]) x y) => (XORconst [c] (SRA <x.Type> x y))
(CMPshiftLLreg (MOVWconst [c]) x y) => (InvertFlags (CMPconst
 [c] (SLL <x.Type> x y)))
(CMPshiftRLreg (MOVWconst [c]) x y) => (InvertFlags (CMPconst [c] (SRL <x.Type> x y)))
(CMPshiftRAreg (MOVWconst [c]) x y) => (InvertFlags (CMPconst [c] (SRA <x.Type> x y)))
(TSTshiftLLreg (MOVWconst [c]) x y) => (TSTconst [c] (SLL <x.Type> x y))
(TSTshiftRLreg (MOVWconst [c]) x y) => (TSTconst [c] (SRL <x.Type> x y))
(TSTshiftRAreg (MOVWconst [c]) x y) => (TSTconst [c] (SRA <x.Type> x y))
(TEQshiftLLreg (MOVWconst [c]) x y) => (TEQconst [c] (SLL <x.Type> x y))
(TEQshiftRLreg (MOVWconst [c]) x y) => (TEQconst [c] (SRL <x.Type> x y))
(TEQshiftRAreg (MOVWconst [c]) x y) => (TEQconst [c] (SRA <x.Type> x y))
(CMNshiftLLreg (MOVWconst [c]) x y) => (CMNconst [c] (SLL <x.Type> x y))
(CMNshiftRLreg (MOVWconst [c]) x y) => (CMNconst [c] (SRL <x.Type> x y))
(CMNshiftRAreg (MOVWconst [c]) x y) => (CMNconst [c] (SRA <x.Type> x y))

// constant folding in *shift ops
(ADDshiftLL x (MOVWconst [c]) [d]) => (ADDconst x [c<<uint64(d)])
(ADDshiftRL x (MOVWconst [c]) [d]) =>
 (ADDconst x [int32(uint32(c)>>uint64(d))])
(ADDshiftRA x (MOVWconst [c]) [d]) => (ADDconst x [c>>uint64(d)])
(ADCshiftLL x (MOVWconst [c]) [d] flags) => (ADCconst x [c<<uint64(d)] flags)
(ADCshiftRL x (MOVWconst [c]) [d] flags) => (ADCconst x [int32(uint32(c)>>uint64(d))] flags)
(ADCshiftRA x (MOVWconst [c]) [d] flags) => (ADCconst x [c>>uint64(d)] flags)
(ADDSshiftLL x (MOVWconst [c]) [d]) => (ADDSconst x [c<<uint64(d)])
(ADDSshiftRL x (MOVWconst [c]) [d]) => (ADDSconst x [int32(uint32(c)>>uint64(d))])
(ADDSshiftRA x (MOVWconst [c]) [d]) => (ADDSconst x [c>>uint64(d)])
(SUBshiftLL x (MOVWconst [c]) [d]) => (SUBconst x [c<<uint64(d)])
(SUBshiftRL x (MOVWconst [c]) [d]) => (SUBconst x [int32(uint32(c)>>uint64(d))])
(SUBshiftRA x (MOVWconst [c]) [d]) => (SUBconst x [c>>uint64(d)])
(SBCshiftLL x (MOVWconst [c]) [d] flags) => (SBCconst x [c<<uint64(d)] flags)
(SBCshiftRL x (MOVWconst [c]) [d] flags) => (SBCconst x [int32(uint32(c)>>uint64(d))] flags)
(SBCshiftRA x (MOVWconst [c]) [d] flags)
 => (SBCconst x [c>>uint64(d)] flags)
(SUBSshiftLL x (MOVWconst [c]) [d]) => (SUBSconst x [c<<uint64(d)])
(SUBSshiftRL x (MOVWconst [c]) [d]) => (SUBSconst x [int32(uint32(c)>>uint64(d))])
(SUBSshiftRA x (MOVWconst [c]) [d]) => (SUBSconst x [c>>uint64(d)])
(RSBshiftLL x (MOVWconst [c]) [d]) => (RSBconst x [c<<uint64(d)])
(RSBshiftRL x (MOVWconst [c]) [d]) => (RSBconst x [int32(uint32(c)>>uint64(d))])
(RSBshiftRA x (MOVWconst [c]) [d]) => (RSBconst x [c>>uint64(d)])
```

```
(RSCshiftLL x (MOVWconst [c]) [d] flags) => (RSCconst x [c<<uint64(d)] flags)
(RSCshiftRL x (MOVWconst [c]) [d] flags) => (RSCconst x [int32(uint32(c)>>uint64(d))] flags)
(RSCshiftRA x (MOVWconst [c]) [d] flags) => (RSCconst x [c>>uint64(d)] flags)
(RSBSshiftLL x (MOVWconst [c]) [d]) => (RSBSconst x [c<<uint64(d)])
(RSBSshiftRL x (MOVWconst [c]) [d]) => (RSBSconst x [int32(uint32(c)>>uint64(d))])
(RSBSshiftRA x (MOVWconst [c]) [d]) => (RSBSconst x [c>>uint64(d)])
(ANDshiftLL x (MOVWconst [c]) [d]) => (ANDconst x [c<<uint64(d)])
(ANDshiftRL
 x (MOVWconst [c]) [d]) => (ANDconst x [int32(uint32(c)>>uint64(d))])
(ANDshiftRA x (MOVWconst [c]) [d]) => (ANDconst x [c>>uint64(d)])
(ORshiftLL x (MOVWconst [c]) [d]) => (ORconst x [c<<uint64(d)])
(ORshiftRL x (MOVWconst [c]) [d]) => (ORconst x [int32(uint32(c)>>uint64(d))])
(ORshiftRA x (MOVWconst [c]) [d]) => (ORconst x [c>>uint64(d)])
(XORshiftLL x (MOVWconst [c]) [d]) => (XORconst x [c<<uint64(d)])
(XORshiftRL x (MOVWconst [c]) [d]) => (XORconst x [int32(uint32(c)>>uint64(d))])
(XORshiftRA x (MOVWconst [c]) [d]) => (XORconst x [c>>uint64(d)])
(XORshiftRR x (MOVWconst [c]) [d]) => (XORconst x [int32(uint32(c)>>uint64(d)|uint32(c)<<uint64(32-d))])
(BICshiftLL x (MOVWconst [c]) [d]) => (BICconst x [c<<uint64(d)])
(BICshiftRL x (MOVWconst [c]) [d]) => (BICconst x [int32(uint32(c)>>uint64(d))])
(BICshiftRA x (MOVWconst [c]) [d]) => (BICconst x [c>>uint64(d)])
(MVNshiftLL (MOVWconst [c]) [d]) => (MOVWconst [^(c<<uint64(d))])
(MVNshiftRL (MOVWconst [c]) [d]) => (MOVWconst
 [^int32(uint32(c)>>uint64(d))])
(MVNshiftRA (MOVWconst [c]) [d]) => (MOVWconst [int32(c)>>uint64(d)])
(CMPshiftLL x (MOVWconst [c]) [d]) => (CMPconst x [c<<uint64(d)])
(CMPshiftRL x (MOVWconst [c]) [d]) => (CMPconst x [int32(uint32(c)>>uint64(d))])
(CMPshiftRA x (MOVWconst [c]) [d]) => (CMPconst x [c>>uint64(d)])
(TSTshiftLL x (MOVWconst [c]) [d]) => (TSTconst x [c<<uint64(d)])
(TSTshiftRL x (MOVWconst [c]) [d]) => (TSTconst x [int32(uint32(c)>>uint64(d))])
(TSTshiftRA x (MOVWconst [c]) [d]) => (TSTconst x [c>>uint64(d)])
(TEQshiftLL x (MOVWconst [c]) [d]) => (TEQconst x [c<<uint64(d)])
(TEQshiftRL x (MOVWconst [c]) [d]) => (TEQconst x [int32(uint32(c)>>uint64(d))])
(TEQshiftRA x (MOVWconst [c]) [d]) => (TEQconst x [c>>uint64(d)])
(CMNshiftLL x (MOVWconst [c]) [d]) => (CMNconst x [c<<uint64(d)])
(CMNshiftRL x (MOVWconst [c]) [d]) => (CMNconst x [int32(uint32(c)>>uint64(d))])
(CMNshiftRA x (MOVWconst [c]) [d]) => (CMNconst x [c>>uint64(d)])

(ADDshiftLLreg x y (MOVWconst [c])) && 0 <=
 c && c < 32 => (ADDshiftLL x y [c])
(ADDshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ADDshiftRL x y [c])
(ADDshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ADDshiftRA x y [c])
(ADCshiftLLreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (ADCshiftLL x y [c] flags)
(ADCshiftRLreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (ADCshiftRL x y [c] flags)
(ADCshiftRAreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (ADCshiftRA x y [c] flags)
(ADDSshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ADDSshiftLL x y [c])
(ADDSshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ADDSshiftRL x y [c])
(ADDSshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ADDSshiftRA x y [c])
(SUBshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBshiftLL x y [c])
```

(SUBshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBshiftRL x y [c])
(SUBshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBshiftRA x y [c])
(SBCshiftLLreg x y (MOVWconst [c]) flags)
&& 0 <= c && c < 32 => (SBCshiftLL x y [c] flags)
(SBCshiftRLreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (SBCshiftRL x y [c] flags)
(SBCshiftRAreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (SBCshiftRA x y [c] flags)
(SUBSshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBSshiftLL x y [c])
(SUBSshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBSshiftRL x y [c])
(SUBSshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (SUBSshiftRA x y [c])
(RSBshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBshiftLL x y [c])
(RSBshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBshiftRL x y [c])
(RSBshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBshiftRA x y [c])
(RSCshiftLLreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (RSCshiftLL x y [c] flags)
(RSCshiftRLreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (RSCshiftRL x y [c] flags)
(RSCshiftRAreg x y (MOVWconst [c]) flags) && 0 <= c && c < 32 => (RSCshiftRA x y [c] flags)
(RSBSshiftLLreg
x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBSshiftLL x y [c])
(RSBSshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBSshiftRL x y [c])
(RSBSshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (RSBSshiftRA x y [c])
(ANDshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ANDshiftLL x y [c])
(ANDshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ANDshiftRL x y [c])
(ANDshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ANDshiftRA x y [c])
(ORshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ORshiftLL x y [c])
(ORshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ORshiftRL x y [c])
(ORshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (ORshiftRA x y [c])
(XORshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (XORshiftLL x y [c])
(XORshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (XORshiftRL x y [c])
(XORshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (XORshiftRA x y [c])
(BICshiftLLreg x y (MOVWconst [c])) && 0 <=
c && c < 32 => (BICshiftLL x y [c])
(BICshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (BICshiftRL x y [c])
(BICshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (BICshiftRA x y [c])
(MVNshiftLLreg x (MOVWconst [c])) && 0 <= c && c < 32 => (MVNshiftLL x [c])
(MVNshiftRLreg x (MOVWconst [c])) && 0 <= c && c < 32 => (MVNshiftRL x [c])
(MVNshiftRAreg x (MOVWconst [c])) && 0 <= c && c < 32 => (MVNshiftRA x [c])
(CMPshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMPshiftLL x y [c])
(CMPshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMPshiftRL x y [c])
(CMPshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMPshiftRA x y [c])
(TSTshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (TSTshiftLL x y [c])
(TSTshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (TSTshiftRL x y [c])
(TSTshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (TSTshiftRA x y [c])
(TEQshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (TEQshiftLL x y [c])
(TEQshiftRLreg
x y (MOVWconst [c])) && 0 <= c && c < 32 => (TEQshiftRL x y [c])
(TEQshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (TEQshiftRA x y [c])
(CMNshiftLLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMNshiftLL x y [c])
(CMNshiftRLreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMNshiftRL x y [c])
(CMNshiftRAreg x y (MOVWconst [c])) && 0 <= c && c < 32 => (CMNshiftRA x y [c])

```
// Generate rotates
(ADDshiftLL [c] (SRLconst x [32-c]) x) => (SRRconst [32-c] x)
( ORshiftLL [c] (SRLconst x [32-c]) x) => (SRRconst [32-c] x)
(XORshiftLL [c] (SRLconst x [32-c]) x) => (SRRconst [32-c] x)
(ADDshiftRL [c] (SLLconst x [32-c]) x) => (SRRconst [    c] x)
( ORshiftRL [c] (SLLconst x [32-c]) x) => (SRRconst [    c] x)
(XORshiftRL [c] (SLLconst x [32-c]) x) => (SRRconst [    c] x)

(RotateLeft16 <t> x (MOVWconst [c])) => (Or16 (Lsh16x32 <t> x (MOVWconst [c&15])) (Rsh16Ux32 <t> x (MOVWconst [-c&15])))
(RotateLeft8 <t> x (MOVWconst [c])) => (Or8 (Lsh8x32 <t> x (MOVWconst [c&7])) (Rsh8Ux32 <t> x (MOVWconst
 [-c&7])))
(RotateLeft32 x y) => (SRR x (RSBconst [0] <y.Type> y))

// ((x>>8) | (x<<8)) -> (REV16 x), the type of x is uint16, "|" can also be "^" or "+".
// UBFX instruction is supported by ARMv6T2, ARMv7 and above versions, REV16 is supported by
// ARMv6 and above versions. So for ARMv6, we need to match SLLconst, SRLconst and ORshiftLL.
((ADDshiftLL|ORshiftLL|XORshiftLL) <typ.UInt16> [8] (BFXU <typ.UInt16> [int32(armBFAuxInt(8, 8))] x) x) => (REV16 x)
((ADDshiftLL|ORshiftLL|XORshiftLL) <typ.UInt16> [8] (SRLconst <typ.UInt16> [24] (SLLconst [16] x)) x) && buildcfg.GOARM>=6 => (REV16 x)

// use indexed loads and stores
(MOVWload [0] {sym} (ADD ptr idx) mem) && sym == nil => (MOVWloadidx ptr idx mem)
(MOVWstore [0] {sym} (ADD ptr idx) val mem) && sym == nil => (MOVWstoreidx ptr idx val mem)
(MOVWload [0] {sym} (ADDshiftLL ptr idx [c]) mem) && sym == nil => (MOVWloadshiftLL ptr idx [c] mem)
(MOVWload [0] {sym} (ADDshiftRL ptr idx [c]) mem) && sym == nil => (MOVWloadshiftRL ptr idx
 [c] mem)
(MOVWload [0] {sym} (ADDshiftRA ptr idx [c]) mem) && sym == nil => (MOVWloadshiftRA ptr idx [c] mem)
(MOVWstore [0] {sym} (ADDshiftLL ptr idx [c]) val mem) && sym == nil => (MOVWstoreshiftLL ptr idx [c] val mem)
(MOVWstore [0] {sym} (ADDshiftRL ptr idx [c]) val mem) && sym == nil => (MOVWstoreshiftRL ptr idx [c] val mem)
(MOVWstore [0] {sym} (ADDshiftRA ptr idx [c]) val mem) && sym == nil => (MOVWstoreshiftRA ptr idx [c] val mem)
(MOVBUload [0] {sym} (ADD ptr idx) mem) && sym == nil => (MOVBUloadidx ptr idx mem)
(MOVBload [0] {sym} (ADD ptr idx) mem) && sym == nil => (MOVBloadidx ptr idx mem)
(MOVBstore [0] {sym} (ADD ptr idx) val mem) && sym == nil => (MOVBstoreidx ptr idx val mem)
(MOVHUload [0] {sym} (ADD ptr idx) mem) && sym == nil => (MOVHUloadidx ptr idx mem)
(MOVHload [0] {sym} (ADD ptr idx) mem) && sym == nil => (MOVHloadidx ptr idx mem)
(MOVHstore [0] {sym} (ADD ptr idx) val mem) && sym == nil => (MOVHstoreidx ptr idx val mem)

// constant folding in indexed loads and
 stores
(MOVWloadidx ptr (MOVWconst [c]) mem) => (MOVWload [c] ptr mem)
(MOVWloadidx (MOVWconst [c]) ptr mem) => (MOVWload [c] ptr mem)
```

```
(MOVBloadidx ptr (MOVWconst [c]) mem) => (MOVBload [c] ptr mem)
(MOVBloadidx (MOVWconst [c]) ptr mem) => (MOVBload [c] ptr mem)
(MOVBUloadidx ptr (MOVWconst [c]) mem) => (MOVBUload [c] ptr mem)
(MOVBUloadidx (MOVWconst [c]) ptr mem) => (MOVBUload [c] ptr mem)
(MOVHUloadidx ptr (MOVWconst [c]) mem) => (MOVHUload [c] ptr mem)
(MOVHUloadidx (MOVWconst [c]) ptr mem) => (MOVHUload [c] ptr mem)
(MOVHloadidx ptr (MOVWconst [c]) mem) => (MOVHload [c] ptr mem)
(MOVHloadidx (MOVWconst [c]) ptr mem) => (MOVHload [c] ptr mem)

(MOVWstoreidx ptr (MOVWconst [c]) val mem) => (MOVWstore [c] ptr val mem)
(MOVWstoreidx (MOVWconst [c]) ptr val mem) => (MOVWstore [c] ptr val mem)
(MOVBstoreidx ptr (MOVWconst [c]) val mem) => (MOVBstore [c] ptr val mem)
(MOVBstoreidx (MOVWconst [c]) ptr val mem) => (MOVBstore [c] ptr val mem)
(MOVHstoreidx ptr (MOVWconst [c]) val mem) =>
 (MOVHstore [c] ptr val mem)
(MOVHstoreidx (MOVWconst [c]) ptr val mem) => (MOVHstore [c] ptr val mem)

(MOVWloadidx ptr (SLLconst idx [c]) mem) => (MOVWloadshiftLL ptr idx [c] mem)
(MOVWloadidx (SLLconst idx [c]) ptr mem) => (MOVWloadshiftLL ptr idx [c] mem)
(MOVWloadidx ptr (SRLconst idx [c]) mem) => (MOVWloadshiftRL ptr idx [c] mem)
(MOVWloadidx (SRLconst idx [c]) ptr mem) => (MOVWloadshiftRL ptr idx [c] mem)
(MOVWloadidx ptr (SRAconst idx [c]) mem) => (MOVWloadshiftRA ptr idx [c] mem)
(MOVWloadidx (SRAconst idx [c]) ptr mem) => (MOVWloadshiftRA ptr idx [c] mem)

(MOVWstoreidx ptr (SLLconst idx [c]) val mem) => (MOVWstoreshiftLL ptr idx [c] val mem)
(MOVWstoreidx (SLLconst idx [c]) ptr val mem) => (MOVWstoreshiftLL ptr idx [c] val mem)
(MOVWstoreidx ptr (SRLconst idx [c]) val mem) => (MOVWstoreshiftRL ptr idx [c] val mem)
(MOVWstoreidx (SRLconst idx [c]) ptr val mem) => (MOVWstoreshiftRL ptr idx [c] val mem)
(MOVWstoreidx ptr (SRAconst idx [c]) val mem) => (MOVWstoreshiftRA ptr idx [c]
 val mem)
(MOVWstoreidx (SRAconst idx [c]) ptr val mem) => (MOVWstoreshiftRA ptr idx [c] val mem)

(MOVWloadshiftLL ptr (MOVWconst [c]) [d] mem) => (MOVWload [int32(uint32(c)<<uint64(d))] ptr mem)
(MOVWloadshiftRL ptr (MOVWconst [c]) [d] mem) => (MOVWload [int32(uint32(c)>>uint64(d))] ptr mem)
(MOVWloadshiftRA ptr (MOVWconst [c]) [d] mem) => (MOVWload [c>>uint64(d)] ptr mem)

(MOVWstoreshiftLL ptr (MOVWconst [c]) [d] val mem) => (MOVWstore [int32(uint32(c)<<uint64(d))] ptr val
mem)
(MOVWstoreshiftRL ptr (MOVWconst [c]) [d] val mem) => (MOVWstore [int32(uint32(c)>>uint64(d))] ptr val
mem)
(MOVWstoreshiftRA ptr (MOVWconst [c]) [d] val mem) => (MOVWstore [c>>uint64(d)] ptr val mem)

// generic simplifications
(ADD x (RSBconst [0] y)) => (SUB x y)
(ADD <t> (RSBconst [c] x) (RSBconst [d] y)) => (RSBconst [c+d] (ADD <t> x y))
(SUB x x) => (MOVWconst [0])
(RSB x x) => (MOVWconst [0])
(AND x x) => x
```

```
(OR x x) => x
(XOR x x) => (MOVWconst [0])
(BIC x x) => (MOVWconst [0])

(ADD (MUL x y) a) =>
 (MULA x y a)
(SUB a (MUL x y)) && buildcfg.GOARM == 7 => (MULS x y a)
(RSB (MUL x y) a) && buildcfg.GOARM == 7 => (MULS x y a)

(NEGF (MULF x y)) && buildcfg.GOARM >= 6 => (NMULF x y)
(NEGD (MULD x y)) && buildcfg.GOARM >= 6 => (NMULD x y)
(MULF (NEGF x) y) && buildcfg.GOARM >= 6 => (NMULF x y)
(MULD (NEGD x) y) && buildcfg.GOARM >= 6 => (NMULD x y)
(NMULF (NEGF x) y) => (MULF x y)
(NMULD (NEGD x) y) => (MULD x y)

// the result will overwrite the addend, since they are in the same register
(ADDF a (MULF x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULAF a x y)
(ADDF a (NMULF x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULSF a x y)
(ADDD a (MULD x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULAD a x y)
(ADDD a (NMULD x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULSD a x y)
(SUBF a (MULF x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULSF a x y)
(SUBF a (NMULF x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULAF a x y)
(SUBD a (MULD x y)) && a.Uses == 1 && buildcfg.GOARM
 >= 6 => (MULSD a x y)
(SUBD a (NMULD x y)) && a.Uses == 1 && buildcfg.GOARM >= 6 => (MULAD a x y)

(AND x (MVN y)) => (BIC x y)

// simplification with *shift ops
(SUBshiftLL (SLLconst x [c]) x [c]) => (MOVWconst [0])
(SUBshiftRL (SRLconst x [c]) x [c]) => (MOVWconst [0])
(SUBshiftRA (SRAconst x [c]) x [c]) => (MOVWconst [0])
(RSBshiftLL (SLLconst x [c]) x [c]) => (MOVWconst [0])
(RSBshiftRL (SRLconst x [c]) x [c]) => (MOVWconst [0])
(RSBshiftRA (SRAconst x [c]) x [c]) => (MOVWconst [0])
(ANDshiftLL y:(SLLconst x [c]) x [c]) => y
(ANDshiftRL y:(SRLconst x [c]) x [c]) => y
(ANDshiftRA y:(SRAconst x [c]) x [c]) => y
(ORshiftLL y:(SLLconst x [c]) x [c]) => y
(ORshiftRL y:(SRLconst x [c]) x [c]) => y
(ORshiftRA y:(SRAconst x [c]) x [c]) => y
(XORshiftLL (SLLconst x [c]) x [c]) => (MOVWconst [0])
(XORshiftRL (SRLconst x [c]) x [c]) => (MOVWconst [0])
(XORshiftRA (SRAconst x [c]) x [c]) => (MOVWconst [0])
(BICshiftLL (SLLconst x [c]) x [c]) => (MOVWconst [0])
(BICshiftRL (SRLconst x [c])
```

```
 x [c]) => (MOVWconst [0])
(BICshiftRA (SRAconst x [c]) x [c]) => (MOVWconst [0])
(AND x (MVNshiftLL y [c])) => (BICshiftLL x y [c])
(AND x (MVNshiftRL y [c])) => (BICshiftRL x y [c])
(AND x (MVNshiftRA y [c])) => (BICshiftRA x y [c])

// floating point optimizations
(CMPF x (MOVFconst [0])) => (CMPF0 x)
(CMPD x (MOVDconst [0])) => (CMPD0 x)

// bit extraction
(SRAconst (SLLconst x [c]) [d]) && buildcfg.GOARM==7 && uint64(d)>=uint64(c) && uint64(d)<=31 => (BFX
[(d-c)|(32-d)<<8] x)
(SRLconst (SLLconst x [c]) [d]) && buildcfg.GOARM==7 && uint64(d)>=uint64(c) && uint64(d)<=31 =>
(BFXU [(d-c)|(32-d)<<8] x)

// comparison simplification
((EQ|NE) (CMP x (RSBconst [0] y))) => ((EQ|NE) (CMN x y)) // sense of carry bit not preserved; see also #50854
((EQ|NE) (CMN x (RSBconst [0] y))) => ((EQ|NE) (CMP x y)) // sense of carry bit not preserved; see also #50864
(EQ (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (EQ (CMP x y) yes no)
(EQ (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (EQ
 (CMP a (MUL <x.Type> x y)) yes no)
(EQ (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (EQ (CMPconst [c] x) yes no)
(EQ (CMPconst [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (EQ (CMPshiftLL x y [c]) yes no)
(EQ (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (EQ (CMPshiftRL x y [c]) yes no)
(EQ (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (EQ (CMPshiftRA x y [c]) yes no)
(EQ (CMPconst [0] l:(SUBshiftLLreg x y z)) yes no) && l.Uses==1 => (EQ (CMPshiftLLreg x y z) yes no)
(EQ (CMPconst [0] l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (EQ (CMPshiftRLreg x y z) yes no)
(EQ (CMPconst [0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (EQ (CMPshiftRAreg x y z) yes no)
(NE (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (NE (CMP x y) yes no)
(NE (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (NE (CMP a (MUL <x.Type> x y)) yes no)
(NE (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (NE (CMPconst [c] x) yes no)
(NE (CMPconst
 [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (NE (CMPshiftLL x y [c]) yes no)
(NE (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (NE (CMPshiftRL x y [c]) yes no)
(NE (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (NE (CMPshiftRA x y [c]) yes no)
(NE (CMPconst [0] l:(SUBshiftLLreg x y z)) yes no) && l.Uses==1 => (NE (CMPshiftLLreg x y z) yes no)
(NE (CMPconst [0] l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (NE (CMPshiftRLreg x y z) yes no)
(NE (CMPconst [0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (NE (CMPshiftRAreg x y z) yes no)
(EQ (CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (EQ (CMN x y) yes no)
(EQ (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (EQ (CMN a (MUL <x.Type> x y)) yes no)
(EQ (CMPconst [0] l:(ADDconst [c] x)) yes no) && l.Uses==1 => (EQ (CMNconst [c] x) yes no)
(EQ (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (EQ (CMNshiftLL x y [c]) yes no)
(EQ (CMPconst [0] l:(ADDshiftRL x y [c])) yes
 no) && l.Uses==1 => (EQ (CMNshiftRL x y [c]) yes no)
(EQ (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (EQ (CMNshiftRA x y [c]) yes no)
(EQ (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (EQ (CMNshiftLLreg x y z) yes no)
(EQ (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (EQ (CMNshiftRLreg x y z) yes no)
```

(EQ (CMPconst [0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (EQ (CMNshiftRAreg x y z) yes no)
(NE (CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (NE (CMN x y) yes no)
(NE (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (NE (CMN a (MUL <x.Type> x y)) yes no)
(NE (CMPconst [0] l:(ADDconst [c] x)) yes no) && l.Uses==1 => (NE (CMNconst [c] x) yes no)
(NE (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (NE (CMNshiftLL x y [c]) yes no)
(NE (CMPconst [0] l:(ADDshiftRL x y [c])) yes no) && l.Uses==1 => (NE (CMNshiftRL x y [c]) yes no)
(NE (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (NE (CMNshiftRA
x y [c]) yes no)
(NE (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (NE (CMNshiftLLreg x y z) yes no)
(NE (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (NE (CMNshiftRLreg x y z) yes no)
(NE (CMPconst [0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (NE (CMNshiftRAreg x y z) yes no)
(EQ (CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (EQ (TST x y) yes no)
(EQ (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (EQ (TSTconst [c] x) yes no)
(EQ (CMPconst [0] l:(ANDshiftLL x y [c])) yes no) && l.Uses==1 => (EQ (TSTshiftLL x y [c]) yes no)
(EQ (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (EQ (TSTshiftRL x y [c]) yes no)
(EQ (CMPconst [0] l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (EQ (TSTshiftRA x y [c]) yes no)
(EQ (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (EQ (TSTshiftLLreg x y z) yes no)
(EQ (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (EQ (TSTshiftRLreg x y z) yes no)
(EQ (CMPconst
[0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (EQ (TSTshiftRAreg x y z) yes no)
(NE (CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (NE (TST x y) yes no)
(NE (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (NE (TSTconst [c] x) yes no)
(NE (CMPconst [0] l:(ANDshiftLL x y [c])) yes no) && l.Uses==1 => (NE (TSTshiftLL x y [c]) yes no)
(NE (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (NE (TSTshiftRL x y [c]) yes no)
(NE (CMPconst [0] l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (NE (TSTshiftRA x y [c]) yes no)
(NE (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (NE (TSTshiftLLreg x y z) yes no)
(NE (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (NE (TSTshiftRLreg x y z) yes no)
(NE (CMPconst [0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (NE (TSTshiftRAreg x y z) yes no)
(EQ (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (EQ (TEQ x y) yes no)
(EQ (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (EQ
(TEQconst [c] x) yes no)
(EQ (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (EQ (TEQshiftLL x y [c]) yes no)
(EQ (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (EQ (TEQshiftRL x y [c]) yes no)
(EQ (CMPconst [0] l:(XORshiftRA x y [c])) yes no) && l.Uses==1 => (EQ (TEQshiftRA x y [c]) yes no)
(EQ (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (EQ (TEQshiftLLreg x y z) yes no)
(EQ (CMPconst [0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (EQ (TEQshiftRLreg x y z) yes no)
(EQ (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (EQ (TEQshiftRAreg x y z) yes no)
(NE (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (NE (TEQ x y) yes no)
(NE (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (NE (TEQconst [c] x) yes no)
(NE (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (NE (TEQshiftLL x y [c]) yes no)
(NE (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (NE (TEQshiftRL x y [c]) yes no)
(NE (CMPconst
[0] l:(XORshiftRA x y [c])) yes no) && l.Uses==1 => (NE (TEQshiftRA x y [c]) yes no)
(NE (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (NE (TEQshiftLLreg x y z) yes no)
(NE (CMPconst [0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (NE (TEQshiftRLreg x y z) yes no)
(NE (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (NE (TEQshiftRAreg x y z) yes no)
(LT (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (LTnoov (CMP x y) yes no)
(LT (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (LTnoov (CMP a (MUL <x.Type> x y)) yes no)

(LT (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (LTnoov (CMPconst [c] x) yes no)
(LT (CMPconst [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (LTnoov (CMPshiftLL x y [c]) yes no)
(LT (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (LTnoov (CMPshiftRL x y [c]) yes no)
(LT (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (LTnoov (CMPshiftRA x y [c]) yes no)
(LT (CMPconst [0] l:(SUBshiftLLreg
x y z)) yes no) && l.Uses==1 => (LTnoov (CMPshiftLLreg x y z) yes no)
(LT (CMPconst [0] l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (LTnoov (CMPshiftRLreg x y z) yes no)
(LT (CMPconst [0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (LTnoov (CMPshiftRAreg x y z) yes no)
(LE (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (LEnoov (CMP x y) yes no)
(LE (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (LEnoov (CMP a (MUL <x.Type> x y)) yes no)
(LE (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (LEnoov (CMPconst [c] x) yes no)
(LE (CMPconst [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (LEnoov (CMPshiftLL x y [c]) yes no)
(LE (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (LEnoov (CMPshiftRL x y [c]) yes no)
(LE (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (LEnoov (CMPshiftRA x y [c]) yes no)
(LE (CMPconst [0] l:(SUBshiftLLreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMPshiftLLreg x y z) yes no)
(LE (CMPconst [0]
l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMPshiftRLreg x y z) yes no)
(LE (CMPconst [0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMPshiftRAreg x y z) yes no)
(LT (CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (LTnoov (CMN x y) yes no)
(LT (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (LTnoov (CMN a (MUL <x.Type> x y)) yes no)
(LT (CMPconst [0] l:(ADDconst [c] x)) yes no) && l.Uses==1 => (LTnoov (CMNconst [c] x) yes no)
(LT (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (LTnoov (CMNshiftLL x y [c]) yes no)
(LT (CMPconst [0] l:(ADDshiftRL x y [c])) yes no) && l.Uses==1 => (LTnoov (CMNshiftRL x y [c]) yes no)
(LT (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (LTnoov (CMNshiftRA x y [c]) yes no)
(LT (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (LTnoov (CMNshiftLLreg x y z) yes no)
(LT (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (LTnoov (CMNshiftRLreg x y z) yes no)
(LT (CMPconst
[0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (LTnoov (CMNshiftRAreg x y z) yes no)
(LE (CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (LEnoov (CMN x y) yes no)
(LE (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (LEnoov (CMN a (MUL <x.Type> x y)) yes no)
(LE (CMPconst [0] l:(ADDconst [c] x)) yes no) && l.Uses==1 => (LEnoov (CMNconst [c] x) yes no)
(LE (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (LEnoov (CMNshiftLL x y [c]) yes no)
(LE (CMPconst [0] l:(ADDshiftRL x y [c])) yes no) && l.Uses==1 => (LEnoov (CMNshiftRL x y [c]) yes no)
(LE (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (LEnoov (CMNshiftRA x y [c]) yes no)
(LE (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMNshiftLLreg x y z) yes no)
(LE (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMNshiftRLreg x y z) yes no)
(LE (CMPconst [0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (LEnoov (CMNshiftRAreg x y z) yes no)
(LT
(CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (LTnoov (TST x y) yes no)
(LT (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (LTnoov (TSTconst [c] x) yes no)
(LT (CMPconst [0] l:(ANDshiftLL x y [c])) yes no) && l.Uses==1 => (LTnoov (TSTshiftLL x y [c]) yes no)
(LT (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (LTnoov (TSTshiftRL x y [c]) yes no)
(LT (CMPconst [0] l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (LTnoov (TSTshiftRA x y [c]) yes no)
(LT (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (LTnoov (TSTshiftLLreg x y z) yes no)
(LT (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (LTnoov (TSTshiftRLreg x y z) yes no)
(LT (CMPconst [0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (LTnoov (TSTshiftRAreg x y z) yes no)
(LE (CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (LEnoov (TST x y) yes no)
(LE (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (LEnoov (TSTconst [c] x) yes no)

(LE (CMPconst [0] l:(ANDshiftLL
x y [c])) yes no) && l.Uses==1 => (LEnoov (TSTshiftLL x y [c]) yes no)
(LE (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (LEnoov (TSTshiftRL x y [c]) yes no)
(LE (CMPconst [0] l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (LEnoov (TSTshiftRA x y [c]) yes no)
(LE (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (LEnoov (TSTshiftLLreg x y z) yes no)
(LE (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (LEnoov (TSTshiftRLreg x y z) yes no)
(LE (CMPconst [0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (LEnoov (TSTshiftRAreg x y z) yes no)
(LT (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (LTnoov (TEQ x y) yes no)
(LT (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (LTnoov (TEQconst [c] x) yes no)
(LT (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (LTnoov (TEQshiftLL x y [c]) yes no)
(LT (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (LTnoov (TEQshiftRL x y [c]) yes no)
(LT (CMPconst [0] l:(XORshiftRA
x y [c])) yes no) && l.Uses==1 => (LTnoov (TEQshiftRA x y [c]) yes no)
(LT (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (LTnoov (TEQshiftLLreg x y z) yes no)
(LT (CMPconst [0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (LTnoov (TEQshiftRLreg x y z) yes no)
(LT (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (LTnoov (TEQshiftRAreg x y z) yes no)
(LE (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (LEnoov (TEQ x y) yes no)
(LE (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (LEnoov (TEQconst [c] x) yes no)
(LE (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (LEnoov (TEQshiftLL x y [c]) yes no)
(LE (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (LEnoov (TEQshiftRL x y [c]) yes no)
(LE (CMPconst [0] l:(XORshiftRA x y [c])) yes no) && l.Uses==1 => (LEnoov (TEQshiftRA x y [c]) yes no)
(LE (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (LEnoov (TEQshiftLLreg x y z) yes no)
(LE (CMPconst
[0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (LEnoov (TEQshiftRLreg x y z) yes no)
(LE (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (LEnoov (TEQshiftRAreg x y z) yes no)
(GT (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (GTnoov (CMP x y) yes no)
(GT (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (GTnoov (CMP a (MUL <x.Type> x y)) yes no)
(GT (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (GTnoov (CMPconst [c] x) yes no)
(GT (CMPconst [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (GTnoov (CMPshiftLL x y [c]) yes no)
(GT (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (GTnoov (CMPshiftRL x y [c]) yes no)
(GT (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (GTnoov (CMPshiftRA x y [c]) yes no)
(GT (CMPconst [0] l:(SUBshiftLLreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMPshiftLLreg x y z) yes no)
(GT (CMPconst [0] l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMPshiftRLreg x y z) yes no)
(GT (CMPconst
[0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMPshiftRAreg x y z) yes no)
(GE (CMPconst [0] l:(SUB x y)) yes no) && l.Uses==1 => (GEnoov (CMP x y) yes no)
(GE (CMPconst [0] l:(MULS x y a)) yes no) && l.Uses==1 => (GEnoov (CMP a (MUL <x.Type> x y)) yes no)
(GE (CMPconst [0] l:(SUBconst [c] x)) yes no) && l.Uses==1 => (GEnoov (CMPconst [c] x) yes no)
(GE (CMPconst [0] l:(SUBshiftLL x y [c])) yes no) && l.Uses==1 => (GEnoov (CMPshiftLL x y [c]) yes no)
(GE (CMPconst [0] l:(SUBshiftRL x y [c])) yes no) && l.Uses==1 => (GEnoov (CMPshiftRL x y [c]) yes no)
(GE (CMPconst [0] l:(SUBshiftRA x y [c])) yes no) && l.Uses==1 => (GEnoov (CMPshiftRA x y [c]) yes no)
(GE (CMPconst [0] l:(SUBshiftLLreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMPshiftLLreg x y z) yes no)
(GE (CMPconst [0] l:(SUBshiftRLreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMPshiftRLreg x y z) yes no)
(GE (CMPconst [0] l:(SUBshiftRAreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMPshiftRAreg x y z) yes no)
(GT
(CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (GTnoov (CMN x y) yes no)
(GT (CMPconst [0] l:(ADDconst [c] x)) yes no) && l.Uses==1 => (GTnoov (CMNconst [c] x) yes no)
(GT (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (GTnoov (CMNshiftLL x y [c]) yes no)

(GT (CMPconst [0] l:(ADDshiftRL x y [c])) yes no) && l.Uses==1 => (GTnoov (CMNshiftRL x y [c]) yes no)
(GT (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (GTnoov (CMNshiftRA x y [c]) yes no)
(GT (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMNshiftLLreg x y z) yes no)
(GT (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMNshiftRLreg x y z) yes no)
(GT (CMPconst [0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (GTnoov (CMNshiftRAreg x y z) yes no)
(GE (CMPconst [0] l:(ADD x y)) yes no) && l.Uses==1 => (GEnoov (CMN x y) yes no)
(GE (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (GEnoov (CMN a (MUL <x.Type> x y)) yes no)
(GE (CMPconst [0]
l:(ADDconst [c] x)) yes no) && l.Uses==1 => (GEnoov (CMNconst [c] x) yes no)
(GE (CMPconst [0] l:(ADDshiftLL x y [c])) yes no) && l.Uses==1 => (GEnoov (CMNshiftLL x y [c]) yes no)
(GE (CMPconst [0] l:(ADDshiftRL x y [c])) yes no) && l.Uses==1 => (GEnoov (CMNshiftRL x y [c]) yes no)
(GE (CMPconst [0] l:(ADDshiftRA x y [c])) yes no) && l.Uses==1 => (GEnoov (CMNshiftRA x y [c]) yes no)
(GE (CMPconst [0] l:(ADDshiftLLreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMNshiftLLreg x y z) yes no)
(GE (CMPconst [0] l:(ADDshiftRLreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMNshiftRLreg x y z) yes no)
(GE (CMPconst [0] l:(ADDshiftRAreg x y z)) yes no) && l.Uses==1 => (GEnoov (CMNshiftRAreg x y z) yes no)
(GT (CMPconst [0] l:(MULA x y a)) yes no) && l.Uses==1 => (GTnoov (CMN a (MUL <x.Type> x y)) yes no)
(GT (CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (GTnoov (TST x y) yes no)
(GT (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (GTnoov (TSTconst [c] x) yes no)
(GT (CMPconst [0] l:(ANDshiftLL
x y [c])) yes no) && l.Uses==1 => (GTnoov (TSTshiftLL x y [c]) yes no)
(GT (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (GTnoov (TSTshiftRL x y [c]) yes no)
(GT (CMPconst [0] l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (GTnoov (TSTshiftRA x y [c]) yes no)
(GT (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (GTnoov (TSTshiftLLreg x y z) yes no)
(GT (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (GTnoov (TSTshiftRLreg x y z) yes no)
(GT (CMPconst [0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (GTnoov (TSTshiftRAreg x y z) yes no)
(GE (CMPconst [0] l:(AND x y)) yes no) && l.Uses==1 => (GEnoov (TST x y) yes no)
(GE (CMPconst [0] l:(ANDconst [c] x)) yes no) && l.Uses==1 => (GEnoov (TSTconst [c] x) yes no)
(GE (CMPconst [0] l:(ANDshiftLL x y [c])) yes no) && l.Uses==1 => (GEnoov (TSTshiftLL x y [c]) yes no)
(GE (CMPconst [0] l:(ANDshiftRL x y [c])) yes no) && l.Uses==1 => (GEnoov (TSTshiftRL x y [c]) yes no)
(GE (CMPconst [0]
l:(ANDshiftRA x y [c])) yes no) && l.Uses==1 => (GEnoov (TSTshiftRA x y [c]) yes no)
(GE (CMPconst [0] l:(ANDshiftLLreg x y z)) yes no) && l.Uses==1 => (GEnoov (TSTshiftLLreg x y z) yes no)
(GE (CMPconst [0] l:(ANDshiftRLreg x y z)) yes no) && l.Uses==1 => (GEnoov (TSTshiftRLreg x y z) yes no)
(GE (CMPconst [0] l:(ANDshiftRAreg x y z)) yes no) && l.Uses==1 => (GEnoov (TSTshiftRAreg x y z) yes no)
(GT (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (GTnoov (TEQ x y) yes no)
(GT (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (GTnoov (TEQconst [c] x) yes no)
(GT (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (GTnoov (TEQshiftLL x y [c]) yes no)
(GT (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (GTnoov (TEQshiftRL x y [c]) yes no)
(GT (CMPconst [0] l:(XORshiftRA x y [c])) yes no) && l.Uses==1 => (GTnoov (TEQshiftRA x y [c]) yes no)
(GT (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (GTnoov (TEQshiftLLreg x y z) yes no)
(GT (CMPconst
[0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (GTnoov (TEQshiftRLreg x y z) yes no)
(GT (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (GTnoov (TEQshiftRAreg x y z) yes no)
(GE (CMPconst [0] l:(XOR x y)) yes no) && l.Uses==1 => (GEnoov (TEQ x y) yes no)
(GE (CMPconst [0] l:(XORconst [c] x)) yes no) && l.Uses==1 => (GEnoov (TEQconst [c] x) yes no)
(GE (CMPconst [0] l:(XORshiftLL x y [c])) yes no) && l.Uses==1 => (GEnoov (TEQshiftLL x y [c]) yes no)
(GE (CMPconst [0] l:(XORshiftRL x y [c])) yes no) && l.Uses==1 => (GEnoov (TEQshiftRL x y [c]) yes no)
(GE (CMPconst [0] l:(XORshiftRA x y [c])) yes no) && l.Uses==1 => (GEnoov (TEQshiftRA x y [c]) yes no)

(GE (CMPconst [0] l:(XORshiftLLreg x y z)) yes no) && l.Uses==1 => (GEnoov (TEQshiftLLreg x y z) yes no)
(GE (CMPconst [0] l:(XORshiftRLreg x y z)) yes no) && l.Uses==1 => (GEnoov (TEQshiftRLreg x y z) yes no)
(GE (CMPconst [0] l:(XORshiftRAreg x y z)) yes no) && l.Uses==1 => (GEnoov (TEQshiftRAreg x y z) yes no)

(MOVBUload
[off] {sym} (SB) _) && symIsRO(sym) => (MOVWconst [int32(read8(sym, int64(off)))])
(MOVHUload [off] {sym} (SB) _) && symIsRO(sym) => (MOVWconst [int32(read16(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVWload [off] {sym} (SB) _) && symIsRO(sym) => (MOVWconst [int32(read32(sym, int64(off),
config.ctxt.Arch.ByteOrder))])

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// are free to use their own name for that type parameter. That is, the

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* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50417.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51607.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51233.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50729.go
* /compile-zip/compile/internal/types/structuraltype.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51525.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50646.go
* /compile-zip/compile/internal/loong64/ggen.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51386.go
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/compile-zip/compile/internal/types2/testdata/fixedbugs/issue49735.go
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* /compile-zip/compile/internal/types2/main_test.go

* /compile-zip/compile/internal/loong64/ssa.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue52401.go
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* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48312.go
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* /compile-zip/compile/internal/pkginit/initAsanGlobals.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50259.go
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 /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40350.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50816.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48712.go

* /compile-zip/compile/internal/abt/avlint32_test.go
* /compile-zip/compile/internal/syntax/testdata/fallthrough.go
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* /compile-zip/compile/internal/ssa/gen/LOONG64Ops.go
* /compile-zip/compile/internal/loong64/galign.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue51437.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43056.go
* /compile-zip/compile/internal/types/structuraltype_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50965.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue42881.go
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* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50450.go
* /compile-zip/compile/internal/types2/testdata/spec/comparisons.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue50281.go
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```
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// Lowering arithmetic
(Add(Ptr|64|32|16|8) ...) => (ADD ...)
(Add64F ...) => (FADD ...)
(Add32F ...) => (FADDS ...)

(Sub(Ptr|64|32|16|8) ...) => (SUB ...)
(Sub32F ...) => (FSUBS ...)
(Sub64F ...) => (FSUB ...)

// Combine 64 bit integer multiply and adds
(ADD l:(MULLD x y) z) && buildcfg.GOPPC64 >= 9 && l.Uses == 1 && clobber(l) => (MADDLD x y z)

(Mod16 x y) => (Mod32 (SignExt16to32 x) (SignExt16to32 y))
(Mod16u x y) => (Mod32u (ZeroExt16to32 x) (ZeroExt16to32 y))
(Mod8 x y) => (Mod32 (SignExt8to32 x) (SignExt8to32 y))
(Mod8u x y) => (Mod32u (ZeroExt8to32 x) (ZeroExt8to32 y))
(Mod64 x y) && buildcfg.GOPPC64 >=9 => (MODSD x y)
(Mod64 x y) && buildcfg.GOPPC64 <=8 => (SUB x (MULLD y (DIVD x y)))
(Mod64u x y) && buildcfg.GOPPC64 >= 9 => (MODUD x y)
(Mod64u x y)
 && buildcfg.GOPPC64 <= 8 => (SUB x (MULLD y (DIVDU x y)))
(Mod32 x y) && buildcfg.GOPPC64 >= 9 => (MODSW x y)
(Mod32 x y) && buildcfg.GOPPC64 <= 8 => (SUB x (MULLW y (DIVW x y)))
```

```
(Mod32u x y) && buildcfg.GOPPC64 >= 9 => (MODUW x y)
(Mod32u x y) && buildcfg.GOPPC64 <= 8 => (SUB x (MULLW y (DIVWU x y)))

// (x + y) / 2 with x>=y => (x - y) / 2 + y
(Avg64u <t> x y) => (ADD (SRDconst <t> (SUB <t> x y) [1]) y)

(Mul64 ...) => (MULLD ...)
(Mul(32|16|8) ...) => (MULLW ...)
(Mul64uhilo ...) => (LoweredMuluhilo ...)

(Div64 [false] x y) => (DIVD x y)
(Div64u ...) => (DIVDU ...)
(Div32 [false] x y) => (DIVW x y)
(Div32u ...) => (DIVWU ...)
(Div16 [false]  x y) => (DIVW  (SignExt16to32 x) (SignExt16to32 y))
(Div16u x y) => (DIVWU (ZeroExt16to32 x) (ZeroExt16to32 y))
(Div8 x y) => (DIVW  (SignExt8to32 x) (SignExt8to32 y))
(Div8u x y) => (DIVWU (ZeroExt8to32 x) (ZeroExt8to32 y))

(Hmul(64|64u|32|32u) ...) => (MULH(D|DU|W|WU) ...)

(Mul32F ...) => (FMULS ...)
(Mul64F ...) => (FMUL ...)

(Div32F ...)
 => (FDIVS ...)
(Div64F ...) => (FDIV ...)

// Lowering float <=> int
(Cvt32to32F x) => (FCFIDS (MTVSRD (SignExt32to64 x)))
(Cvt32to64F x) => (FCFID (MTVSRD (SignExt32to64 x)))
(Cvt64to32F x) => (FCFIDS (MTVSRD x))
(Cvt64to64F x) => (FCFID (MTVSRD x))

(Cvt32Fto32 x) => (MFVSRD (FCTIWZ x))
(Cvt32Fto64 x) => (MFVSRD (FCTIDZ x))
(Cvt64Fto32 x) => (MFVSRD (FCTIWZ x))
(Cvt64Fto64 x) => (MFVSRD (FCTIDZ x))

(Cvt32Fto64F ...) => (Copy ...) // Note v will have the wrong type for patterns dependent on Float32/Float64
(Cvt64Fto32F ...) => (FRSP ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round(32|64)F ...) => (LoweredRound(32|64)F ...)

(Sqrt ...) => (FSQRT ...)
(Sqrt32 ...) => (FSQRTS ...)
```

```
(Floor ...) => (FFLOOR ...)
(Ceil ...) => (FCEIL ...)
(Trunc ...) => (FTRUNC ...)
(Round ...) => (FROUND ...)
(Copysign x y) => (FCPSGN y x)
(Abs ...) => (FABS ...)
(FMA ...) => (FMADD ...)

// Lowering extension
// Note: we always extend to 64 bits even though some ops don't need that many result bits.
(SignExt8to(16|32|64)
 ...) => (MOVBreg ...)
(SignExt16to(32|64) ...) => (MOVHreg ...)
(SignExt32to64 ...) => (MOVWreg ...)

(ZeroExt8to(16|32|64) ...) => (MOVBZreg ...)
(ZeroExt16to(32|64) ...) => (MOVHZreg ...)
(ZeroExt32to64 ...) => (MOVWZreg ...)

(Trunc(16|32|64)to8 <t> x) && isSigned(t) => (MOVBreg x)
(Trunc(16|32|64)to8  x) => (MOVBZreg x)
(Trunc(32|64)to16 <t> x) && isSigned(t) => (MOVHreg x)
(Trunc(32|64)to16 x) => (MOVHZreg x)
(Trunc64to32 <t> x) && isSigned(t) => (MOVWreg x)
(Trunc64to32 x) => (MOVWZreg x)

// Lowering constants
(Const(64|32|16|8) [val]) => (MOVDconst [int64(val)])
(Const(32|64)F ...) => (FMOV(S|D)const ...)
(ConstNil) => (MOVDconst [0])
(ConstBool [t]) => (MOVDconst [b2i(t)])

// Carrying addition.
(Select0 (Add64carry x y c)) =>          (Select0 <typ.UInt64> (ADDE x y (Select1 <typ.UInt64> (ADDCconst c [-
1]))))
(Select1 (Add64carry x y c)) => (ADDZEzero (Select1 <typ.UInt64> (ADDE x y (Select1 <typ.UInt64>
(ADDCconst c [-1])))))
// Fold initial carry bit if
 0.
(ADDE x y (Select1 <typ.UInt64> (ADDCconst (MOVDconst [0]) [-1]))) => (ADDC x y)
// Fold transfer of CA -> GPR -> CA. Note 2 uses when feeding into a chained Add64carry.
(Select1 (ADDCconst n:(ADDZEzero x) [-1])) && n.Uses <= 2 => x

// Borrowing subtraction.
(Select0 (Sub64borrow x y c)) =>          (Select0 <typ.UInt64> (SUBE x y (Select1 <typ.UInt64> (SUBCconst c
[0]))))
(Select1 (Sub64borrow x y c)) => (NEG (SUBZEzero (Select1 <typ.UInt64> (SUBE x y (Select1 <typ.UInt64>
(SUBCconst c [0])))))
```

```
// Fold initial borrow bit if 0.
(SUBE x y (Select1 <typ.UInt64> (SUBCconst (MOVDconst [0]) [0]))) => (SUBC x y)
// Fold transfer of CA -> GPR -> CA. Note 2 uses when feeding into a chained Sub64borrow.
(Select1 (SUBCconst n:(NEG (SUBZEzero x)) [0])) && n.Uses <= 2 => x

// Constant folding
(FABS (FMOVDconst [x])) => (FMOVDconst [math.Abs(x)])
(FSQRT (FMOVDconst [x])) && x >= 0 => (FMOVDconst [math.Sqrt(x)])
(FFLOOR (FMOVDconst [x])) => (FMOVDconst [math.Floor(x)])
(FCEIL (FMOVDconst
 [x])) => (FMOVDconst [math.Ceil(x)])
(FTRUNC (FMOVDconst [x])) => (FMOVDconst [math.Trunc(x)])

// Rotates
(RotateLeft8 <t> x (MOVDconst [c])) => (Or8 (Lsh8x64 <t> x (MOVDconst [c&7])) (Rsh8Ux64 <t> x (MOVDconst [-c&7])))
(RotateLeft16 <t> x (MOVDconst [c])) => (Or16 (Lsh16x64 <t> x (MOVDconst [c&15])) (Rsh16Ux64 <t> x (MOVDconst [-c&15])))
(RotateLeft32 x (MOVDconst [c])) => (ROTLWconst [c&31] x)
(RotateLeft64 x (MOVDconst [c])) => (ROTLconst [c&63] x)

// Rotate generation with const shift
(ADD (SLDconst x [c]) (SRDconst x [d])) && d == 64-c => (ROTLconst [c] x)
( OR (SLDconst x [c]) (SRDconst x [d])) && d == 64-c => (ROTLconst [c] x)
(XOR (SLDconst x [c]) (SRDconst x [d])) && d == 64-c => (ROTLconst [c] x)

(ADD (SLWconst x [c]) (SRWconst x [d])) && d == 32-c => (ROTLWconst [c] x)
( OR (SLWconst x [c]) (SRWconst x [d])) && d == 32-c => (ROTLWconst [c] x)
(XOR (SLWconst x [c]) (SRWconst x [d])) && d == 32-c => (ROTLWconst [c] x)

// Rotate generation with non-const shift
// these match
 patterns from math/bits/RotateLeft[32|64], but there could be others
(ADD (SLD x (ANDconst [63] y)) (SRD x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)
(ADD (SLD x (ANDconst [63] y)) (SRD x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)
( OR (SLD x (ANDconst [63] y)) (SRD x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)
( OR (SLD x (ANDconst [63] y)) (SRD x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)
(XOR (SLD x (ANDconst [63] y)) (SRD x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)
(XOR (SLD x (ANDconst [63] y)) (SRD x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))) => (ROTL x y)


(ADD (SLW x (ANDconst [31] y)) (SRW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))) =>
```

(ROTLW x y)
(ADD (SLW x (ANDconst [31] y)) (SRW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))) => (ROTLW x y)
(OR (SLW x (ANDconst [31] y)) (SRW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))) => (ROTLW x y)
(OR (SLW x (ANDconst [31] y)) (SRW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))) => (ROTLW x y)
(XOR (SLW x (ANDconst [31] y)) (SRW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))) => (ROTLW x y)
(XOR (SLW x (ANDconst [31] y)) (SRW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))) => (ROTLW x y)

// Lowering rotates
(RotateLeft32 x y) => (ROTLW x y)
(RotateLeft64 x y) => (ROTL x y)

// Constant rotate generation
(ROTLW x (MOVDconst [c])) => (ROTLWconst x [c&31])
(ROTL x (MOVDconst [c])) => (ROTLconst x [c&63])

// Combine rotate and mask operations
(ANDconst [m] (ROTLWconst [r] x)) && isPPC64WordRotateMask(m) => (RLWINM [encodePPC64RotateMask(r,m,32)] x)
(AND (MOVDconst [m]) (ROTLWconst [r] x)) && isPPC64WordRotateMask(m) => (RLWINM [encodePPC64RotateMask(r,m,32)] x)
(ANDconst [m] (ROTLW x r)) && isPPC64WordRotateMask(m) =>
(RLWNM [encodePPC64RotateMask(0,m,32)] x r)
(AND (MOVDconst [m]) (ROTLW x r)) && isPPC64WordRotateMask(m) => (RLWNM [encodePPC64RotateMask(0,m,32)] x r)

// Note, any rotated word bitmask is still a valid word bitmask.
(ROTLWconst [r] (AND (MOVDconst [m]) x)) && isPPC64WordRotateMask(m) => (RLWINM [encodePPC64RotateMask(r,rotateLeft32(m,r),32)] x)
(ROTLWconst [r] (ANDconst [m] x)) && isPPC64WordRotateMask(m) => (RLWINM [encodePPC64RotateMask(r,rotateLeft32(m,r),32)] x)

(ANDconst [m] (SRWconst x [s])) && mergePPC64RShiftMask(m,s,32) == 0 => (MOVDconst [0])
(ANDconst [m] (SRWconst x [s])) && mergePPC64AndSrwi(m,s) != 0 => (RLWINM [mergePPC64AndSrwi(m,s)] x)
(AND (MOVDconst [m]) (SRWconst x [s])) && mergePPC64RShiftMask(m,s,32) == 0 => (MOVDconst [0])
(AND (MOVDconst [m]) (SRWconst x [s])) && mergePPC64AndSrwi(m,s) != 0 => (RLWINM [mergePPC64AndSrwi(m,s)] x)

(SRWconst (ANDconst [m] x) [s]) && mergePPC64RShiftMask(m>>uint(s),s,32) == 0 => (MOVDconst [0])
(SRWconst (ANDconst [m] x) [s])
&& mergePPC64AndSrwi(m>>uint(s),s) != 0 => (RLWINM [mergePPC64AndSrwi(m>>uint(s),s)] x)
(SRWconst (AND (MOVDconst [m]) x) [s]) && mergePPC64RShiftMask(m>>uint(s),s,32) == 0 => (MOVDconst

```
[0])
(SRWconst (AND (MOVDconst [m]) x) [s]) && mergePPC64AndSrwi(m>>uint(s),s) != 0 => (RLWINM
[mergePPC64AndSrwi(m>>uint(s),s)] x)

// Merge shift right + shift left and clear left (e.g for a table lookup)
(CLRLSLDI [c] (SRWconst [s] x)) && mergePPC64ClrlsldiSrw(int64(c),s) != 0 => (RLWINM
[mergePPC64ClrlsldiSrw(int64(c),s)] x)
(SLDconst [l] (SRWconst [r] x)) && mergePPC64SldiSrw(l,r) != 0 => (RLWINM [mergePPC64SldiSrw(l,r)] x)
// The following reduction shows up frequently too. e.g b[(x>>14)&0xFF]
(CLRLSLDI [c] i:(RLWINM [s] x)) && mergePPC64ClrlsldiRlwinm(c,s) != 0 => (RLWINM
[mergePPC64ClrlsldiRlwinm(c,s)] x)

// large constant shifts
(Lsh64x64  _ (MOVDconst [c])) && uint64(c) >= 64 => (MOVDconst [0])
(Rsh64Ux64 _ (MOVDconst [c])) && uint64(c) >= 64 => (MOVDconst [0])
(Lsh32x64  _ (MOVDconst [c]))
 && uint64(c) >= 32 => (MOVDconst [0])
(Rsh32Ux64 _ (MOVDconst [c])) && uint64(c) >= 32 => (MOVDconst [0])
(Lsh16x64  _ (MOVDconst [c])) && uint64(c) >= 16 => (MOVDconst [0])
(Rsh16Ux64 _ (MOVDconst [c])) && uint64(c) >= 16 => (MOVDconst [0])
(Lsh8x64   _ (MOVDconst [c])) && uint64(c) >= 8  => (MOVDconst [0])
(Rsh8Ux64  _ (MOVDconst [c])) && uint64(c) >= 8  => (MOVDconst [0])

// large constant signed right shift, we leave the sign bit
(Rsh64x64 x (MOVDconst [c])) && uint64(c) >= 64 => (SRADconst x [63])
(Rsh32x64 x (MOVDconst [c])) && uint64(c) >= 32 => (SRAWconst x [63])
(Rsh16x64 x (MOVDconst [c])) && uint64(c) >= 16 => (SRAWconst (SignExt16to32 x) [63])
(Rsh8x64  x (MOVDconst [c])) && uint64(c) >= 8  => (SRAWconst (SignExt8to32  x) [63])

// constant shifts
(Lsh64x64  x (MOVDconst [c])) && uint64(c) < 64 => (SLDconst x [c])
(Rsh64x64  x (MOVDconst [c])) && uint64(c) < 64 => (SRADconst x [c])
(Rsh64Ux64 x (MOVDconst [c])) && uint64(c) < 64 => (SRDconst x [c])
(Lsh32x64  x (MOVDconst
 [c])) && uint64(c) < 32 => (SLWconst x [c])
(Rsh32x64  x (MOVDconst [c])) && uint64(c) < 32 => (SRAWconst x [c])
(Rsh32Ux64 x (MOVDconst [c])) && uint64(c) < 32 => (SRWconst x [c])
(Lsh16x64  x (MOVDconst [c])) && uint64(c) < 16 => (SLWconst x [c])
(Rsh16x64  x (MOVDconst [c])) && uint64(c) < 16 => (SRAWconst (SignExt16to32 x) [c])
(Rsh16Ux64 x (MOVDconst [c])) && uint64(c) < 16 => (SRWconst (ZeroExt16to32 x) [c])
(Lsh8x64   x (MOVDconst [c])) && uint64(c) < 8  => (SLWconst x [c])
(Rsh8x64   x (MOVDconst [c])) && uint64(c) < 8  => (SRAWconst (SignExt8to32  x) [c])
(Rsh8Ux64  x (MOVDconst [c])) && uint64(c) < 8  => (SRWconst (ZeroExt8to32  x) [c])

(Lsh64x32  x (MOVDconst [c])) && uint32(c) < 64 => (SLDconst x [c&63])
(Rsh64x32  x (MOVDconst [c])) && uint32(c) < 64 => (SRADconst x [c&63])
(Rsh64Ux32 x (MOVDconst [c])) && uint32(c) < 64 => (SRDconst x [c&63])
(Lsh32x32  x (MOVDconst [c])) && uint32(c) < 32 => (SLWconst x [c&31])
```

(Rsh32x32 x (MOVDconst [c])) && uint32(c) < 32 => (SRAWconst
x [c&31])
(Rsh32Ux32 x (MOVDconst [c])) && uint32(c) < 32 => (SRWconst x [c&31])
(Lsh16x32 x (MOVDconst [c])) && uint32(c) < 16 => (SLWconst x [c&31])
(Rsh16x32 x (MOVDconst [c])) && uint32(c) < 16 => (SRAWconst (SignExt16to32 x) [c&15])
(Rsh16Ux32 x (MOVDconst [c])) && uint32(c) < 16 => (SRWconst (ZeroExt16to32 x) [c&15])
(Lsh8x32   x (MOVDconst [c])) && uint32(c) < 8 => (SLWconst x [c&7])
(Rsh8x32   x (MOVDconst [c])) && uint32(c) < 8 => (SRAWconst (SignExt8to32 x) [c&7])
(Rsh8Ux32 x (MOVDconst [c])) && uint32(c) < 8 => (SRWconst (ZeroExt8to32 x) [c&7])

// Lower bounded shifts first. No need to check shift value.
(Lsh64x(64|32|16|8) x y) && shiftIsBounded(v) => (SLD x y)
(Lsh32x(64|32|16|8) x y) && shiftIsBounded(v) => (SLW x y)
(Lsh16x(64|32|16|8) x y) && shiftIsBounded(v) => (SLW x y)
(Lsh8x(64|32|16|8)   x y) && shiftIsBounded(v) => (SLW x y)
(Rsh64Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRD x y)
(Rsh32Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRW x y)
(Rsh16Ux(64|32|16|8)
x y) && shiftIsBounded(v) => (SRW (MOVHZreg x) y)
(Rsh8Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRW (MOVBZreg x) y)
(Rsh64x(64|32|16|8) x y) && shiftIsBounded(v) => (SRAD x y)
(Rsh32x(64|32|16|8) x y) && shiftIsBounded(v) => (SRAW x y)
(Rsh16x(64|32|16|8) x y) && shiftIsBounded(v) => (SRAW (MOVHreg x) y)
(Rsh8x(64|32|16|8)   x y) && shiftIsBounded(v) => (SRAW (MOVBreg x) y)

// non-constant rotates
// These are subexpressions found in statements that can become rotates
// In these cases the shift count is known to be < 64 so the more complicated expressions
// with Mask & Carry is not needed
(Lsh64x64 x (AND y (MOVDconst [63]))) => (SLD x (ANDconst <typ.Int64> [63] y))
(Lsh64x64 x (ANDconst <typ.Int64> [63] y)) => (SLD x (ANDconst <typ.Int64> [63] y))
(Rsh64Ux64 x (AND y (MOVDconst [63]))) => (SRD x (ANDconst <typ.Int64> [63] y))
(Rsh64Ux64 x (ANDconst <typ.UInt> [63] y)) => (SRD x (ANDconst <typ.UInt> [63] y))
(Rsh64Ux64 x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst
<typ.UInt> [63] y))) => (SRD x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))
(Rsh64Ux64 x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y))) => (SRD x (SUBFCconst
<typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))
(Rsh64Ux64 x (SUB <typ.UInt> (MOVDconst [64]) (AND <typ.UInt> y (MOVDconst [63])))) => (SRD x (SUB
<typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))
(Rsh64Ux64 x (SUBFCconst <typ.UInt> [64] (AND <typ.UInt> y (MOVDconst [63])))) => (SRD x (SUBFCconst
<typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))
(Rsh64x64 x (AND y (MOVDconst [63]))) => (SRAD x (ANDconst <typ.Int64> [63] y))
(Rsh64x64 x (ANDconst <typ.UInt> [63] y)) => (SRAD x (ANDconst <typ.UInt> [63] y))
(Rsh64x64 x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y))) => (SRAD x (SUB <typ.UInt>
(MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))
(Rsh64x64 x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y))) => (SRAD x (SUBFCconst
<typ.UInt> [64] (ANDconst <typ.UInt> [63]

y)))
(Rsh64x64 x (SUB <typ.UInt> (MOVDconst [64]) (AND <typ.UInt> y (MOVDconst [63])))) => (SRAD x (SUB <typ.UInt> (MOVDconst [64]) (ANDconst <typ.UInt> [63] y)))
(Rsh64x64 x (SUBFCconst <typ.UInt> [64] (AND <typ.UInt> y (MOVDconst [63])))) => (SRAD x (SUBFCconst <typ.UInt> [64] (ANDconst <typ.UInt> [63] y)))

(Lsh64x64 x y) => (SLD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))
(Rsh64x64 x y) => (SRAD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))
(Rsh64Ux64 x y) => (SRD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))

(Lsh32x64 x (AND y (MOVDconst [31]))) => (SLW x (ANDconst <typ.Int32> [31] y))
(Lsh32x64 x (ANDconst <typ.Int32> [31] y)) => (SLW x (ANDconst <typ.Int32> [31] y))

(Rsh32Ux64 x (AND y (MOVDconst [31]))) => (SRW x (ANDconst <typ.Int32> [31] y))
(Rsh32Ux64 x (ANDconst <typ.UInt> [31] y)) => (SRW x (ANDconst <typ.UInt> [31] y))
(Rsh32Ux64 x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y))) => (SRW x (SUB <typ.UInt> (MOVDconst
[32]) (ANDconst <typ.UInt> [31] y)))
(Rsh32Ux64 x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y))) => (SRW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))
(Rsh32Ux64 x (SUB <typ.UInt> (MOVDconst [32]) (AND <typ.UInt> y (MOVDconst [31])))) => (SRW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))
(Rsh32Ux64 x (SUBFCconst <typ.UInt> [32] (AND <typ.UInt> y (MOVDconst [31])))) => (SRW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))

(Rsh32x64 x (AND y (MOVDconst [31]))) => (SRAW x (ANDconst <typ.Int32> [31] y))
(Rsh32x64 x (ANDconst <typ.UInt> [31] y)) => (SRAW x (ANDconst <typ.UInt> [31] y))
(Rsh32x64 x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y))) => (SRAW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))
(Rsh32x64 x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y))) => (SRAW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))
(Rsh32x64 x (SUB <typ.UInt> (MOVDconst [32]) (AND <typ.UInt>
y (MOVDconst [31])))) => (SRAW x (SUB <typ.UInt> (MOVDconst [32]) (ANDconst <typ.UInt> [31] y)))
(Rsh32x64 x (SUBFCconst <typ.UInt> [32] (AND <typ.UInt> y (MOVDconst [31])))) => (SRAW x (SUBFCconst <typ.UInt> [32] (ANDconst <typ.UInt> [31] y)))

(Rsh32x64 x y) => (SRAW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))
(Rsh32Ux64 x y) => (SRW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))
(Lsh32x64 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))

(Rsh16x64 x y) => (SRAW (SignExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))
(Rsh16Ux64 x y) => (SRW (ZeroExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))
(Lsh16x64 x y) => (SLW x   (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))

(Rsh8x64 x y) => (SRAW (SignExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))
(Rsh8Ux64 x y) => (SRW (ZeroExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))
(Lsh8x64

x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))

(Rsh64x32 x y) => (SRAD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))
(Rsh64Ux32 x y) => (SRD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))
(Lsh64x32 x y) => (SLD x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [64]))))
(Rsh32x32 x y) => (SRAW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))
(Rsh32Ux32 x y) => (SRW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))
(Lsh32x32 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [32]))))

(Rsh16x32 x y) => (SRAW (SignExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))
(Rsh16Ux32 x y) => (SRW (ZeroExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))
(Lsh16x32 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [16]))))

(Rsh8x32 x y) => (SRAW (SignExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))
(Rsh8Ux32
x y) => (SRW (ZeroExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))
(Lsh8x32 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU y (MOVDconst [8]))))

(Rsh64x16 x y) => (SRAD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [64]))))
(Rsh64Ux16 x y) => (SRD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [64]))))
(Lsh64x16 x y) => (SLD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [64]))))

(Rsh32x16 x y) => (SRAW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [32]))))
(Rsh32Ux16 x y) => (SRW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [32]))))
(Lsh32x16 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst [32]))))

(Rsh16x16 x y) => (SRAW (SignExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y)
(MOVDconst [16]))))
(Rsh16Ux16 x y) => (SRW (ZeroExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64
y) (MOVDconst [16]))))
(Lsh16x16 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst
[16]))))

(Rsh8x16 x y) => (SRAW (SignExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y)
(MOVDconst [8]))))
(Rsh8Ux16 x y) => (SRW (ZeroExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y)
(MOVDconst [8]))))
(Lsh8x16 x y) => (SLW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt16to64 y) (MOVDconst
[8]))))

(Rsh64x8 x y) => (SRAD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [64]))))
(Rsh64Ux8 x y) => (SRD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [64]))))
(Lsh64x8 x y) => (SLD x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [64]))))

(Rsh32x8 x y) => (SRAW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [32]))))
(Rsh32Ux8 x y) => (SRW x (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [32]))))

```
(Lsh32x8 x y)  => (SLW
 x  (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [32]))))

(Rsh16x8 x y)  => (SRAW (SignExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y)
(MOVDconst [16]))))
(Rsh16Ux8 x y) => (SRW  (ZeroExt16to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y)
(MOVDconst [16]))))
(Lsh16x8 x y)  => (SLW  x                 (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst
[16]))))

(Rsh8x8 x y)  => (SRAW (SignExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst
[8]))))
(Rsh8Ux8 x y) => (SRW  (ZeroExt8to32 x) (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst
[8]))))
(Lsh8x8 x y)  => (SLW  x                (ISEL [0] y (MOVDconst [-1]) (CMPU (ZeroExt8to64 y) (MOVDconst [8]))))

// Cleaning up shift ops
(ISEL [0] (ANDconst [d] y) (MOVDconst [-1]) (CMPU (ANDconst [d] y) (MOVDconst [c]))) && c >= d =>
(ANDconst [d] y)
(ISEL [0] (ANDconst [d] y) (MOVDconst [-1]) (CMPUconst [c] (ANDconst [d] y))) && c >= d => (ANDconst [d]
 y)
(ORN x (MOVDconst [-1])) => x

(S(RAD|RD|LD) x (MOVDconst [c])) => (S(RAD|RD|LD)const [c&63 | (c>>6&1*63)] x)
(S(RAW|RW|LW) x (MOVDconst [c])) => (S(RAW|RW|LW)const [c&31 | (c>>5&1*31)] x)

(Addr {sym} base) => (MOVDaddr {sym} [0] base)
(LocalAddr {sym} base _) => (MOVDaddr {sym} base)
(OffPtr [off] ptr) => (ADD (MOVDconst <typ.Int64> [off]) ptr)

// TODO: optimize these cases?
(Ctz32NonZero ...) => (Ctz32 ...)
(Ctz64NonZero ...) => (Ctz64 ...)

(Ctz64 x) && buildcfg.GOPPC64<=8 => (POPCNTD (ANDN <typ.Int64> (ADDconst <typ.Int64> [-1] x) x))
(Ctz64 x) => (CNTTZD x)
(Ctz32 x) && buildcfg.GOPPC64<=8 => (POPCNTW (MOVWZreg (ANDN <typ.Int> (ADDconst <typ.Int> [-1]
x) x)))
(Ctz32 x) => (CNTTZW (MOVWZreg x))
(Ctz16 x) => (POPCNTW (MOVHZreg (ANDN <typ.Int16> (ADDconst <typ.Int16> [-1] x) x)))
(Ctz8 x)  => (POPCNTB (MOVBZreg (ANDN <typ.UInt8> (ADDconst <typ.UInt8> [-1] x) x)))

(BitLen64 x) => (SUBFCconst [64] (CNTLZD <typ.Int> x))
(BitLen32 x) => (SUBFCconst [32] (CNTLZW <typ.Int> x))

(PopCount64
 ...) => (POPCNTD ...)
(PopCount32 x) => (POPCNTW (MOVWZreg x))
```

```
(PopCount16 x) => (POPCNTW (MOVHZreg x))
(PopCount8 x) => (POPCNTB (MOVBZreg x))

(And(64|32|16|8) ...) => (AND ...)
(Or(64|32|16|8) ...) => (OR ...)
(Xor(64|32|16|8) ...) => (XOR ...)

(Neg(64|32|16|8) ...) => (NEG ...)
(Neg64F ...) => (FNEG ...)
(Neg32F ...) => (FNEG ...)

(Com(64|32|16|8) x) => (NOR x x)

// Lowering boolean ops
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(Not x) => (XORconst [1] x)

// Merge logical operations
(AND x (NOR y y)) => (ANDN x y)
(OR x (NOR y y)) => (ORN x y)

// Lowering comparisons
(EqB x y)  => (ANDconst [1] (EQV x y))
// Sign extension dependence on operand sign sets up for sign/zero-extension elision later
(Eq8 x y) && isSigned(x.Type) && isSigned(y.Type) => (Equal (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Eq16 x y) && isSigned(x.Type) && isSigned(y.Type) => (Equal (CMPW (SignExt16to32 x) (SignExt16to32 y)))
(Eq8 x y) => (Equal (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Eq16 x
 y) => (Equal (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Eq32 x y) => (Equal (CMPW x y))
(Eq64 x y) => (Equal (CMP x y))
(Eq32F x y) => (Equal (FCMPU x y))
(Eq64F x y) => (Equal (FCMPU x y))
(EqPtr x y) => (Equal (CMP x y))

(NeqB ...) => (XOR ...)
// Like Eq8 and Eq16, prefer sign extension likely to enable later elision.
(Neq8 x y) && isSigned(x.Type) && isSigned(y.Type) => (NotEqual (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Neq16 x y) && isSigned(x.Type) && isSigned(y.Type) => (NotEqual (CMPW (SignExt16to32 x) (SignExt16to32
y)))
(Neq8 x y)  => (NotEqual (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Neq16 x y) => (NotEqual (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Neq32 x y) => (NotEqual (CMPW x y))
(Neq64 x y) => (NotEqual (CMP x y))
(Neq32F x y) => (NotEqual (FCMPU x y))
(Neq64F x y) => (NotEqual (FCMPU x y))
(NeqPtr x y) => (NotEqual (CMP x y))
```

```
(Less8 x y)  => (LessThan (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Less16 x y) => (LessThan (CMPW (SignExt16to32 x) (SignExt16to32
 y)))
(Less32 x y) => (LessThan (CMPW x y))
(Less64 x y) => (LessThan (CMP x y))
(Less32F x y) => (FLessThan (FCMPU x y))
(Less64F x y) => (FLessThan (FCMPU x y))

(Less8U x y)  => (LessThan (CMPWU (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Less16U x y) => (LessThan (CMPWU (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Less32U x y) => (LessThan (CMPWU x y))
(Less64U x y) => (LessThan (CMPU x y))

(Leq8 x y)  => (LessEqual (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Leq16 x y) => (LessEqual (CMPW (SignExt16to32 x) (SignExt16to32 y)))
(Leq32 x y) => (LessEqual (CMPW x y))
(Leq64 x y) => (LessEqual (CMP x y))
(Leq32F x y) => (FLessEqual (FCMPU x y))
(Leq64F x y) => (FLessEqual (FCMPU x y))

(Leq8U x y)  => (LessEqual (CMPWU (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Leq16U x y) => (LessEqual (CMPWU (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Leq32U x y) => (LessEqual (CMPWU x y))
(Leq64U x y) => (LessEqual (CMPU x y))

// Absorb pseudo-ops into blocks.
(If (Equal cc) yes no) => (EQ cc yes no)
(If (NotEqual cc) yes
 no) => (NE cc yes no)
(If (LessThan cc) yes no) => (LT cc yes no)
(If (LessEqual cc) yes no) => (LE cc yes no)
(If (GreaterThan cc) yes no) => (GT cc yes no)
(If (GreaterEqual cc) yes no) => (GE cc yes no)
(If (FLessThan cc) yes no) => (FLT cc yes no)
(If (FLessEqual cc) yes no) => (FLE cc yes no)
(If (FGreaterThan cc) yes no) => (FGT cc yes no)
(If (FGreaterEqual cc) yes no) => (FGE cc yes no)

(If cond yes no) => (NE (CMPWconst [0] (ANDconst <typ.UInt32> [1] cond)) yes no)

// Absorb boolean tests into block
(NE (CMPWconst [0] (ANDconst [1] (Equal cc))) yes no) => (EQ cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (NotEqual cc))) yes no) => (NE cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (LessThan cc))) yes no) => (LT cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (LessEqual cc))) yes no) => (LE cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (GreaterThan cc))) yes no) => (GT cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (GreaterEqual cc))) yes no) => (GE cc yes no)
```

```
(NE (CMPWconst [0] (ANDconst
 [1] (FLessThan cc))) yes no) => (FLT cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (FLessEqual cc))) yes no) => (FLE cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (FGreaterThan cc))) yes no) => (FGT cc yes no)
(NE (CMPWconst [0] (ANDconst [1] (FGreaterEqual cc))) yes no) => (FGE cc yes no)

// Elide compares of bit tests // TODO need to make both CC and result of ANDCC available.
(EQ (CMPconst [0] (ANDconst [c] x)) yes no) => (EQ (ANDCCconst [c] x) yes no)
(NE (CMPconst [0] (ANDconst [c] x)) yes no) => (NE (ANDCCconst [c] x) yes no)
(EQ (CMPWconst [0] (ANDconst [c] x)) yes no) => (EQ (ANDCCconst [c] x) yes no)
(NE (CMPWconst [0] (ANDconst [c] x)) yes no) => (NE (ANDCCconst [c] x) yes no)

// absorb flag constants into branches
(EQ (FlagEQ) yes no) => (First yes no)
(EQ (FlagLT) yes no) => (First no yes)
(EQ (FlagGT) yes no) => (First no yes)

(NE (FlagEQ) yes no) => (First no yes)
(NE (FlagLT) yes no) => (First yes no)
(NE (FlagGT) yes no) => (First yes no)

(LT (FlagEQ) yes no) => (First
 no yes)
(LT (FlagLT) yes no) => (First yes no)
(LT (FlagGT) yes no) => (First no yes)

(LE (FlagEQ) yes no) => (First yes no)
(LE (FlagLT) yes no) => (First yes no)
(LE (FlagGT) yes no) => (First no yes)

(GT (FlagEQ) yes no) => (First no yes)
(GT (FlagLT) yes no) => (First no yes)
(GT (FlagGT) yes no) => (First yes no)

(GE (FlagEQ) yes no) => (First yes no)
(GE (FlagLT) yes no) => (First no yes)
(GE (FlagGT) yes no) => (First yes no)

// absorb InvertFlags into branches
(LT (InvertFlags cmp) yes no) => (GT cmp yes no)
(GT (InvertFlags cmp) yes no) => (LT cmp yes no)
(LE (InvertFlags cmp) yes no) => (GE cmp yes no)
(GE (InvertFlags cmp) yes no) => (LE cmp yes no)
(EQ (InvertFlags cmp) yes no) => (EQ cmp yes no)
(NE (InvertFlags cmp) yes no) => (NE cmp yes no)

// constant comparisons
(CMPWconst (MOVDconst [x]) [y]) && int32(x)==int32(y) => (FlagEQ)
```

```
(CMPWconst (MOVDconst [x]) [y]) && int32(x)<int32(y)  => (FlagLT)
(CMPWconst (MOVDconst [x]) [y]) && int32(x)>int32(y)  => (FlagGT)

(CMPconst
 (MOVDconst [x]) [y]) && x==y => (FlagEQ)
(CMPconst (MOVDconst [x]) [y]) && x<y  => (FlagLT)
(CMPconst (MOVDconst [x]) [y]) && x>y  => (FlagGT)

(CMPWUconst (MOVDconst [x]) [y]) && int32(x)==int32(y)  => (FlagEQ)
(CMPWUconst (MOVDconst [x]) [y]) && uint32(x)<uint32(y) => (FlagLT)
(CMPWUconst (MOVDconst [x]) [y]) && uint32(x)>uint32(y) => (FlagGT)

(CMPUconst (MOVDconst [x]) [y]) && x==y  => (FlagEQ)
(CMPUconst (MOVDconst [x]) [y]) && uint64(x)<uint64(y) => (FlagLT)
(CMPUconst (MOVDconst [x]) [y]) && uint64(x)>uint64(y) => (FlagGT)

// other known comparisons
//(CMPconst (MOVBUreg _) [c]) && 0xff < c => (FlagLT)
//(CMPconst (MOVHUreg _) [c]) && 0xffff < c => (FlagLT)
//(CMPconst (ANDconst _ [m]) [n]) && 0 <= int32(m) && int32(m) < int32(n) => (FlagLT)
//(CMPconst (SRLconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 32 && (1<<uint32(32-c)) <= uint32(n) =>
(FlagLT)

// absorb flag constants into boolean values
(Equal (FlagEQ)) => (MOVDconst [1])
(Equal (FlagLT)) => (MOVDconst [0])
(Equal
 (FlagGT)) => (MOVDconst [0])

(NotEqual (FlagEQ)) => (MOVDconst [0])
(NotEqual (FlagLT)) => (MOVDconst [1])
(NotEqual (FlagGT)) => (MOVDconst [1])

(LessThan (FlagEQ)) => (MOVDconst [0])
(LessThan (FlagLT)) => (MOVDconst [1])
(LessThan (FlagGT)) => (MOVDconst [0])

(LessEqual (FlagEQ)) => (MOVDconst [1])
(LessEqual (FlagLT)) => (MOVDconst [1])
(LessEqual (FlagGT)) => (MOVDconst [0])

(GreaterThan (FlagEQ)) => (MOVDconst [0])
(GreaterThan (FlagLT)) => (MOVDconst [0])
(GreaterThan (FlagGT)) => (MOVDconst [1])

(GreaterEqual (FlagEQ)) => (MOVDconst [1])
(GreaterEqual (FlagLT)) => (MOVDconst [0])
(GreaterEqual (FlagGT)) => (MOVDconst [1])
```

```
// absorb InvertFlags into boolean values
(Equal (InvertFlags x)) => (Equal x)
(NotEqual (InvertFlags x)) => (NotEqual x)
(LessThan (InvertFlags x)) => (GreaterThan x)
(GreaterThan (InvertFlags x)) => (LessThan x)
(LessEqual (InvertFlags x)) => (GreaterEqual x)
(GreaterEqual (InvertFlags x)) => (LessEqual x)

// Elide compares of bit tests // TODO need to
 make both CC and result of ANDCC available.
((EQ|NE|LT|LE|GT|GE) (CMPconst [0] (ANDconst [c] x)) yes no) => ((EQ|NE|LT|LE|GT|GE) (ANDCCconst [c]
x) yes no)
((EQ|NE|LT|LE|GT|GE) (CMPWconst [0] (ANDconst [c] x)) yes no) => ((EQ|NE|LT|LE|GT|GE) (ANDCCconst [c]
x) yes no)
((EQ|NE|LT|LE|GT|GE) (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => ((EQ|NE|LT|LE|GT|GE)
(ANDCC x y) yes no)
((EQ|NE|LT|LE|GT|GE) (CMPconst [0] z:(OR x y)) yes no) && z.Uses == 1 => ((EQ|NE|LT|LE|GT|GE) (ORCC x
y) yes no)
((EQ|NE|LT|LE|GT|GE) (CMPconst [0] z:(XOR x y)) yes no) && z.Uses == 1 => ((EQ|NE|LT|LE|GT|GE)
(XORCC x y) yes no)

// Only lower after bool is lowered. It should always lower. This helps ensure the folding below happens reliably.
(CondSelect x y bool) && flagArg(bool) == nil => (ISEL [6] x y (ANDCCconst [1] bool))
// Fold any CR -> GPR -> CR transfers when applying the above rule.
(ISEL [6] x y (ANDCCconst [1] (ISELB [c] one cmp))) => (ISEL [c] x y cmp)

// Lowering loads
(Load <t> ptr mem) && (is64BitInt(t)
 || isPtr(t)) => (MOVDload ptr mem)
(Load <t> ptr mem) && is32BitInt(t) && isSigned(t) => (MOVWload ptr mem)
(Load <t> ptr mem) && is32BitInt(t) && !isSigned(t) => (MOVWZload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) && isSigned(t) => (MOVHload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) && !isSigned(t) => (MOVHZload ptr mem)
(Load <t> ptr mem) && t.IsBoolean() => (MOVBZload ptr mem)
(Load <t> ptr mem) && is8BitInt(t) && isSigned(t) => (MOVBreg (MOVBZload ptr mem)) // PPC has no signed-
byte load.
(Load <t> ptr mem) && is8BitInt(t) && !isSigned(t) => (MOVBZload ptr mem)

(Load <t> ptr mem) && is32BitFloat(t) => (FMOVSload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (FMOVDload ptr mem)

(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (FMOVDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is32BitFloat(val.Type) => (FMOVDstore ptr val mem) // glitch from
(Cvt32Fto64F x) => x -- type is wrong
(Store {t} ptr val mem) && t.Size() == 4
 && is32BitFloat(val.Type) => (FMOVSstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && !is64BitFloat(val.Type) => (MOVDstore ptr val mem)
```

```
(Store {t} ptr val mem) && t.Size() == 4 && is32BitInt(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)

// Using Zero instead of LoweredZero allows the
// target address to be folded where possible.
(Zero [0] _ mem) => mem
(Zero [1] destptr mem) => (MOVBstorezero destptr mem)
(Zero [2] destptr mem) =>
 (MOVHstorezero destptr mem)
(Zero [3] destptr mem) =>
 (MOVBstorezero [2] destptr
  (MOVHstorezero destptr mem))
(Zero [4] destptr mem) =>
 (MOVWstorezero destptr mem)
(Zero [5] destptr mem) =>
 (MOVBstorezero [4] destptr
       (MOVWstorezero destptr mem))
(Zero [6] destptr mem) =>
 (MOVHstorezero [4] destptr
  (MOVWstorezero destptr mem))
(Zero [7] destptr mem) =>
 (MOVBstorezero [6] destptr
  (MOVHstorezero [4] destptr
   (MOVWstorezero
 destptr mem)))

(Zero [8] {t} destptr mem) => (MOVDstorezero destptr mem)
(Zero [12] {t} destptr mem) =>
      (MOVWstorezero [8] destptr
            (MOVDstorezero [0] destptr mem))
(Zero [16] {t} destptr mem) =>
     (MOVDstorezero [8] destptr
            (MOVDstorezero [0] destptr mem))
(Zero [24] {t} destptr mem) =>
     (MOVDstorezero [16] destptr
           (MOVDstorezero [8] destptr
                 (MOVDstorezero [0] destptr mem)))
(Zero [32] {t} destptr mem) =>
     (MOVDstorezero [24] destptr
           (MOVDstorezero [16] destptr
                 (MOVDstorezero [8] destptr
                       (MOVDstorezero [0] destptr mem))))

// Handle cases not handled above
// Lowered Short cases do not generate loops, and as a result don't clobber
// the address registers or flags.
(Zero [s] ptr mem) && buildcfg.GOPPC64 <= 8 && s < 64 => (LoweredZeroShort [s] ptr mem)
```

```
(Zero [s] ptr mem) && buildcfg.GOPPC64 <= 8 => (LoweredZero
 [s] ptr mem)
(Zero [s] ptr mem) && s < 128 && buildcfg.GOPPC64 >= 9 => (LoweredQuadZeroShort [s] ptr mem)
(Zero [s] ptr mem) && buildcfg.GOPPC64 >= 9 => (LoweredQuadZero [s] ptr mem)

// moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBZload src mem) mem)
(Move [2] dst src mem) =>
     (MOVHstore dst (MOVHZload src mem) mem)
(Move [4] dst src mem) =>
 (MOVWstore dst (MOVWZload src mem) mem)
// MOVD for load and store must have offsets that are multiple of 4
(Move [8] {t} dst src mem) =>
 (MOVDstore dst (MOVDload src mem) mem)
(Move [3] dst src mem) =>
     (MOVBstore [2] dst (MOVBZload [2] src mem)
          (MOVHstore dst (MOVHload src mem) mem))
(Move [5] dst src mem) =>
     (MOVBstore [4] dst (MOVBZload [4] src mem)
          (MOVWstore dst (MOVWZload src mem) mem))
(Move [6] dst src mem) =>
     (MOVHstore [4] dst (MOVHZload [4] src mem)
          (MOVWstore dst (MOVWZload src mem) mem))
(Move [7] dst src mem)
 =>
     (MOVBstore [6] dst (MOVBZload [6] src mem)
          (MOVHstore [4] dst (MOVHZload [4] src mem)
               (MOVWstore dst (MOVWZload src mem) mem)))

// Large move uses a loop. Since the address is computed and the
// offset is zero, any alignment can be used.
(Move [s] dst src mem) && s > 8 && buildcfg.GOPPC64 <= 8 && logLargeCopy(v, s) =>
     (LoweredMove [s] dst src mem)
(Move [s] dst src mem) && s > 8 && s <= 64 && buildcfg.GOPPC64 >= 9 =>
     (LoweredQuadMoveShort [s] dst src mem)
(Move [s] dst src mem) && s > 8 && buildcfg.GOPPC64 >= 9 && logLargeCopy(v, s) =>
     (LoweredQuadMove [s] dst src mem)

// Calls
// Lowering calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// Miscellaneous
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
```

```
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)
(IsNonNil ptr)
 => (NotEqual (CMPconst [0] ptr))
(IsInBounds idx len) => (LessThan (CMPU idx len))
(IsSliceInBounds idx len) => (LessEqual (CMPU idx len))
(NilCheck ...) => (LoweredNilCheck ...)

// Write barrier.
(WB ...) => (LoweredWB ...)

// Publication barrier as intrinsic
(PubBarrier ...) => (LoweredPubBarrier ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// Optimizations
// Note that PPC "logical" immediates come in 0:15 and 16:31 unsigned immediate forms,
// so ORconst, XORconst easily expand into a pair.

// Include very-large constants in the const-const case.
(AND (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c&d])
(OR (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c|d])
(XOR (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c^d])
(ORN (MOVDconst [c]) (MOVDconst
 [d])) => (MOVDconst [c|^d])
(ANDN (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c&^d])
(NOR (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [^(c|d)])

// Discover consts
(AND x (MOVDconst [c])) && isU16Bit(c) => (ANDconst [c] x)
(XOR x (MOVDconst [c])) && isU32Bit(c) => (XORconst [c] x)
(OR x (MOVDconst [c])) && isU32Bit(c) => (ORconst [c] x)

// Simplify consts
(ANDconst [c] (ANDconst [d] x)) => (ANDconst [c&d] x)
(ORconst [c] (ORconst [d] x)) => (ORconst [c|d] x)
(XORconst [c] (XORconst [d] x)) => (XORconst [c^d] x)
(ANDconst [-1] x) => x
(ANDconst [0] _) => (MOVDconst [0])
(XORconst [0] x) => x
(ORconst [-1] _) => (MOVDconst [-1])
(ORconst [0] x) => x

// zero-extend of small and => small and
(MOVBZreg y:(ANDconst [c] _)) && uint64(c) <= 0xFF => y
```

```
(MOVHZreg y:(ANDconst [c] _)) && uint64(c) <= 0xFFFF => y
(MOVWZreg y:(ANDconst [c] _)) && uint64(c) <= 0xFFFFFFFF => y
(MOVWZreg y:(AND (MOVDconst [c]) _)) && uint64(c) <= 0xFFFFFFFF => y

// sign extend of small-positive and =>
 small-positive-and
(MOVBreg y:(ANDconst [c] _)) && uint64(c) <= 0x7F => y
(MOVHreg y:(ANDconst [c] _)) && uint64(c) <= 0x7FFF => y
(MOVWreg y:(ANDconst [c] _)) && uint64(c) <= 0xFFFF => y // 0xFFFF is largest immediate constant, when regarded as 32-bit is > 0
(MOVWreg y:(AND (MOVDconst [c]) _)) && uint64(c) <= 0x7FFFFFFF => y

// small and of zero-extend => either zero-extend or small and
(ANDconst [c] y:(MOVBZreg _)) && c&0xFF == 0xFF => y
(ANDconst [0xFF] (MOVBreg x)) => (MOVBZreg x)
(ANDconst [c] y:(MOVHZreg _))  && c&0xFFFF == 0xFFFF => y
(ANDconst [0xFFFF] (MOVHreg x)) => (MOVHZreg x)

(AND (MOVDconst [c]) y:(MOVWZreg _))  && c&0xFFFFFFFF == 0xFFFFFFFF => y
(AND (MOVDconst [0xFFFFFFFF]) y:(MOVWreg x)) => (MOVWZreg x)
// normal case
(ANDconst [c] (MOVBZreg x)) => (ANDconst [c&0xFF] x)
(ANDconst [c] (MOVHZreg x)) => (ANDconst [c&0xFFFF] x)
(ANDconst [c] (MOVWZreg x)) => (ANDconst [c&0xFFFFFFFF] x)

// Eliminate unnecessary sign/zero extend following right shift
(MOV(B|H|W)Zreg (SRWconst
 [c] (MOVBZreg x))) => (SRWconst [c] (MOVBZreg x))
(MOV(H|W)Zreg (SRWconst [c] (MOVHZreg x))) => (SRWconst [c] (MOVHZreg x))
(MOVWZreg (SRWconst [c] (MOVWZreg x))) => (SRWconst [c] (MOVWZreg x))
(MOV(B|H|W)reg (SRAWconst [c] (MOVBreg x))) => (SRAWconst [c] (MOVBreg x))
(MOV(H|W)reg (SRAWconst [c] (MOVHreg x))) => (SRAWconst [c] (MOVHreg x))
(MOVWreg (SRAWconst [c] (MOVWreg x))) => (SRAWconst [c] (MOVWreg x))

(MOVWZreg (SRWconst [c] x)) && sizeof(x.Type) <= 32 => (SRWconst [c] x)
(MOVHZreg (SRWconst [c] x)) && sizeof(x.Type) <= 16 => (SRWconst [c] x)
(MOVBZreg (SRWconst [c] x)) && sizeof(x.Type) == 8 => (SRWconst [c] x)
(MOVWreg (SRAWconst [c] x)) && sizeof(x.Type) <= 32 => (SRAWconst [c] x)
(MOVHreg (SRAWconst [c] x)) && sizeof(x.Type) <= 16 => (SRAWconst [c] x)
(MOVBreg (SRAWconst [c] x)) && sizeof(x.Type) == 8 => (SRAWconst [c] x)

// initial right shift will handle sign/zero extend
(MOVBZreg (SRDconst [c] x)) && c>=56 => (SRDconst [c] x)
(MOVBreg (SRDconst [c] x)) && c>56 => (SRDconst
 [c] x)
(MOVBreg (SRDconst [c] x)) && c==56 => (SRADconst [c] x)
(MOVBreg (SRADconst [c] x)) && c>=56 => (SRADconst [c] x)
(MOVBZreg (SRWconst [c] x)) && c>=24 => (SRWconst [c] x)
```

```
(MOVBreg (SRWconst [c] x)) && c>24 => (SRWconst [c] x)
(MOVBreg (SRWconst [c] x)) && c==24 => (SRAWconst [c] x)
(MOVBreg (SRAWconst [c] x)) && c>=24 => (SRAWconst [c] x)

(MOVHZreg (SRDconst [c] x)) && c>=48 => (SRDconst [c] x)
(MOVHreg (SRDconst [c] x)) && c>48 => (SRDconst [c] x)
(MOVHreg (SRDconst [c] x)) && c==48 => (SRADconst [c] x)
(MOVHreg (SRADconst [c] x)) && c>=48 => (SRADconst [c] x)
(MOVHZreg (SRWconst [c] x)) && c>=16 => (SRWconst [c] x)
(MOVHreg (SRWconst [c] x)) && c>16 => (SRWconst [c] x)
(MOVHreg (SRAWconst [c] x)) && c>=16 => (SRAWconst [c] x)
(MOVHreg (SRWconst [c] x)) && c==16 => (SRAWconst [c] x)

(MOVWZreg (SRDconst [c] x)) && c>=32 => (SRDconst [c] x)
(MOVWreg (SRDconst [c] x)) && c>32 => (SRDconst [c] x)
(MOVWreg (SRADconst [c] x)) && c>=32 => (SRADconst [c] x)
(MOVWreg (SRDconst
 [c] x)) && c==32 => (SRADconst [c] x)

// Various redundant zero/sign extension combinations.
(MOVBZreg y:(MOVBZreg _)) => y  // repeat
(MOVBreg y:(MOVBreg _)) => y // repeat
(MOVBreg (MOVBZreg x)) => (MOVBreg x)
(MOVBZreg (MOVBreg x)) => (MOVBZreg x)

// H - there are more combinations than these

(MOVHZreg y:(MOVHZreg _)) => y // repeat
(MOVHZreg y:(MOVBZreg _)) => y // wide of narrow
(MOVHZreg y:(MOVHBRload _ _)) => y

(MOVHreg y:(MOVHreg _)) => y // repeat
(MOVHreg y:(MOVBreg _)) => y // wide of narrow

(MOVHreg y:(MOVHZreg x)) => (MOVHreg x)
(MOVHZreg y:(MOVHreg x)) => (MOVHZreg x)

// W - there are more combinations than these

(MOVWZreg y:(MOVWZreg _)) => y // repeat
(MOVWZreg y:(MOVHZreg _)) => y // wide of narrow
(MOVWZreg y:(MOVBZreg _)) => y // wide of narrow
(MOVWZreg y:(MOVHBRload _ _)) => y
(MOVWZreg y:(MOVWBRload _ _)) => y

(MOVWreg y:(MOVWreg _)) => y // repeat
(MOVWreg y:(MOVHreg _)) => y // wide of narrow
(MOVWreg y:(MOVBreg _)) => y // wide of narrow
```

```
(MOVWreg y:(MOVWZreg
 x)) => (MOVWreg x)
(MOVWZreg y:(MOVWreg x)) => (MOVWZreg x)

// Truncate then logical then truncate: omit first, lesser or equal truncate
(MOVWZreg ((OR|XOR|AND) <t> x (MOVWZreg y))) => (MOVWZreg ((OR|XOR|AND) <t> x y))
(MOVHZreg ((OR|XOR|AND) <t> x (MOVWZreg y))) => (MOVHZreg ((OR|XOR|AND) <t> x y))
(MOVHZreg ((OR|XOR|AND) <t> x (MOVHZreg y))) => (MOVHZreg ((OR|XOR|AND) <t> x y))
(MOVBZreg ((OR|XOR|AND) <t> x (MOVWZreg y))) => (MOVBZreg ((OR|XOR|AND) <t> x y))
(MOVBZreg ((OR|XOR|AND) <t> x (MOVHZreg y))) => (MOVBZreg ((OR|XOR|AND) <t> x y))
(MOVBZreg ((OR|XOR|AND) <t> x (MOVBZreg y))) => (MOVBZreg ((OR|XOR|AND) <t> x y))

(MOV(B|H|W)Zreg z:(ANDconst [c] (MOVBZload ptr x))) => z
(MOVBZreg z:(AND y (MOVBZload ptr x))) => z
(MOV(H|W)Zreg z:(ANDconst [c] (MOVHZload ptr x))) => z
(MOVHZreg z:(AND y (MOVHZload ptr x))) => z
(MOVWZreg z:(ANDconst [c] (MOVWZload ptr x))) => z
(MOVWZreg z:(AND y (MOVWZload ptr x))) => z

// Arithmetic constant ops

(ADD x (MOVDconst [c])) && is32Bit(c)
 => (ADDconst [c] x)
(ADDconst [c] (ADDconst [d] x)) && is32Bit(c+d) => (ADDconst [c+d] x)
(ADDconst [0] x) => x
(SUB x (MOVDconst [c])) && is32Bit(-c) => (ADDconst [-c] x)

(ADDconst [c] (MOVDaddr [d] {sym} x)) && is32Bit(c+int64(d)) => (MOVDaddr [int32(c+int64(d))] {sym} x)
(ADDconst [c] x:(SP)) && is32Bit(c) => (MOVDaddr [int32(c)] x) // so it is rematerializeable

(MULL(W|D) x (MOVDconst [c])) && is16Bit(c) => (MULL(W|D)const [int32(c)] x)

// Subtract from (with carry, but ignored) constant.
// Note, these clobber the carry bit.
(SUB (MOVDconst [c]) x) && is32Bit(c) => (SUBFCconst [c] x)
(SUBFCconst [c] (NEG x)) => (ADDconst [c] x)
(SUBFCconst [c] (SUBFCconst [d] x)) && is32Bit(c-d) => (ADDconst [c-d] x)
(SUBFCconst [0] x) => (NEG x)
(ADDconst [c] (SUBFCconst [d] x)) && is32Bit(c+d) => (SUBFCconst [c+d] x)
(NEG (ADDconst [c] x)) && is32Bit(-c) => (SUBFCconst [-c] x)
(NEG (SUBFCconst [c] x)) && is32Bit(-c) => (ADDconst [-c] x)
(NEG (SUB x y)) => (SUB y x)
(NEG (NEG x)) => x

// Use
 register moves instead of stores and loads to move int<=>float values
// Common with math Float64bits, Float64frombits
```

```
(MOVDload [off] {sym} ptr (FMOVDstore [off] {sym} ptr x _)) => (MFVSRD x)
(FMOVDload [off] {sym} ptr (MOVDstore [off] {sym} ptr x _)) => (MTVSRD x)

(FMOVDstore [off] {sym} ptr (MTVSRD x) mem) => (MOVDstore [off] {sym} ptr x mem)
(MOVDstore [off] {sym} ptr (MFVSRD x) mem) => (FMOVDstore [off] {sym} ptr x mem)

(MTVSRD (MOVDconst [c])) && !math.IsNaN(math.Float64frombits(uint64(c))) => (FMOVDconst
[math.Float64frombits(uint64(c))])
(MFVSRD (FMOVDconst [c])) => (MOVDconst [int64(math.Float64bits(c))])

(MTVSRD x:(MOVDload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (FMOVDload [off]
{sym} ptr mem)
(MFVSRD x:(FMOVDload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVDload [off]
{sym} ptr mem)

// Fold offsets for stores.
(MOVDstore [off1] {sym} (ADDconst [off2] x) val mem) && is16Bit(int64(off1)+off2) => (MOVDstore
[off1+int32(off2)]
 {sym} x val mem)
(MOVWstore [off1] {sym} (ADDconst [off2] x) val mem) && is16Bit(int64(off1)+off2) => (MOVWstore
[off1+int32(off2)] {sym} x val mem)
(MOVHstore [off1] {sym} (ADDconst [off2] x) val mem) && is16Bit(int64(off1)+off2) => (MOVHstore
[off1+int32(off2)] {sym} x val mem)
(MOVBstore [off1] {sym} (ADDconst [off2] x) val mem) && is16Bit(int64(off1)+off2) => (MOVBstore
[off1+int32(off2)] {sym} x val mem)

(FMOVSstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is16Bit(int64(off1)+off2) => (FMOVSstore
[off1+int32(off2)] {sym} ptr val mem)
(FMOVDstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is16Bit(int64(off1)+off2) => (FMOVDstore
[off1+int32(off2)] {sym} ptr val mem)

// Fold address into load/store.
// The assembler needs to generate several instructions and use
// temp register for accessing global, and each time it will reload
// the temp register. So don't fold address of global, unless there
// is only one use.
(MOVBstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr)
 val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
     (MOVBstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
     (MOVHstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
     (MOVWstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVDstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
```

```
    (MOVDstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)

(FMOVSstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses ==
 1) =>
    (FMOVSstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(FMOVDstore [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (FMOVDstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)

(MOVBZload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVBZload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVHload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHZload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVHZload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} p:(MOVDaddr [off2] {sym2}
 ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVWload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWZload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVWZload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (MOVDload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(FMOVSload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (FMOVSload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(FMOVDload [off1] {sym1} p:(MOVDaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2)
 && is16Bit(int64(off1+off2)) && (ptr.Op != OpSB || p.Uses == 1) =>
    (FMOVDload [off1+off2]
 {mergeSym(sym1,sym2)} ptr mem)

// Fold offsets for loads.
(FMOVSload [off1] {sym} (ADDconst [off2] ptr) mem) && is16Bit(int64(off1)+off2) => (FMOVSload
[off1+int32(off2)] {sym} ptr mem)
(FMOVDload [off1] {sym} (ADDconst [off2] ptr) mem) && is16Bit(int64(off1)+off2) => (FMOVDload
[off1+int32(off2)] {sym} ptr mem)

(MOVDload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) => (MOVDload
[off1+int32(off2)] {sym} x mem)
(MOVWload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) => (MOVWload
[off1+int32(off2)] {sym} x mem)
(MOVWZload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) => (MOVWZload
```

[off1+int32(off2)] {sym} x mem)
(MOVHload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) => (MOVHload [off1+int32(off2)] {sym} x mem)
(MOVHZload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) => (MOVHZload [off1+int32(off2)] {sym} x mem)
(MOVBZload [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2)
 => (MOVBZload [off1+int32(off2)] {sym} x mem)

// Determine load + addressing that can be done as a register indexed load
(MOV(D|W|WZ|H|HZ|BZ)load [0] {sym} p:(ADD ptr idx) mem) && sym == nil && p.Uses == 1 => (MOV(D|W|WZ|H|HZ|BZ)loadidx ptr idx mem)

// Determine if there is benefit to using a non-indexed load, since that saves the load
// of the index register. With MOVDload and MOVWload, there is no benefit if the offset
// value is not a multiple of 4, since that results in an extra instruction in the base
// register address computation.
(MOV(D|W)loadidx ptr (MOVDconst [c]) mem) && is16Bit(c) && c%4 == 0 => (MOV(D|W)load [int32(c)] ptr mem)
(MOV(WZ|H|HZ|BZ)loadidx ptr (MOVDconst [c]) mem) && is16Bit(c) => (MOV(WZ|H|HZ|BZ)load [int32(c)] ptr mem)
(MOV(D|W)loadidx (MOVDconst [c]) ptr mem) && is16Bit(c) && c%4 == 0 => (MOV(D|W)load [int32(c)] ptr mem)
(MOV(WZ|H|HZ|BZ)loadidx (MOVDconst [c]) ptr mem) && is16Bit(c) => (MOV(WZ|H|HZ|BZ)load [int32(c)] ptr mem)

// Store of zero
 => storezero
(MOVDstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVDstorezero [off] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVWstorezero [off] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVHstorezero [off] {sym} ptr mem)
(MOVBstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVBstorezero [off] {sym} ptr mem)

// Fold offsets for storezero
(MOVDstorezero [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) =>
  (MOVDstorezero [off1+int32(off2)] {sym} x mem)
(MOVWstorezero [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) =>
  (MOVWstorezero [off1+int32(off2)] {sym} x mem)
(MOVHstorezero [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) =>
  (MOVHstorezero [off1+int32(off2)] {sym} x mem)
(MOVBstorezero [off1] {sym} (ADDconst [off2] x) mem) && is16Bit(int64(off1)+off2) =>
  (MOVBstorezero [off1+int32(off2)] {sym} x mem)

// Stores with addressing that can be done as indexed stores
(MOV(D|W|H|B)store
 [0] {sym} p:(ADD ptr idx) val mem) && sym == nil && p.Uses == 1 => (MOV(D|W|H|B)storeidx ptr idx val mem)

// Stores with constant index values can be done without indexed instructions

```
// No need to lower the idx cases if c%4 is not 0
(MOVDstoreidx ptr (MOVDconst [c]) val mem) && is16Bit(c) && c%4 == 0 => (MOVDstore [int32(c)] ptr val mem)
(MOV(W|H|B)storeidx ptr (MOVDconst [c]) val mem) && is16Bit(c) => (MOV(W|H|B)store [int32(c)] ptr val mem)
(MOVDstoreidx (MOVDconst [c]) ptr val mem) && is16Bit(c) && c%4 == 0 => (MOVDstore [int32(c)] ptr val mem)
(MOV(W|H|B)storeidx (MOVDconst [c]) ptr val mem) && is16Bit(c) => (MOV(W|H|B)store [int32(c)] ptr val mem)

// Fold symbols into storezero
(MOVDstorezero [off1] {sym1} p:(MOVDaddr [off2] {sym2} x) mem) && canMergeSym(sym1,sym2)
 && (x.Op != OpSB || p.Uses == 1) =>
  (MOVDstorezero [off1+off2] {mergeSym(sym1,sym2)} x mem)
(MOVWstorezero [off1] {sym1} p:(MOVDaddr [off2] {sym2} x) mem) && canMergeSym(sym1,sym2)
 && (x.Op !=
 OpSB || p.Uses == 1) =>
  (MOVWstorezero [off1+off2] {mergeSym(sym1,sym2)} x mem)
(MOVHstorezero [off1] {sym1} p:(MOVDaddr [off2] {sym2} x) mem) && canMergeSym(sym1,sym2)
 && (x.Op != OpSB || p.Uses == 1) =>
  (MOVHstorezero [off1+off2] {mergeSym(sym1,sym2)} x mem)
(MOVBstorezero [off1] {sym1} p:(MOVDaddr [off2] {sym2} x) mem) && canMergeSym(sym1,sym2)
 && (x.Op != OpSB || p.Uses == 1) =>
  (MOVBstorezero [off1+off2] {mergeSym(sym1,sym2)} x mem)

// atomic intrinsics
(AtomicLoad(8|32|64|Ptr)  ptr mem) => (LoweredAtomicLoad(8|32|64|Ptr) [1] ptr mem)
(AtomicLoadAcq(32|64)     ptr mem) => (LoweredAtomicLoad(32|64) [0] ptr mem)

(AtomicStore(8|32|64)    ptr val mem) => (LoweredAtomicStore(8|32|64) [1] ptr val mem)
(AtomicStoreRel(32|64)   ptr val mem) => (LoweredAtomicStore(32|64) [0] ptr val mem)
//(AtomicStorePtrNoWB ptr val mem) => (STLR  ptr val mem)

(AtomicExchange(32|64) ...) => (LoweredAtomicExchange(32|64) ...)

(AtomicAdd(32|64) ...) => (LoweredAtomicAdd(32|64) ...)

(AtomicCompareAndSwap(32|64)
 ptr old new_ mem) => (LoweredAtomicCas(32|64) [1] ptr old new_ mem)
(AtomicCompareAndSwapRel32   ptr old new_ mem) => (LoweredAtomicCas32 [0] ptr old new_ mem)

(AtomicAnd8  ...) => (LoweredAtomicAnd8  ...)
(AtomicAnd32 ...) => (LoweredAtomicAnd32 ...)
(AtomicOr8   ...) => (LoweredAtomicOr8   ...)
(AtomicOr32  ...) => (LoweredAtomicOr32  ...)

(Slicemask <t> x) => (SRADconst (NEG <t> x) [63])
```

```
// Note that MOV??reg returns a 64-bit int, x is not necessarily that wide
// This may interact with other patterns in the future. (Compare with arm64)
(MOV(B|H|W)Zreg x:(MOVBZload _ _)) => x
(MOV(B|H|W)Zreg x:(MOVBZloadidx _ _ _)) => x
(MOV(H|W)Zreg x:(MOVHZload _ _)) => x
(MOV(H|W)Zreg x:(MOVHZloadidx _ _ _)) => x
(MOV(H|W)reg x:(MOVHload _ _)) => x
(MOV(H|W)reg x:(MOVHloadidx _ _ _)) => x
(MOVWZreg x:(MOVWZload _ _)) => x
(MOVWZreg x:(MOVWZloadidx _ _ _)) => x
(MOVWreg x:(MOVWload _ _)) => x
(MOVWreg x:(MOVWloadidx _ _ _)) => x
(MOVBZreg x:(Select0 (LoweredAtomicLoad8 _
 _))) => x
(MOVWZreg x:(Select0 (LoweredAtomicLoad32 _ _))) => x

// don't extend if argument is already extended
(MOVBreg x:(Arg <t>)) && is8BitInt(t) && isSigned(t) => x
(MOVBZreg x:(Arg <t>)) && is8BitInt(t) && !isSigned(t) => x
(MOVHreg x:(Arg <t>)) && (is8BitInt(t) || is16BitInt(t)) && isSigned(t) => x
(MOVHZreg x:(Arg <t>)) && (is8BitInt(t) || is16BitInt(t)) && !isSigned(t) => x
(MOVWreg x:(Arg <t>)) && (is8BitInt(t) || is16BitInt(t) || is32BitInt(t)) && isSigned(t) => x
(MOVWZreg x:(Arg <t>)) && (is8BitInt(t) || is16BitInt(t) || is32BitInt(t)) && !isSigned(t) => x

(MOVBZreg (MOVDconst [c]))  => (MOVDconst [int64(uint8(c))])
(MOVBreg (MOVDconst [c]))  => (MOVDconst [int64(int8(c))])
(MOVHZreg (MOVDconst [c]))  => (MOVDconst [int64(uint16(c))])
(MOVHreg (MOVDconst [c]))  => (MOVDconst [int64(int16(c))])
(MOVWreg (MOVDconst [c])) => (MOVDconst [int64(int32(c))])
(MOVWZreg (MOVDconst [c])) => (MOVDconst [int64(uint32(c))])

// Implement clrsldi and clrslwi extended mnemonics as described
 in
// ISA 3.0 section C.8. AuxInt field contains values needed for
// the instructions, packed together since there is only one available.
(SLDconst [c] z:(MOVBZreg x)) && c < 8 && z.Uses == 1 => (CLRLSLDI [newPPC64ShiftAuxInt(c,56,63,64)]
x)
(SLDconst [c] z:(MOVHZreg x)) && c < 16 && z.Uses == 1 => (CLRLSLDI [newPPC64ShiftAuxInt(c,48,63,64)]
x)
(SLDconst [c] z:(MOVWZreg x)) && c < 32 && z.Uses == 1 => (CLRLSLDI [newPPC64ShiftAuxInt(c,32,63,64)]
x)

(SLDconst [c] z:(ANDconst [d] x)) && z.Uses == 1 && isPPC64ValidShiftMask(d) && c <= (64-
getPPC64ShiftMaskLength(d)) => (CLRLSLDI [newPPC64ShiftAuxInt(c,64-getPPC64ShiftMaskLength(d),63,64)]
x)
(SLDconst [c] z:(AND (MOVDconst [d]) x)) && z.Uses == 1 && isPPC64ValidShiftMask(d) && c<=(64-
getPPC64ShiftMaskLength(d)) => (CLRLSLDI [newPPC64ShiftAuxInt(c,64-getPPC64ShiftMaskLength(d),63,64)]
x)
```

```
(SLWconst [c] z:(MOVBZreg x)) && z.Uses == 1 && c < 8 => (CLRLSLWI [newPPC64ShiftAuxInt(c,24,31,32)] x)
(SLWconst [c] z:(MOVHZreg x)) && z.Uses == 1 && c < 16 => (CLRLSLWI [newPPC64ShiftAuxInt(c,16,31,32)] x)
(SLWconst [c] z:(ANDconst [d] x)) && z.Uses == 1 && isPPC64ValidShiftMask(d) && c<=(32-getPPC64ShiftMaskLength(d)) => (CLRLSLWI [newPPC64ShiftAuxInt(c,32-getPPC64ShiftMaskLength(d),31,32)] x)
(SLWconst [c] z:(AND (MOVDconst [d]) x)) && z.Uses == 1 && isPPC64ValidShiftMask(d) && c<=(32-getPPC64ShiftMaskLength(d)) => (CLRLSLWI [newPPC64ShiftAuxInt(c,32-getPPC64ShiftMaskLength(d),31,32)] x)
// special case for power9
(SL(W|D)const [c] z:(MOVWreg x)) && c < 32 && buildcfg.GOPPC64 >= 9 => (EXTSWSLconst [c] x)

// Lose widening ops fed to stores
(MOVBstore [off] {sym} ptr (MOV(B|BZ|H|HZ|W|WZ)reg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOV(H|HZ|W|WZ)reg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOV(W|WZ)reg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (SRWconst (MOV(H|HZ)reg x) [c]) mem) && c <= 8 => (MOVBstore [off] {sym} ptr (SRWconst <typ.UInt32> x [c]) mem)
(MOVBstore [off] {sym} ptr (SRWconst (MOV(W|WZ)reg x) [c]) mem) && c <= 24 => (MOVBstore [off] {sym} ptr (SRWconst <typ.UInt32> x [c]) mem)
(MOVBstoreidx ptr idx (MOV(B|BZ|H|HZ|W|WZ)reg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVHstoreidx ptr idx (MOV(H|HZ|W|WZ)reg x) mem) => (MOVHstoreidx ptr idx x mem)
(MOVWstoreidx ptr idx (MOV(W|WZ)reg x) mem) => (MOVWstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (SRWconst (MOV(H|HZ)reg x) [c]) mem) && c <= 8 => (MOVBstoreidx ptr idx (SRWconst <typ.UInt32> x [c]) mem)
(MOVBstoreidx ptr idx (SRWconst (MOV(W|WZ)reg x) [c]) mem) && c <= 24 => (MOVBstoreidx ptr idx (SRWconst <typ.UInt32> x [c]) mem)
(MOVHBRstore {sym} ptr (MOV(H|HZ|W|WZ)reg x) mem) => (MOVHBRstore {sym} ptr x mem)
(MOVWBRstore {sym} ptr (MOV(W|WZ)reg x) mem) => (MOVWBRstore {sym} ptr x mem)

// Lose W-widening ops fed to compare-W
(CMPW x (MOVWreg y)) => (CMPW x y)
(CMPW (MOVWreg x) y) => (CMPW x y)
(CMPWU x (MOVWZreg y)) => (CMPWU x y)
(CMPWU (MOVWZreg x) y) => (CMPWU x y)

(CMP x (MOVDconst [c])) && is16Bit(c) => (CMPconst x [c])
(CMP (MOVDconst [c]) y) && is16Bit(c) => (InvertFlags (CMPconst y [c]))
(CMPW x (MOVDconst [c])) && is16Bit(c) => (CMPWconst x [int32(c)])
(CMPW (MOVDconst [c]) y) && is16Bit(c) => (InvertFlags (CMPWconst y [int32(c)]))

(CMPU x (MOVDconst [c])) && isU16Bit(c) => (CMPUconst x [c])
(CMPU (MOVDconst [c]) y) && isU16Bit(c) => (InvertFlags (CMPUconst y [c]))
(CMPWU x (MOVDconst [c])) && isU16Bit(c) => (CMPWUconst x [int32(c)])
(CMPWU (MOVDconst [c]) y) && isU16Bit(c) => (InvertFlags (CMPWUconst y [int32(c)]))
```

// Canonicalize the order of arguments to comparisons - helps with CSE.
((CMP|CMPW|CMPU|CMPWU) x y) && canonLessThan(x,y) => (InvertFlags ((CMP|CMPW|CMPU|CMPWU) y x))

// ISEL auxInt values 0=LT 1=GT 2=EQ   arg2 ? arg0 : arg1
// ISEL auxInt values 4=GE 5=LE 6=NE   !arg2 ? arg1 : arg0
// ISELB special case where arg0, arg1 values are 0, 1

(Equal cmp) => (ISELB [2] (MOVDconst [1]) cmp)
(NotEqual cmp) => (ISELB [6] (MOVDconst
[1]) cmp)
(LessThan cmp) => (ISELB [0] (MOVDconst [1]) cmp)
(FLessThan cmp) => (ISELB [0] (MOVDconst [1]) cmp)
(FLessEqual cmp) => (ISEL [2] (MOVDconst [1]) (ISELB [0] (MOVDconst [1]) cmp) cmp)
(GreaterEqual cmp) => (ISELB [4] (MOVDconst [1]) cmp)
(GreaterThan cmp) => (ISELB [1] (MOVDconst [1]) cmp)
(FGreaterThan cmp) => (ISELB [1] (MOVDconst [1]) cmp)
(FGreaterEqual cmp) => (ISEL [2] (MOVDconst [1]) (ISELB [1] (MOVDconst [1]) cmp) cmp)
(LessEqual cmp) => (ISELB [5] (MOVDconst [1]) cmp)

(ISELB [0] _ (FlagLT)) => (MOVDconst [1])
(ISELB [0] _ (Flag(GT|EQ))) => (MOVDconst [0])
(ISELB [1] _ (FlagGT)) => (MOVDconst [1])
(ISELB [1] _ (Flag(LT|EQ))) => (MOVDconst [0])
(ISELB [2] _ (FlagEQ)) => (MOVDconst [1])
(ISELB [2] _ (Flag(LT|GT))) => (MOVDconst [0])
(ISELB [4] _ (FlagLT)) => (MOVDconst [0])
(ISELB [4] _ (Flag(GT|EQ))) => (MOVDconst [1])
(ISELB [5] _ (FlagGT)) => (MOVDconst [0])
(ISELB [5] _ (Flag(LT|EQ))) => (MOVDconst [1])
(ISELB [6] _ (FlagEQ)) => (MOVDconst [0])
(ISELB [6]
_ (Flag(LT|GT))) => (MOVDconst [1])

(ISEL [2] x _ (FlagEQ)) => x
(ISEL [2] _ y (Flag(LT|GT))) => y

(ISEL [6] _ y (FlagEQ)) => y
(ISEL [6] x _ (Flag(LT|GT))) => x

(ISEL [0] _ y (Flag(EQ|GT))) => y
(ISEL [0] x _ (FlagLT)) => x

(ISEL [5] _ x (Flag(EQ|LT))) => x
(ISEL [5] y _ (FlagGT)) => y

(ISEL [1] _ y (Flag(EQ|LT))) => y

```
(ISEL [1] x _ (FlagGT)) => x

(ISEL [4] x _ (Flag(EQ|GT))) => x
(ISEL [4] _ y (FlagLT)) => y

(ISELB [n] (MOVDconst [1]) (InvertFlags bool)) && n%4 == 0 => (ISELB [n+1] (MOVDconst [1]) bool)
(ISELB [n] (MOVDconst [1]) (InvertFlags bool)) && n%4 == 1 => (ISELB [n-1] (MOVDconst [1]) bool)
(ISELB [n] (MOVDconst [1]) (InvertFlags bool)) && n%4 == 2 => (ISELB [n] (MOVDconst [1]) bool)
(ISEL [n] x y (InvertFlags bool)) && n%4 == 0 => (ISEL [n+1] x y bool)
(ISEL [n] x y (InvertFlags bool)) && n%4 == 1 => (ISEL [n-1] x y bool)
(ISEL [n] x y (InvertFlags bool)) && n%4 == 2 => (ISEL [n] x y bool)
(XORconst [1] (ISELB [6] (MOVDconst [1]) cmp)) => (ISELB [2] (MOVDconst [1]) cmp)
(XORconst
 [1] (ISELB [5] (MOVDconst [1]) cmp)) => (ISELB [1] (MOVDconst [1]) cmp)
(XORconst [1] (ISELB [4] (MOVDconst [1]) cmp)) => (ISELB [0] (MOVDconst [1]) cmp)

// A particular pattern seen in cgo code:
(AND (MOVDconst [c]) x:(MOVBZload _ _)) => (ANDconst [c&0xFF] x)

// floating point negative abs
(FNEG (FABS x)) => (FNABS x)
(FNEG (FNABS x)) => (FABS x)

// floating-point fused multiply-add/sub
(FADD (FMUL x y) z) => (FMADD x y z)
(FSUB (FMUL x y) z) => (FMSUB x y z)
(FADDS (FMULS x y) z) => (FMADDS x y z)
(FSUBS (FMULS x y) z) => (FMSUBS x y z)


// The following statements are found in encoding/binary functions UintXX (load) and PutUintXX (store)
// and convert the statements in these functions from multiple single byte loads or stores to
// the single largest possible load or store.
// Some are marked big or little endian based on the order in which the bytes are loaded or stored,
// not on the ordering of the machine. These are intended for little endian machines.
// To implement
 for big endian machines, most rules would have to be duplicated but the
// resulting rule would be reversed, i. e., MOVHZload on little endian would be MOVHBRload on big endian
// and vice versa.
// b[0] | b[1]<<8 => load 16-bit Little endian
(OR <t> x0:(MOVBZload [i0] {s} p mem)
 o1:(SL(W|D)const x1:(MOVBZload [i1] {s} p mem) [8]))
 && !config.BigEndian
 && i1 == i0+1
 && x0.Uses ==1 && x1.Uses == 1
 && o1.Uses == 1
 && mergePoint(b, x0, x1) != nil
 && clobber(x0, x1, o1)
```

```
  => @mergePoint(b,x0,x1) (MOVHZload <t> {s} [i0] p mem)

// b[0]<<8 | b[1] => load 16-bit Big endian on Little endian arch.
// Use byte-reverse indexed load for 2 bytes.
(OR <t> x0:(MOVBZload [i1] {s} p mem)
 o1:(SL(W|D)const x1:(MOVBZload [i0] {s} p mem) [8]))
 && !config.BigEndian
 && i1 == i0+1
 && x0.Uses ==1 && x1.Uses == 1
 && o1.Uses == 1
 && mergePoint(b, x0, x1) != nil
 && clobber(x0, x1, o1)
   => @mergePoint(b,x0,x1) (MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)

// b[0]<<n+8 | b[1]<<n
 => load 16-bit Big endian (where n%8== 0)
// Use byte-reverse indexed load for 2 bytes,
// then shift left to the correct position. Used to match subrules
// from longer rules.
(OR <t> s0:(SL(W|D)const x0:(MOVBZload [i1] {s} p mem) [n1])
 s1:(SL(W|D)const x1:(MOVBZload [i0] {s} p mem) [n2]))
 && !config.BigEndian
 && i1 == i0+1
 && n1%8 == 0
 && n2 == n1+8
 && x0.Uses == 1 && x1.Uses == 1
 && s0.Uses == 1 && s1.Uses == 1
 && mergePoint(b, x0, x1) != nil
 && clobber(x0, x1, s0, s1)
   => @mergePoint(b,x0,x1) (SLDconst <t> (MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem) [n1])

// b[0] | b[1]<<8 | b[2]<<16 | b[3]<<24 => load 32-bit Little endian
// Use byte-reverse indexed load for 4 bytes.
(OR <t> s1:(SL(W|D)const x2:(MOVBZload [i3] {s} p mem) [24])
 o0:(OR <t> s0:(SL(W|D)const x1:(MOVBZload [i2] {s} p mem) [16])
 x0:(MOVHZload [i0] {s} p mem)))
 && !config.BigEndian
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses ==1 && x1.Uses == 1 && x2.Uses == 1
 && o0.Uses == 1
 && s0.Uses == 1 &&
 s1.Uses == 1
 && mergePoint(b, x0, x1, x2) != nil
 && clobber(x0, x1, x2, s0, s1, o0)
  => @mergePoint(b,x0,x1,x2) (MOVWZload <t> {s} [i0] p mem)

// b[0]<<24 | b[1]<<16 | b[2]<<8 | b[3] => load 32-bit Big endian order on Little endian arch
```

```
// Use byte-reverse indexed load for 4 bytes with computed address.
// Could be used to match subrules of a longer rule.
(OR <t> s1:(SL(W|D)const x2:(MOVBZload [i0] {s} p mem) [24])
 o0:(OR <t> s0:(SL(W|D)const x1:(MOVBZload [i1] {s} p mem) [16])
 x0:(MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i2] {s} p) mem)))
 && !config.BigEndian
 && i1 == i0+1
 && i2 == i0+2
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && o0.Uses == 1
 && s0.Uses == 1 && s1.Uses == 1
 && mergePoint(b, x0, x1, x2) != nil
 && clobber(x0, x1, x2, s0, s1, o0)
   => @mergePoint(b,x0,x1,x2) (MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)

// b[3] | b[2]<<8 | b[1]<<16 | b[0]<<24 => load 32-bit Big endian order on Little endian arch
// Use byte-reverse indexed load for 4 bytes
 with computed address.
// Could be used to match subrules of a longer rule.
(OR <t> x0:(MOVBZload [i3] {s} p mem)
 o0:(OR <t> s0:(SL(W|D)const x1:(MOVBZload [i2] {s} p mem) [8])
 s1:(SL(W|D)const x2:(MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem) [16])))
 && !config.BigEndian
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && o0.Uses == 1
 && s0.Uses == 1 && s1.Uses == 1
 && mergePoint(b, x0, x1, x2) != nil
 && clobber(x0, x1, x2, s0, s1, o0)
   => @mergePoint(b,x0,x1,x2) (MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)

// b[0]<<56 | b[1]<<48 | b[2]<<40 | b[3]<<32 => load 32-bit Big endian order on Little endian arch
// Use byte-reverse indexed load to for 4 bytes with computed address.
// Used to match longer rules.
(OR <t> s2:(SLDconst x2:(MOVBZload [i3] {s} p mem) [32])
 o0:(OR <t> s1:(SLDconst x1:(MOVBZload [i2] {s} p mem) [40])
 s0:(SLDconst x0:(MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem) [48])))
 && !config.BigEndian
 &&
 i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && o0.Uses == 1
 && s0.Uses == 1 && s1.Uses == 1 && s2.Uses == 1
 && mergePoint(b, x0, x1, x2) != nil
 && clobber(x0, x1, x2, s0, s1, s2, o0)
   => @mergePoint(b,x0,x1,x2) (SLDconst <t> (MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)
```

```
[32])

// b[3]<<32 | b[2]<<40 | b[1]<<48 | b[0]<<56 => load 32-bit Big endian order on Little endian arch
// Use byte-reverse indexed load for 4 bytes with constant address.
// Used to match longer rules.
(OR <t> s2:(SLDconst x2:(MOVBZload [i0] {s} p mem) [56])
    o0:(OR <t> s1:(SLDconst x1:(MOVBZload [i1] {s} p mem) [48])
    s0:(SLDconst x0:(MOVHBRload <t> (MOVDaddr <typ.Uintptr> [i2] {s} p) mem) [32])))
    && !config.BigEndian
    && i1 == i0+1
    && i2 == i0+2
    && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
    && o0.Uses == 1
    && s0.Uses == 1 && s1.Uses == 1 && s2.Uses == 1
    && mergePoint(b, x0, x1, x2) != nil

    && clobber(x0, x1, x2, s0, s1, s2, o0)
      => @mergePoint(b,x0,x1,x2) (SLDconst <t> (MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p)
mem) [32])

// b[0] | b[1]<<8 | b[2]<<16 | b[3]<<24 | b[4] <<32 | b[5]<<40 | b[6]<<48 | b[7]<<56 => load 64-bit Little endian
// Rules with commutative ops and many operands will result in extremely large functions in rewritePPC64,
// so matching shorter previously defined subrules is important.
// Offset must be multiple of 4 for MOVD
(OR <t> s6:(SLDconst x7:(MOVBZload [i7] {s} p mem) [56])
 o5:(OR <t> s5:(SLDconst x6:(MOVBZload [i6] {s} p mem) [48])
 o4:(OR <t> s4:(SLDconst x5:(MOVBZload [i5] {s} p mem) [40])
 o3:(OR <t> s3:(SLDconst x4:(MOVBZload [i4] {s} p mem) [32])
 x0:(MOVWZload {s} [i0] p mem)))))
 && !config.BigEndian
 && i4 == i0+4
 && i5 == i0+5
 && i6 == i0+6
 && i7 == i0+7
 && x0.Uses == 1 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses ==1 && x7.Uses == 1
 && o3.Uses == 1 && o4.Uses == 1 && o5.Uses == 1
 && s3.Uses == 1 && s4.Uses
 == 1 && s5.Uses == 1 && s6.Uses == 1
 && mergePoint(b, x0, x4, x5, x6, x7) != nil
 && clobber(x0, x4, x5, x6, x7, s3, s4, s5, s6, o3, o4, o5)
   => @mergePoint(b,x0,x4,x5,x6,x7) (MOVDload <t> {s} [i0] p mem)

// b[7] | b[6]<<8 | b[5]<<16 | b[4]<<24 | b[3]<<32 | b[2]<<40 | b[1]<<48 | b[0]<<56 load 64-bit Big endian ordered
bytes on Little endian arch
// Use byte-reverse indexed load of 8 bytes.
// Rules with commutative ops and many operands can result in extremely large functions in rewritePPC64,
// so matching shorter previously defined subrules is important.
(OR <t> s0:(SLDconst x0:(MOVBZload [i0] {s} p mem) [56])
```

```
 o0:(OR <t> s1:(SLDconst x1:(MOVBZload [i1] {s} p mem) [48])
 o1:(OR <t> s2:(SLDconst x2:(MOVBZload [i2] {s} p mem) [40])
 o2:(OR <t> s3:(SLDconst x3:(MOVBZload [i3] {s} p mem) [32])
 x4:(MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i4] p) mem)))))
 && !config.BigEndian
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && i4 == i0+4
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 &&
 x3.Uses == 1 && x4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && s0.Uses == 1 && s1.Uses == 1 && s2.Uses == 1 && s3.Uses == 1
 && mergePoint(b, x0, x1, x2, x3, x4) != nil
 && clobber(x0, x1, x2, x3, x4, o0, o1, o2, s0, s1, s2, s3)
   => @mergePoint(b,x0,x1,x2,x3,x4) (MOVDBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)

// b[0]<<56 | b[1]<<48 | b[2]<<40 | b[3]<<32 | b[4]<<24 | b[5]<<16 | b[6]<<8 | b[7] => load 64-bit Big endian
ordered bytes on Little endian arch
// Use byte-reverse indexed load of 8 bytes.
// Rules with commutative ops and many operands can result in extremely large functions in rewritePPC64,
// so matching shorter previously defined subrules is important.
(OR <t> x7:(MOVBZload [i7] {s} p mem)
 o5:(OR <t> s6:(SLDconst x6:(MOVBZload [i6] {s} p mem) [8])
 o4:(OR <t> s5:(SLDconst x5:(MOVBZload [i5] {s} p mem) [16])
 o3:(OR <t> s4:(SLDconst x4:(MOVBZload [i4] {s} p mem) [24])
 s0:(SL(W|D)const x3:(MOVWBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)
 [32])))))
 && !config.BigEndian
 && i4 == i0+4
 && i5 == i0+5
 && i6 == i0+6
 && i7 == i0+7
 && x3.Uses == 1 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && o3.Uses == 1 && o4.Uses == 1 && o5.Uses == 1
 && s0.Uses == 1 && s4.Uses == 1 && s5.Uses == 1 && s6.Uses == 1
 && mergePoint(b, x3, x4, x5, x6, x7) != nil
 && clobber(x3, x4, x5, x6, x7, o3, o4, o5, s0, s4, s5, s6)
 => @mergePoint(b,x3,x4,x5,x6,x7) (MOVDBRload <t> (MOVDaddr <typ.Uintptr> [i0] {s} p) mem)

// 2 byte store Little endian as in:
//      b[0] = byte(v >> 16)
//      b[1] = byte(v >> 24)
// Added for use in matching longer rules.
(MOVBstore [i1] {s} p (SR(W|D)const w [24])
      x0:(MOVBstore [i0] {s} p (SR(W|D)const w [16]) mem))
      && !config.BigEndian
      && x0.Uses == 1
```

```
      && i1 == i0+1
      && clobber(x0)
        => (MOVHstore [i0] {s} p (SRWconst <typ.UInt16> w [16]) mem)

// 2 byte store Little endian as in:
//      b[0] = byte(v)
//      b[1] = byte(v >> 8)
(MOVBstore [i1]
 {s} p (SR(W|D)const w [8])
 x0:(MOVBstore [i0] {s} p w mem))
 && !config.BigEndian
 && x0.Uses == 1
 && i1 == i0+1
 && clobber(x0)
   => (MOVHstore [i0] {s} p w mem)

// 4 byte store Little endian as in:
//     b[0:1] = uint16(v)
//     b[2:3] = uint16(v >> 16)
(MOVHstore [i1] {s} p (SR(W|D)const w [16])
 x0:(MOVHstore [i0] {s} p w mem))
 && !config.BigEndian
 && x0.Uses == 1
 && i1 == i0+2
 && clobber(x0)
   => (MOVWstore [i0] {s} p w mem)

// 4 byte store Big endian as in:
//     b[0] = byte(v >> 24)
//     b[1] = byte(v >> 16)
//     b[2] = byte(v >> 8)
//     b[3] = byte(v)
// Use byte-reverse indexed 4 byte store.
(MOVBstore [i3] {s} p w
 x0:(MOVBstore [i2] {s} p (SRWconst w [8])
 x1:(MOVBstore [i1] {s} p (SRWconst w [16])
 x2:(MOVBstore [i0] {s} p (SRWconst w [24]) mem))))
 && !config.BigEndian
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && i1 == i0+1 && i2 == i0+2 && i3 == i0+3
 && clobber(x0, x1, x2)
   => (MOVWBRstore (MOVDaddr <typ.Uintptr> [i0] {s} p) w mem)

// The
 2 byte store appears after the 4 byte store so that the
// match for the 2 byte store is not done first.
// If the 4 byte store is based on the 2 byte store then there are
// variations on the MOVDaddr subrule that would require additional
```

```
// rules to be written.

// 2 byte store Big endian as in:
//      b[0] = byte(v >> 8)
//      b[1] = byte(v)
(MOVBstore [i1] {s} p w x0:(MOVBstore [i0] {s} p (SRWconst w [8]) mem))
 && !config.BigEndian
 && x0.Uses == 1
 && i1 == i0+1
 && clobber(x0)
  => (MOVHBRstore (MOVDaddr <typ.Uintptr> [i0] {s} p) w mem)

// 8 byte store Little endian as in:
// b[0] = byte(v)
// b[1] = byte(v >> 8)
// b[2] = byte(v >> 16)
// b[3] = byte(v >> 24)
// b[4] = byte(v >> 32)
// b[5] = byte(v >> 40)
// b[6] = byte(v >> 48)
// b[7] = byte(v >> 56)
// Built on previously defined rules
// Offset must be multiple of 4 for MOVDstore
(MOVBstore [i7] {s} p (SRDconst w [56])
 x0:(MOVBstore [i6] {s} p (SRDconst w [48])
 x1:(MOVBstore [i5] {s} p (SRDconst w [40])
 x2:(MOVBstore
 [i4] {s} p (SRDconst w [32])
 x3:(MOVWstore [i0] {s} p w mem)))))
 && !config.BigEndian
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && i4 == i0+4 && i5 == i0+5 && i6 == i0+6 && i7 == i0+7
 && clobber(x0, x1, x2, x3)
  => (MOVDstore [i0] {s} p w mem)

// 8 byte store Big endian as in:
//      b[0] = byte(v >> 56)
//      b[1] = byte(v >> 48)
//      b[2] = byte(v >> 40)
//      b[3] = byte(v >> 32)
//      b[4] = byte(v >> 24)
//      b[5] = byte(v >> 16)
//      b[6] = byte(v >> 8)
//      b[7] = byte(v)
// Use byte-reverse indexed 8 byte store.
(MOVBstore [i7] {s} p w
      x0:(MOVBstore [i6] {s} p (SRDconst w [8])
      x1:(MOVBstore [i5] {s} p (SRDconst w [16])
```

```
      x2:(MOVBstore [i4] {s} p (SRDconst w [24])
      x3:(MOVBstore [i3] {s} p (SRDconst w [32])
      x4:(MOVBstore [i2] {s} p (SRDconst w [40])
      x5:(MOVBstore [i1] {s} p (SRDconst w [48])
      x6:(MOVBstore [i0] {s} p (SRDconst w [56]) mem))))))))
      && !config.BigEndian
       && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1 && x5.Uses == 1
&& x6.Uses == 1
      && i1 == i0+1 && i2 == i0+2 && i3 == i0+3 && i4 == i0+4 && i5 == i0+5 && i6 == i0+6 && i7 == i0+7
      && clobber(x0, x1, x2, x3, x4, x5, x6)
        => (MOVDBRstore (MOVDaddr <typ.Uintptr> [i0] {s} p) w mem)

// Arch-specific inlining for small or disjoint runtime.memmove
(SelectN [0] call:(CALLstatic {sym} s1:(MOVDstore _ (MOVDconst [sz]) s2:(MOVDstore  _ src s3:(MOVDstore
{t} _ dst mem)))))
      && sz >= 0
      && isSameCall(sym, "runtime.memmove")
      && s1.Uses == 1 && s2.Uses == 1 && s3.Uses == 1
      && isInlinableMemmove(dst, src, sz, config)
      && clobber(s1, s2, s3, call)
      => (Move [sz] dst src mem)

// Match post-lowering calls, register version.
(SelectN [0] call:(CALLstatic {sym} dst src (MOVDconst [sz]) mem))
      && sz >= 0
      && isSameCall(sym, "runtime.memmove")
      && call.Uses == 1
      && isInlinableMemmove(dst,
 src, sz, config)
      && clobber(call)
      => (Move [sz] dst src mem)

// Prefetch instructions (TH specified using aux field)
// For DCBT Ra,Rb,TH, A value of TH indicates:
//     0, hint this cache line will be used soon. (PrefetchCache)
//     16, hint this cache line will not be used for long. (PrefetchCacheStreamed)
// See ISA 3.0 Book II 4.3.2 for more detail. https://openpower.foundation/specifications/isa/
(PrefetchCache ptr mem)          => (DCBT ptr mem [0])
(PrefetchCacheStreamed ptr mem)  => (DCBT ptr mem [16])

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* /compile-zip/compile/internal/ssa/gen/PPC64.rules
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```

```
(Add(Ptr|32|16|8) ...) => (ADD ...)
(Add(32|64)F ...) => (ADD(F|D) ...)

(Select0 (Add32carry <t> x y)) => (ADD <t.FieldType(0)> x y)
(Select1 (Add32carry <t> x y)) => (SGTU <typ.Bool> x (ADD <t.FieldType(0)> x y))
(Add32withcarry <t> x y c) => (ADD c (ADD <t> x y))

(Sub(Ptr|32|16|8) ...) => (SUB ...)
(Sub(32|64)F ...) => (SUB(F|D) ...)

(Select0 (Sub32carry <t> x y)) => (SUB <t.FieldType(0)> x y)
(Select1 (Sub32carry <t> x y)) => (SGTU <typ.Bool> (SUB <t.FieldType(0)> x y) x)
(Sub32withcarry <t> x y c) => (SUB (SUB <t> x y) c)

(Mul(32|16|8) ...) => (MUL ...)
(Mul(32|64)F ...) => (MUL(F|D) ...)

(Hmul(32|32u) x y) => (Select0 (MUL(T|TU) x y))
(Mul32uhilo ...) => (MULTU ...)

(Div32 x y) => (Select1 (DIV x y))
(Div32u x y) => (Select1 (DIVU x y))
(Div16 x y)
 => (Select1 (DIV (SignExt16to32 x) (SignExt16to32 y)))
(Div16u x y) => (Select1 (DIVU (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Div8 x y) => (Select1 (DIV (SignExt8to32 x) (SignExt8to32 y)))
(Div8u x y) => (Select1 (DIVU (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Div(32|64)F ...) => (DIV(F|D) ...)

(Mod32 x y) => (Select0 (DIV x y))
(Mod32u x y) => (Select0 (DIVU x y))
(Mod16 x y) => (Select0 (DIV (SignExt16to32 x) (SignExt16to32 y)))
(Mod16u x y) => (Select0 (DIVU (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Mod8 x y) => (Select0 (DIV (SignExt8to32 x) (SignExt8to32 y)))
(Mod8u x y) => (Select0 (DIVU (ZeroExt8to32 x) (ZeroExt8to32 y)))

// (x + y) / 2 with x>=y  becomes  (x - y) / 2 + y
(Avg32u <t> x y) => (ADD (SRLconst <t> (SUB <t> x y) [1]) y)

(And(32|16|8) ...) => (AND ...)
(Or(32|16|8) ...) => (OR ...)
(Xor(32|16|8) ...) => (XOR ...)

// constant shifts
// generic opt rewrites all constant shifts to shift by Const64
(Lsh32x64  x (Const64 [c])) && uint32(c) < 32 => (SLLconst x [int32(c)])
(Rsh32x64
```

```
  x (Const64 [c])) && uint32(c) < 32 => (SRAconst x [int32(c)])
(Rsh32Ux64 x (Const64 [c])) && uint32(c) < 32 => (SRLconst x [int32(c)])
(Lsh16x64  x (Const64 [c])) && uint32(c) < 16 => (SLLconst x [int32(c)])
(Rsh16x64  x (Const64 [c])) && uint32(c) < 16 => (SRAconst (SLLconst <typ.UInt32> x [16]) [int32(c+16)])
(Rsh16Ux64 x (Const64 [c])) && uint32(c) < 16 => (SRLconst (SLLconst <typ.UInt32> x [16]) [int32(c+16)])
(Lsh8x64   x (Const64 [c])) && uint32(c) < 8  => (SLLconst x [int32(c)])
(Rsh8x64   x (Const64 [c])) && uint32(c) < 8  => (SRAconst (SLLconst <typ.UInt32> x [24]) [int32(c+24)])
(Rsh8Ux64  x (Const64 [c])) && uint32(c) < 8  => (SRLconst (SLLconst <typ.UInt32> x [24]) [int32(c+24)])

// large constant shifts
(Lsh32x64 _ (Const64 [c]))  && uint32(c) >= 32 => (MOVWconst [0])
(Rsh32Ux64 _ (Const64 [c])) && uint32(c) >= 32 => (MOVWconst [0])
(Lsh16x64 _ (Const64 [c]))  && uint32(c) >= 16 => (MOVWconst [0])
(Rsh16Ux64 _ (Const64 [c])) && uint32(c) >= 16 => (MOVWconst [0])
(Lsh8x64
 _ (Const64 [c]))   && uint32(c) >= 8  => (MOVWconst [0])
(Rsh8Ux64 _ (Const64 [c]))  && uint32(c) >= 8  => (MOVWconst [0])

// large constant signed right shift, we leave the sign bit
(Rsh32x64 x (Const64 [c])) && uint32(c) >= 32 => (SRAconst x [31])
(Rsh16x64 x (Const64 [c])) && uint32(c) >= 16 => (SRAconst (SLLconst <typ.UInt32> x [16]) [31])
(Rsh8x64  x (Const64 [c])) && uint32(c) >= 8  => (SRAconst (SLLconst <typ.UInt32> x [24]) [31])

// shifts
// hardware instruction uses only the low 5 bits of the shift
// we compare to 32 to ensure Go semantics for large shifts
(Lsh32x32 <t> x y) => (CMOVZ (SLL <t> x y) (MOVWconst [0]) (SGTUconst [32] y))
(Lsh32x16 <t> x y) => (CMOVZ (SLL <t> x (ZeroExt16to32 y) ) (MOVWconst [0]) (SGTUconst [32]
(ZeroExt16to32 y)))
(Lsh32x8 <t> x y)  => (CMOVZ (SLL <t> x (ZeroExt8to32 y) ) (MOVWconst [0]) (SGTUconst [32] (ZeroExt8to32
y)))

(Lsh16x32 <t> x y) => (CMOVZ (SLL <t> x y) (MOVWconst [0]) (SGTUconst [32] y))
(Lsh16x16 <t> x y) => (CMOVZ (SLL <t>
 x (ZeroExt16to32 y) ) (MOVWconst [0]) (SGTUconst [32] (ZeroExt16to32 y)))
(Lsh16x8 <t> x y)  => (CMOVZ (SLL <t> x (ZeroExt8to32 y) ) (MOVWconst [0]) (SGTUconst [32] (ZeroExt8to32
y)))

(Lsh8x32 <t> x y) => (CMOVZ (SLL <t> x y) (MOVWconst [0]) (SGTUconst [32] y))
(Lsh8x16 <t> x y) => (CMOVZ (SLL <t> x (ZeroExt16to32 y) ) (MOVWconst [0]) (SGTUconst [32]
(ZeroExt16to32 y)))
(Lsh8x8 <t> x y)  => (CMOVZ (SLL <t> x (ZeroExt8to32 y) ) (MOVWconst [0]) (SGTUconst [32] (ZeroExt8to32
y)))

(Rsh32Ux32 <t> x y) => (CMOVZ (SRL <t> x y) (MOVWconst [0]) (SGTUconst [32] y))
(Rsh32Ux16 <t> x y) => (CMOVZ (SRL <t> x (ZeroExt16to32 y) ) (MOVWconst [0]) (SGTUconst [32]
(ZeroExt16to32 y)))
(Rsh32Ux8 <t> x y)  => (CMOVZ (SRL <t> x (ZeroExt8to32 y) ) (MOVWconst [0]) (SGTUconst [32]
```

(ZeroExt8to32 y)))

(Rsh16Ux32 <t> x y) => (CMOVZ (SRL <t> (ZeroExt16to32 x) y) (MOVWconst [0]) (SGTUconst [32] y))
(Rsh16Ux16 <t> x y) => (CMOVZ (SRL <t> (ZeroExt16to32 x) (ZeroExt16to32 y)) (MOVWconst [0])
(SGTUconst [32] (ZeroExt16to32
y)))
(Rsh16Ux8 <t> x y) => (CMOVZ (SRL <t> (ZeroExt16to32 x) (ZeroExt8to32 y)) (MOVWconst [0]) (SGTUconst [32] (ZeroExt8to32 y)))

(Rsh8Ux32 <t> x y) => (CMOVZ (SRL <t> (ZeroExt8to32 x) y) (MOVWconst [0]) (SGTUconst [32] y))
(Rsh8Ux16 <t> x y) => (CMOVZ (SRL <t> (ZeroExt8to32 x) (ZeroExt16to32 y)) (MOVWconst [0]) (SGTUconst [32] (ZeroExt16to32 y)))
(Rsh8Ux8 <t> x y) => (CMOVZ (SRL <t> (ZeroExt8to32 x) (ZeroExt8to32 y)) (MOVWconst [0]) (SGTUconst [32] (ZeroExt8to32 y)))

(Rsh32x32 x y) => (SRA x (CMOVZ <typ.UInt32> y (MOVWconst [31]) (SGTUconst [32] y)))
(Rsh32x16 x y) => (SRA x (CMOVZ <typ.UInt32> (ZeroExt16to32 y) (MOVWconst [31]) (SGTUconst [32] (ZeroExt16to32 y))))
(Rsh32x8 x y) => (SRA x (CMOVZ <typ.UInt32> (ZeroExt8to32 y) (MOVWconst [31]) (SGTUconst [32] (ZeroExt8to32 y))))

(Rsh16x32 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> y (MOVWconst [31]) (SGTUconst [32] y)))
(Rsh16x16 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> (ZeroExt16to32 y) (MOVWconst
[31]) (SGTUconst [32] (ZeroExt16to32 y))))
(Rsh16x8 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> (ZeroExt8to32 y) (MOVWconst [31]) (SGTUconst [32] (ZeroExt8to32 y))))

(Rsh8x32 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> y (MOVWconst [31]) (SGTUconst [32] y)))
(Rsh8x16 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> (ZeroExt16to32 y) (MOVWconst [31]) (SGTUconst [32] (ZeroExt16to32 y))))
(Rsh8x8 x y) => (SRA (SignExt16to32 x) (CMOVZ <typ.UInt32> (ZeroExt8to32 y) (MOVWconst [31]) (SGTUconst [32] (ZeroExt8to32 y))))

// rotates
(RotateLeft8 <t> x (MOVWconst [c])) => (Or8 (Lsh8x32 <t> x (MOVWconst [c&7])) (Rsh8Ux32 <t> x (MOVWconst [-c&7])))
(RotateLeft16 <t> x (MOVWconst [c])) => (Or16 (Lsh16x32 <t> x (MOVWconst [c&15])) (Rsh16Ux32 <t> x (MOVWconst [-c&15])))
(RotateLeft32 <t> x (MOVWconst [c])) => (Or32 (Lsh32x32 <t> x (MOVWconst [c&31])) (Rsh32Ux32 <t> x (MOVWconst [-c&31])))
(RotateLeft64 <t> x (MOVWconst [c])) => (Or64 (Lsh64x32 <t> x (MOVWconst [c&63])) (Rsh64Ux32
<t> x (MOVWconst [-c&63])))

// unary ops
(Neg(32|16|8) ...) => (NEG ...)
(Neg(32|64)F ...) => (NEG(F|D) ...)

(Com(32|16|8) x) => (NORconst [0] x)

```
(Sqrt ...) => (SQRTD ...)
(Sqrt32 ...) => (SQRTF ...)

// TODO: optimize this case?
(Ctz32NonZero ...) => (Ctz32 ...)

// count trailing zero
// 32 - CLZ(x&-x - 1)
(Ctz32 <t> x) => (SUB (MOVWconst [32]) (CLZ <t> (SUBconst <t> [1] (AND <t> x (NEG <t> x)))))

// bit length
(BitLen32 <t> x) => (SUB (MOVWconst [32]) (CLZ <t> x))

// boolean ops -- booleans are represented with 0=false, 1=true
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(EqB x y) => (XORconst [1] (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not x) => (XORconst [1] x)

// constants
(Const(32|16|8) [val]) => (MOVWconst [int32(val)])
(Const(32|64)F ...) => (MOV(F|D)const ...)
(ConstNil) => (MOVWconst [0])
(ConstBool [t]) => (MOVWconst [b2i32(t)])

// truncations
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8 ...)  => (Copy ...)
(Trunc32to8
 ...)  => (Copy ...)
(Trunc32to16 ...) => (Copy ...)

// Zero-/Sign-extensions
(ZeroExt8to16 ...)  => (MOVBUreg ...)
(ZeroExt8to32 ...)  => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)

(SignExt8to16 ...)  => (MOVBreg ...)
(SignExt8to32 ...)  => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)

(Signmask x) => (SRAconst x [31])
(Zeromask x) => (NEG (SGTU x (MOVWconst [0])))
(Slicemask <t> x) => (SRAconst (NEG <t> x) [31])

// float-int conversion
```

```
(Cvt32to(32|64)F ...) => (MOVW(F|D) ...)
(Cvt(32|64)Fto32 ...) => (TRUNC(F|D)W ...)
(Cvt32Fto64F ...) => (MOVFD ...)
(Cvt64Fto32F ...) => (MOVDF ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round(32|64)F ...) => (Copy ...)

// comparisons
(Eq8 x y)  => (SGTUconst [1] (XOR (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Eq16 x y) => (SGTUconst [1] (XOR (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Eq32 x y) => (SGTUconst [1] (XOR x y))
(EqPtr x y) => (SGTUconst [1] (XOR x y))
(Eq(32|64)F x y) => (FPFlagTrue (CMPEQ(F|D) x y))

(Neq8 x y)  => (SGTU
 (XOR (ZeroExt8to32 x) (ZeroExt8to32 y)) (MOVWconst [0]))
(Neq16 x y) => (SGTU (XOR (ZeroExt16to32 x) (ZeroExt16to32 y)) (MOVWconst [0]))
(Neq32 x y) => (SGTU (XOR x y) (MOVWconst [0]))
(NeqPtr x y) => (SGTU (XOR x y) (MOVWconst [0]))
(Neq(32|64)F x y) => (FPFlagFalse (CMPEQ(F|D) x y))

(Less8 x y)  => (SGT (SignExt8to32 y) (SignExt8to32 x))
(Less16 x y) => (SGT (SignExt16to32 y) (SignExt16to32 x))
(Less32 x y) => (SGT y x)
(Less(32|64)F x y) => (FPFlagTrue (CMPGT(F|D) y x)) // reverse operands to work around NaN

(Less8U x y)  => (SGTU (ZeroExt8to32 y) (ZeroExt8to32 x))
(Less16U x y) => (SGTU (ZeroExt16to32 y) (ZeroExt16to32 x))
(Less32U x y) => (SGTU y x)

(Leq8 x y)  => (XORconst [1] (SGT (SignExt8to32 x) (SignExt8to32 y)))
(Leq16 x y) => (XORconst [1] (SGT (SignExt16to32 x) (SignExt16to32 y)))
(Leq32 x y) => (XORconst [1] (SGT x y))
(Leq(32|64)F x y) => (FPFlagTrue (CMPGE(F|D) y x)) // reverse operands to work around NaN

(Leq8U x y)  => (XORconst [1] (SGTU (ZeroExt8to32 x) (ZeroExt8to32
 y)))
(Leq16U x y) => (XORconst [1] (SGTU (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Leq32U x y) => (XORconst [1] (SGTU x y))

(OffPtr [off] ptr:(SP)) => (MOVWaddr [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDconst [int32(off)] ptr)

(Addr {sym} base) => (MOVWaddr {sym} base)
(LocalAddr {sym} base _) => (MOVWaddr {sym} base)
```

```
// loads
(Load <t> ptr mem) && t.IsBoolean() => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && isSigned(t)) => (MOVBload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && !isSigned(t)) => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && isSigned(t)) => (MOVHload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && !isSigned(t)) => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) || isPtr(t)) => (MOVWload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (MOVFload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVDload ptr mem)

// stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
(Store {t} ptr val mem) && t.Size()
 == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (MOVFstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVDstore ptr val mem)

// zero instructions
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVWconst [0]) mem)
(Zero [2] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore ptr (MOVWconst [0]) mem)
(Zero [2] ptr mem) =>
 (MOVBstore [1] ptr (MOVWconst [0])
  (MOVBstore [0] ptr (MOVWconst [0]) mem))
(Zero [4] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore ptr (MOVWconst [0]) mem)
(Zero [4] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] ptr (MOVWconst [0])
  (MOVHstore [0] ptr (MOVWconst [0]) mem))
(Zero [4] ptr mem) =>
 (MOVBstore [3] ptr (MOVWconst [0])
  (MOVBstore [2] ptr (MOVWconst [0])
   (MOVBstore [1] ptr (MOVWconst [0])
    (MOVBstore [0] ptr (MOVWconst [0])
 mem))))
(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVWconst [0])
  (MOVBstore [1] ptr (MOVWconst [0])
   (MOVBstore [0] ptr (MOVWconst [0]) mem)))
(Zero [6] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] ptr (MOVWconst [0])
  (MOVHstore [2] ptr (MOVWconst [0])
   (MOVHstore [0] ptr (MOVWconst [0]) mem)))
(Zero [8] {t} ptr mem) && t.Alignment()%4 == 0 =>
  (MOVWstore [4] ptr (MOVWconst [0])
   (MOVWstore [0] ptr (MOVWconst [0]) mem))
```

```
(Zero [12] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] ptr (MOVWconst [0])
  (MOVWstore [4] ptr (MOVWconst [0])
   (MOVWstore [0] ptr (MOVWconst [0]) mem)))
(Zero [16] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [12] ptr (MOVWconst [0])
  (MOVWstore [8] ptr (MOVWconst [0])
   (MOVWstore [4] ptr (MOVWconst [0])
    (MOVWstore [0] ptr (MOVWconst [0]) mem))))

// large or unaligned zeroing uses a loop
(Zero [s] {t} ptr mem)
 && (s > 16  || t.Alignment()%4 != 0) =>
 (LoweredZero [int32(t.Alignment())]
  ptr
  (ADDconst <ptr.Type>
 ptr [int32(s-moveSize(t.Alignment(), config))])
  mem)

// moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBUload src mem) mem)
(Move [2] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore dst (MOVHUload src mem) mem)
(Move [2] dst src mem) =>
 (MOVBstore [1] dst (MOVBUload [1] src mem)
  (MOVBstore dst (MOVBUload src mem) mem))
(Move [4] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore dst (MOVWload src mem) mem)
(Move [4] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] dst (MOVHUload [2] src mem)
  (MOVHstore dst (MOVHUload src mem) mem))
(Move [4] dst src mem) =>
 (MOVBstore [3] dst (MOVBUload [3] src mem)
  (MOVBstore [2] dst (MOVBUload [2] src mem)
   (MOVBstore [1] dst (MOVBUload [1] src mem)
    (MOVBstore dst (MOVBUload src mem) mem))))
(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBUload [2] src mem)
  (MOVBstore [1] dst (MOVBUload [1] src mem)
   (MOVBstore dst (MOVBUload src mem) mem)))
(Move [8] {t} dst src mem) &&
 t.Alignment()%4 == 0 =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [8] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] dst (MOVHload [6] src mem)
  (MOVHstore [4] dst (MOVHload [4] src mem)
```

```
   (MOVHstore [2] dst (MOVHload [2] src mem)
    (MOVHstore dst (MOVHload src mem) mem))))
(Move [6] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] dst (MOVHload [4] src mem)
  (MOVHstore [2] dst (MOVHload [2] src mem)
   (MOVHstore dst (MOVHload src mem) mem)))
(Move [12] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] dst (MOVWload [8] src mem)
  (MOVWstore [4] dst (MOVWload [4] src mem)
   (MOVWstore dst (MOVWload src mem) mem)))
(Move [16] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [12] dst (MOVWload [12] src mem)
  (MOVWstore [8] dst (MOVWload [8] src mem)
   (MOVWstore [4] dst (MOVWload [4] src mem)
    (MOVWstore dst (MOVWload src mem) mem))))


// large or unaligned move uses a loop
(Move [s] {t}
 dst src mem)
 && (s > 16 && logLargeCopy(v, s) || t.Alignment()%4 != 0) =>
 (LoweredMove [int32(t.Alignment())]
  dst
  src
  (ADDconst <src.Type> src [int32(s-moveSize(t.Alignment(), config))])
  mem)

// calls
(StaticCall ...)  => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...)   => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// atomic intrinsics
(AtomicLoad(8|32) ...) => (LoweredAtomicLoad(8|32) ...)
(AtomicLoadPtr    ...) => (LoweredAtomicLoad32     ...)

(AtomicStore(8|32)  ...) => (LoweredAtomicStore(8|32) ...)
(AtomicStorePtrNoWB ...) => (LoweredAtomicStore32     ...)

(AtomicExchange32 ...) => (LoweredAtomicExchange ...)
(AtomicAdd32 ...) => (LoweredAtomicAdd ...)

(AtomicCompareAndSwap32 ...) => (LoweredAtomicCas ...)

// AtomicOr8(ptr,val)  =>   LoweredAtomicOr(ptr&^3,uint32(val) << ((ptr & 3) * 8))
(AtomicOr8 ptr val mem) && !config.BigEndian =>
 (LoweredAtomicOr (AND <typ.UInt32Ptr> (MOVWconst [^3]) ptr)
```

```
  (SLL <typ.UInt32> (ZeroExt8to32 val)
   (SLLconst
 <typ.UInt32> [3]
    (ANDconst <typ.UInt32> [3] ptr))) mem)

// AtomicAnd8(ptr,val)  =>  LoweredAtomicAnd(ptr&^3,(uint32(val) << ((ptr & 3) * 8)) | ^(uint32(0xFF) << ((ptr
& 3) * 8))))
(AtomicAnd8  ptr val mem) && !config.BigEndian =>
 (LoweredAtomicAnd (AND <typ.UInt32Ptr> (MOVWconst [^3]) ptr)
  (OR <typ.UInt32> (SLL <typ.UInt32> (ZeroExt8to32 val)
   (SLLconst <typ.UInt32> [3]
    (ANDconst  <typ.UInt32> [3] ptr)))
  (NORconst [0] <typ.UInt32> (SLL <typ.UInt32>
   (MOVWconst [0xff]) (SLLconst <typ.UInt32> [3]
    (ANDconst <typ.UInt32> [3] ptr))))) mem)

// AtomicOr8(ptr,val)  =>  LoweredAtomicOr(ptr&^3,uint32(val) << (((ptr^3) & 3) * 8))
(AtomicOr8 ptr val mem) && config.BigEndian =>
 (LoweredAtomicOr (AND <typ.UInt32Ptr> (MOVWconst [^3]) ptr)
  (SLL <typ.UInt32> (ZeroExt8to32 val)
   (SLLconst <typ.UInt32> [3]
    (ANDconst <typ.UInt32> [3]
     (XORconst <typ.UInt32> [3] ptr)))) mem)

// AtomicAnd8(ptr,val)  =>  LoweredAtomicAnd(ptr&^3,(uint32(val) << (((ptr^3) & 3)
 * 8)) | ^(uint32(0xFF) << (((ptr^3) & 3) * 8))))
(AtomicAnd8  ptr val mem) && config.BigEndian =>
 (LoweredAtomicAnd (AND <typ.UInt32Ptr> (MOVWconst [^3]) ptr)
  (OR <typ.UInt32> (SLL <typ.UInt32> (ZeroExt8to32 val)
   (SLLconst <typ.UInt32> [3]
    (ANDconst  <typ.UInt32> [3]
     (XORconst <typ.UInt32> [3] ptr))))
  (NORconst [0] <typ.UInt32> (SLL <typ.UInt32>
   (MOVWconst [0xff]) (SLLconst <typ.UInt32> [3]
    (ANDconst <typ.UInt32> [3]
     (XORconst <typ.UInt32> [3] ptr)))))) mem)

(AtomicAnd32 ...) => (LoweredAtomicAnd ...)
(AtomicOr32  ...) => (LoweredAtomicOr  ...)


// checks
(NilCheck ...) => (LoweredNilCheck ...)
(IsNonNil ptr) => (SGTU ptr (MOVWconst [0]))
(IsInBounds idx len) => (SGTU len idx)
(IsSliceInBounds idx len) => (XORconst [1] (SGTU idx len))

// pseudo-ops
```

```
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

(If cond yes no) => (NE cond yes no)

// Write barrier.
(WB ...)
 => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 0 => (LoweredPanicExtendA [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 1 => (LoweredPanicExtendB [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 2 => (LoweredPanicExtendC [kind] hi lo y mem)

// Optimizations

// Absorb boolean tests into block
(NE (FPFlagTrue cmp)  yes no) => (FPT cmp yes no)
(NE (FPFlagFalse cmp) yes no) => (FPF cmp yes no)
(EQ (FPFlagTrue cmp)  yes no) => (FPF cmp yes no)
(EQ (FPFlagFalse cmp) yes no) => (FPT cmp yes no)
(NE (XORconst [1] cmp:(SGT _ _))     yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTU _ _))    yes no) => (EQ cmp yes no)
(NE (XORconst [1]
 cmp:(SGTconst _))  yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTUconst _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTzero _))   yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTUzero _))  yes no) => (EQ cmp yes no)
(EQ (XORconst [1] cmp:(SGT _ _))     yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTU _ _))    yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTconst _))  yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTUconst _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTzero _))   yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTUzero _))  yes no) => (NE cmp yes no)
(NE (SGTUconst [1] x) yes no) => (EQ x yes no)
(EQ (SGTUconst [1] x) yes no) => (NE x yes no)
(NE (SGTUzero x) yes no) => (NE x yes no)
(EQ (SGTUzero x) yes no) => (EQ x yes no)
(NE (SGTconst [0] x) yes no) => (LTZ x yes no)
(EQ (SGTconst [0] x) yes no) => (GEZ x yes no)
(NE (SGTzero x) yes no) => (GTZ x yes no)
(EQ (SGTzero x) yes no) => (LEZ x yes no)

// fold offset into
```

address
(ADDconst [off1] (MOVWaddr [off2] {sym} ptr)) => (MOVWaddr [off1+off2] {sym} ptr)

// fold address into load/store
(MOVBload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVBload [off1+off2] {sym} ptr mem)
(MOVBUload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVBUload [off1+off2] {sym} ptr mem)
(MOVHload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVHload [off1+off2] {sym} ptr mem)
(MOVHUload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVHUload [off1+off2] {sym} ptr mem)
(MOVWload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVWload [off1+off2] {sym} ptr mem)
(MOVFload [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVFload [off1+off2] {sym} ptr mem)
(MOVDload [off1] {sym} x:(ADDconst
[off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) => (MOVDload [off1+off2] {sym} ptr mem)

(MOVBstore [off1] {sym} x:(ADDconst [off2] ptr) val mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVBstore [off1+off2] {sym} ptr val mem)
(MOVHstore [off1] {sym} x:(ADDconst [off2] ptr) val mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVHstore [off1+off2] {sym} ptr val mem)
(MOVWstore [off1] {sym} x:(ADDconst [off2] ptr) val mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVWstore [off1+off2] {sym} ptr val mem)
(MOVFstore [off1] {sym} x:(ADDconst [off2] ptr) val mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVFstore [off1+off2] {sym} ptr val mem)
(MOVDstore [off1] {sym} x:(ADDconst [off2] ptr) val mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVDstore [off1+off2] {sym} ptr val mem)

(MOVBstorezero [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVBstorezero [off1+off2] {sym} ptr mem)
(MOVHstorezero
[off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) => (MOVHstorezero
[off1+off2] {sym} ptr mem)
(MOVWstorezero [off1] {sym} x:(ADDconst [off2] ptr) mem) && (is16Bit(int64(off1+off2)) || x.Uses == 1) =>
(MOVWstorezero [off1+off2] {sym} ptr mem)

(MOVBload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
(MOVBload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVBUload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
(MOVBUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
(MOVHload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHUload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
(MOVHUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
(MOVWload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

```
(MOVFload
 [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVFload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVDload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

(MOVBstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVBstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVHstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVWstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVFstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVFstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVDstore [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) =>
 (MOVDstore [off1+off2]
 {mergeSym(sym1,sym2)} ptr val mem)
(MOVBstorezero [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVBstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHstorezero [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVHstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWstorezero [off1] {sym1} (MOVWaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) =>
 (MOVWstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

// replace load from same location as preceding store with zero/sign extension (or copy in case of full width)
(MOVBload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _))  && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBreg x)
(MOVBUload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBUreg x)
(MOVHload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _))  && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVHreg
 x)
(MOVHUload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVHUreg x)
(MOVWload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _))  && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x
(MOVFload [off] {sym} ptr (MOVFstore [off2] {sym2} ptr2 x _))  && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x
(MOVDload [off] {sym} ptr (MOVDstore [off2] {sym2} ptr2 x _))  && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x

// store zero
(MOVBstore [off] {sym} ptr (MOVWconst [0]) mem) => (MOVBstorezero [off] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVWconst [0]) mem) => (MOVHstorezero [off] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVWconst [0]) mem) => (MOVWstorezero [off] {sym} ptr mem)

// don't extend after proper load
(MOVBreg x:(MOVBload _ _))   => (MOVWreg x)
```

```
(MOVBUreg x:(MOVBUload _ _)) => (MOVWreg x)
(MOVHreg x:(MOVBload _ _))   => (MOVWreg x)
(MOVHreg x:(MOVBUload _ _))  => (MOVWreg x)
(MOVHreg x:(MOVHload
 _ _))   => (MOVWreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVWreg x)
(MOVHUreg x:(MOVHUload _ _)) => (MOVWreg x)

// fold double extensions
(MOVBreg x:(MOVBreg _))   => (MOVWreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVWreg x)
(MOVHreg x:(MOVBreg _))   => (MOVWreg x)
(MOVHreg x:(MOVBUreg _))  => (MOVWreg x)
(MOVHreg x:(MOVHreg _))   => (MOVWreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVWreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVWreg x)

// sign extended loads
// Note: The combined instruction must end up in the same block
// as the original load. If not, we end up making a value with
// memory type live in two different blocks, which can lead to
// multiple memory values alive simultaneously.
// Make sure we don't combine these ops if the load has another use.
// This prevents a single load from being split into multiple loads
// which then might return different values.  See test/atomicload.go.
(MOVBreg <t> x:(MOVBUload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
  <t> [off] {sym} ptr mem)
(MOVBUreg <t> x:(MOVBload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVBUload <t> [off] {sym} ptr mem)
(MOVHreg <t> x:(MOVHUload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVHload
<t> [off] {sym} ptr mem)
(MOVHUreg <t> x:(MOVHload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVHUload <t> [off] {sym} ptr mem)

// fold extensions and ANDs together
(MOVBUreg (ANDconst [c] x)) => (ANDconst [c&0xff] x)
(MOVHUreg (ANDconst [c] x)) => (ANDconst [c&0xffff] x)
(MOVBreg (ANDconst [c] x)) && c & 0x80   == 0 => (ANDconst [c&0x7f] x)
(MOVHreg (ANDconst [c] x)) && c & 0x8000 == 0 => (ANDconst [c&0x7fff] x)

// don't extend before store
(MOVBstore [off] {sym} ptr (MOVBreg x)  mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg x)  mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg
 x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWreg x)  mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg x)  mem) => (MOVHstore [off] {sym} ptr x mem)
```

```
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWreg x)  mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWreg x)  mem) => (MOVWstore [off] {sym} ptr x mem)

// if a register move has only 1 use, just use the same register without emitting instruction
// MOVWnop doesn't emit instruction, only for ensuring the type.
(MOVWreg x) && x.Uses == 1 => (MOVWnop x)

// TODO: we should be able to get rid of MOVWnop all together.
// But for now, this is enough to get rid of lots of them.
(MOVWnop (MOVWconst [c])) => (MOVWconst [c])

// fold constant into arithmetic ops
(ADD x (MOVWconst [c])) => (ADDconst [c] x)
(SUB x (MOVWconst [c])) => (SUBconst [c] x)
(AND x (MOVWconst [c])) => (ANDconst [c] x)
(OR
  x (MOVWconst [c])) => (ORconst  [c] x)
(XOR x (MOVWconst [c])) => (XORconst [c] x)
(NOR x (MOVWconst [c])) => (NORconst [c] x)

(SLL x (MOVWconst [c])) => (SLLconst x [c&31])
(SRL x (MOVWconst [c])) => (SRLconst x [c&31])
(SRA x (MOVWconst [c])) => (SRAconst x [c&31])

(SGT  (MOVWconst [c]) x) => (SGTconst  [c] x)
(SGTU (MOVWconst [c]) x) => (SGTUconst [c] x)
(SGT x  (MOVWconst [0])) => (SGTzero x)
(SGTU x (MOVWconst [0])) => (SGTUzero x)

// mul with constant
(Select1 (MULTU (MOVWconst [0])  _ )) => (MOVWconst [0])
(Select0 (MULTU (MOVWconst [0])  _ )) => (MOVWconst [0])
(Select1 (MULTU (MOVWconst [1])  x )) => x
(Select0 (MULTU (MOVWconst [1])  _ )) => (MOVWconst [0])
(Select1 (MULTU (MOVWconst [-1]) x )) => (NEG <x.Type> x)
(Select0 (MULTU (MOVWconst [-1]) x )) => (CMOVZ (ADDconst <x.Type> [-1] x) (MOVWconst [0]) x)
(Select1 (MULTU (MOVWconst [c])  x )) && isPowerOfTwo64(int64(uint32(c))) => (SLLconst
[int32(log2uint32(int64(c)))] x)
(Select0 (MULTU (MOVWconst [c])  x )) && isPowerOfTwo64(int64(uint32(c)))
 => (SRLconst [int32(32-log2uint32(int64(c)))] x)

(MUL (MOVWconst [0])  _ ) => (MOVWconst [0])
(MUL (MOVWconst [1])  x ) => x
(MUL (MOVWconst [-1]) x ) => (NEG x)
(MUL (MOVWconst [c]) x ) && isPowerOfTwo64(int64(uint32(c))) => (SLLconst [int32(log2uint32(int64(c)))] x)

// generic simplifications
```

```
(ADD x (NEG y)) => (SUB x y)
(SUB x x) => (MOVWconst [0])
(SUB (MOVWconst [0]) x) => (NEG x)
(AND x x) => x
(OR  x x) => x
(XOR x x) => (MOVWconst [0])

// miscellaneous patterns generated by dec64
(AND (SGTUconst [1] x) (SGTUconst [1] y)) =>  (SGTUconst [1] (OR <x.Type> x y))
(OR (SGTUzero x) (SGTUzero y)) =>  (SGTUzero (OR <x.Type> x y))

// remove redundant *const ops
(ADDconst [0]  x) => x
(SUBconst [0]  x) => x
(ANDconst [0]  _) => (MOVWconst [0])
(ANDconst [-1] x) => x
(ORconst  [0]  x) => x
(ORconst  [-1] _) => (MOVWconst [-1])
(XORconst [0]  x) => x
(XORconst [-1] x) => (NORconst [0] x)

// generic constant folding
(ADDconst [c] (MOVWconst [d]))  => (MOVWconst
 [int32(c+d)])
(ADDconst [c] (ADDconst [d] x)) => (ADDconst [c+d] x)
(ADDconst [c] (SUBconst [d] x)) => (ADDconst [c-d] x)
(SUBconst [c] (MOVWconst [d]))  => (MOVWconst [d-c])
(SUBconst [c] (SUBconst [d] x)) => (ADDconst [-c-d] x)
(SUBconst [c] (ADDconst [d] x)) => (ADDconst [-c+d] x)
(SLLconst [c] (MOVWconst [d]))  => (MOVWconst [d<<uint32(c)])
(SRLconst [c] (MOVWconst [d]))  => (MOVWconst [int32(uint32(d)>>uint32(c))])
(SRAconst [c] (MOVWconst [d]))  => (MOVWconst [d>>uint32(c)])
(MUL (MOVWconst [c]) (MOVWconst [d])) => (MOVWconst [c*d])
(Select1 (MULTU  (MOVWconst [c]) (MOVWconst [d]))) => (MOVWconst [int32(uint32(c)*uint32(d))])
(Select0 (MULTU  (MOVWconst [c]) (MOVWconst [d]))) => (MOVWconst
[int32((int64(uint32(c))*int64(uint32(d)))>>32)])
(Select1 (DIV  (MOVWconst [c]) (MOVWconst [d]))) && d != 0 => (MOVWconst [c/d])
(Select1 (DIVU (MOVWconst [c]) (MOVWconst [d]))) && d != 0 => (MOVWconst [int32(uint32(c)/uint32(d))])
(Select0 (DIV  (MOVWconst [c]) (MOVWconst [d]))) && d !=
 0 => (MOVWconst [c%d])
(Select0 (DIVU (MOVWconst [c]) (MOVWconst [d]))) && d != 0 => (MOVWconst [int32(uint32(c)%uint32(d))])
(ANDconst [c] (MOVWconst [d])) => (MOVWconst [c&d])
(ANDconst [c] (ANDconst [d] x)) => (ANDconst [c&d] x)
(ORconst [c] (MOVWconst [d])) => (MOVWconst [c|d])
(ORconst [c] (ORconst [d] x)) => (ORconst [c|d] x)
(XORconst [c] (MOVWconst [d])) => (MOVWconst [c^d])
(XORconst [c] (XORconst [d] x)) => (XORconst [c^d] x)
(NORconst [c] (MOVWconst [d])) => (MOVWconst [^(c|d)])
```

```
(NEG (MOVWconst [c])) => (MOVWconst [-c])
(MOVBreg  (MOVWconst [c])) => (MOVWconst [int32(int8(c))])
(MOVBUreg (MOVWconst [c])) => (MOVWconst [int32(uint8(c))])
(MOVHreg  (MOVWconst [c])) => (MOVWconst [int32(int16(c))])
(MOVHUreg (MOVWconst [c])) => (MOVWconst [int32(uint16(c))])
(MOVWreg  (MOVWconst [c])) => (MOVWconst [c])

// constant comparisons
(SGTconst  [c] (MOVWconst [d])) && c >  d => (MOVWconst [1])
(SGTconst  [c] (MOVWconst [d])) && c <= d => (MOVWconst [0])
(SGTUconst [c] (MOVWconst [d]))
 && uint32(c) >  uint32(d) => (MOVWconst [1])
(SGTUconst [c] (MOVWconst [d])) && uint32(c) <= uint32(d) => (MOVWconst [0])
(SGTzero (MOVWconst [d])) && d >  0 => (MOVWconst [1])
(SGTzero (MOVWconst [d])) && d <= 0 => (MOVWconst [0])
(SGTUzero (MOVWconst [d])) && d != 0 => (MOVWconst [1])
(SGTUzero (MOVWconst [d])) && d == 0 => (MOVWconst [0])

// other known comparisons
(SGTconst [c] (MOVBreg _)) && 0x7f < c   => (MOVWconst [1])
(SGTconst [c] (MOVBreg _)) && c <= -0x80 => (MOVWconst [0])
(SGTconst [c] (MOVBUreg _)) && 0xff < c  => (MOVWconst [1])
(SGTconst [c] (MOVBUreg _)) && c < 0     => (MOVWconst [0])
(SGTUconst [c] (MOVBUreg _)) && 0xff < uint32(c) => (MOVWconst [1])
(SGTconst [c] (MOVHreg _)) && 0x7fff < c => (MOVWconst [1])
(SGTconst [c] (MOVHreg _)) && c <= -0x8000 => (MOVWconst [0])
(SGTconst [c] (MOVHUreg _)) && 0xffff < c => (MOVWconst [1])
(SGTconst [c] (MOVHUreg _)) && c < 0 => (MOVWconst [0])
(SGTUconst [c] (MOVHUreg _)) && 0xffff < uint32(c) => (MOVWconst [1])
(SGTconst
 [c] (ANDconst [m] _)) && 0 <= m && m < c => (MOVWconst [1])
(SGTUconst [c] (ANDconst [m] _)) && uint32(m) < uint32(c) => (MOVWconst [1])
(SGTconst [c] (SRLconst _ [d])) && 0 <= c && uint32(d) <= 31 && 0xffffffff>>uint32(d) < uint32(c) =>
(MOVWconst [1])
(SGTUconst [c] (SRLconst _ [d])) && uint32(d) <= 31 && 0xffffffff>>uint32(d) < uint32(c) => (MOVWconst [1])

// absorb constants into branches
(EQ  (MOVWconst [0]) yes no) => (First yes no)
(EQ  (MOVWconst [c]) yes no) && c != 0 => (First no yes)
(NE  (MOVWconst [0]) yes no) => (First no yes)
(NE  (MOVWconst [c]) yes no) && c != 0 => (First yes no)
(LTZ (MOVWconst [c]) yes no) && c <  0 => (First yes no)
(LTZ (MOVWconst [c]) yes no) && c >= 0 => (First no yes)
(LEZ (MOVWconst [c]) yes no) && c <= 0 => (First yes no)
(LEZ (MOVWconst [c]) yes no) && c >  0 => (First no yes)
(GTZ (MOVWconst [c]) yes no) && c >  0 => (First yes no)
(GTZ (MOVWconst [c]) yes no) && c <= 0 => (First no yes)
(GEZ (MOVWconst [c]) yes no) && c >= 0 => (First yes
```

no)
(GEZ (MOVWconst [c]) yes no) && c < 0 => (First no yes)

// conditional move
(CMOVZ _ f (MOVWconst [0])) => f
(CMOVZ a _ (MOVWconst [c])) && c!=0 => a
(CMOVZzero _ (MOVWconst [0])) => (MOVWconst [0])
(CMOVZzero a (MOVWconst [c])) && c!=0 => a
(CMOVZ a (MOVWconst [0]) c) => (CMOVZzero a c)

// atomic
(LoweredAtomicStore32 ptr (MOVWconst [0]) mem) => (LoweredAtomicStorezero ptr mem)
(LoweredAtomicAdd ptr (MOVWconst [c]) mem) && is16Bit(int64(c)) => (LoweredAtomicAddconst [c] ptr mem)

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* /compile-zip/compile/internal/ssa/gen/MIPS.rules
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// Lowering arithmetic
(Add(Ptr|32|16|8) ...) => (ADDL ...)
(Add(32|64)F ...) => (ADDS(S|D) ...)
(Add32carry ...) => (ADDLcarry ...)
(Add32withcarry ...) => (ADCL ...)

(Sub(Ptr|32|16|8) ...) => (SUBL ...)
(Sub(32|64)F ...) => (SUBS(S|D) ...)
(Sub32carry ...) => (SUBLcarry ...)
(Sub32withcarry ...) => (SBBL ...)

(Mul(32|16|8) ...) => (MULL ...)
(Mul(32|64)F ...) => (MULS(S|D) ...)
(Mul32uhilo ...) => (MULLQU ...)

(Select0 (Mul32uover x y)) => (Select0 <typ.UInt32> (MULLU x y))
(Select1 (Mul32uover x y)) => (SETO (Select1 <types.TypeFlags> (MULLU x y)))

(Avg32u ...) => (AVGLU ...)

(Div(32|64)F ...) => (DIVS(S|D) ...)
(Div(32|32u|16|16u) ...) => (DIV(L|LU|W|WU) ...)
(Div8 x y) => (DIVW (SignExt8to16 x) (SignExt8to16 y))
(Div8u x y) => (DIVWU (ZeroExt8to16
x) (ZeroExt8to16 y))

```
(Hmul(32|32u) ...) => (HMUL(L|LU) ...)

(Mod(32|32u|16|16u) ...) => (MOD(L|LU|W|WU) ...)
(Mod8   x y) => (MODW  (SignExt8to16 x) (SignExt8to16 y))
(Mod8u  x y) => (MODWU (ZeroExt8to16 x) (ZeroExt8to16 y))

(And(32|16|8) ...) => (ANDL ...)
(Or(32|16|8) ...) => (ORL ...)
(Xor(32|16|8) ...) => (XORL ...)

(Neg(32|16|8) ...) => (NEGL ...)
(Neg32F x) => (PXOR x (MOVSSconst <typ.Float32> [float32(math.Copysign(0, -1))]))
(Neg64F x) => (PXOR x (MOVSDconst <typ.Float64> [math.Copysign(0, -1)]))

(Com(32|16|8) ...) => (NOTL ...)

// Lowering boolean ops
(AndB ...) => (ANDL ...)
(OrB ...) => (ORL ...)
(Not x) => (XORLconst [1] x)

// Lowering pointer arithmetic
(OffPtr [off] ptr) => (ADDLconst [int32(off)] ptr)

(Bswap32 ...) => (BSWAPL ...)

(Sqrt ...) => (SQRTSD ...)
(Sqrt32 ...) => (SQRTSS ...)

(Ctz16 x) => (BSFL (ORLconst <typ.UInt32> [0x10000] x))
(Ctz16NonZero ...) => (BSFL ...)

// Lowering extension
(SignExt8to16  ...) => (MOVBLSX ...)
(SignExt8to32  ...) => (MOVBLSX
 ...)
(SignExt16to32 ...) => (MOVWLSX ...)

(ZeroExt8to16  ...) => (MOVBLZX ...)
(ZeroExt8to32  ...) => (MOVBLZX ...)
(ZeroExt16to32 ...) => (MOVWLZX ...)

(Signmask x) => (SARLconst x [31])
(Zeromask <t> x) => (XORLconst [-1] (SBBLcarrymask <t> (CMPLconst x [1])))
(Slicemask <t> x) => (SARLconst (NEGL <t> x) [31])

// Lowering truncation
// Because we ignore high parts of registers, truncates are just copies.
```

```
(Trunc16to8  ...) => (Copy ...)
(Trunc32to8  ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)

// Lowering float-int conversions
(Cvt32to32F ...) => (CVTSL2SS ...)
(Cvt32to64F ...) => (CVTSL2SD ...)

(Cvt32Fto32 ...) => (CVTTSS2SL ...)
(Cvt64Fto32 ...) => (CVTTSD2SL ...)

(Cvt32Fto64F ...) => (CVTSS2SD ...)
(Cvt64Fto32F ...) => (CVTSD2SS ...)

(Round32F ...) => (Copy ...)
(Round64F ...) => (Copy ...)

(CvtBoolToUint8 ...) => (Copy ...)

// Lowering shifts
// Unsigned shifts need to return 0 if shift amount is >= width of shifted value.
//   result = (arg << shift) & (shift
 >= argbits ? 0 : 0xffffffffffffffff)
(Lsh32x(32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [32])))
(Lsh16x(32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [32])))
(Lsh8x(32|16|8)  <t> x y) && !shiftIsBounded(v) => (ANDL (SHLL <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [32])))

(Lsh32x(32|16|8) <t> x y) && shiftIsBounded(v) => (SHLL <t> x y)
(Lsh16x(32|16|8) <t> x y) && shiftIsBounded(v) => (SHLL <t> x y)
(Lsh8x(32|16|8)  <t> x y) && shiftIsBounded(v) => (SHLL <t> x y)

(Rsh32Ux(32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHRL <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [32])))
(Rsh16Ux(32|16|8) <t> x y) && !shiftIsBounded(v) => (ANDL (SHRW <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [16])))
(Rsh8Ux(32|16|8)  <t> x y) && !shiftIsBounded(v) => (ANDL (SHRB <t> x y) (SBBLcarrymask <t>
(CMP(L|W|B)const y [8])))

(Rsh32Ux(32|16|8) <t> x y) && shiftIsBounded(v) => (SHRL
 <t> x y)
(Rsh16Ux(32|16|8) <t> x y) && shiftIsBounded(v) => (SHRW <t> x y)
(Rsh8Ux(32|16|8)  <t> x y) && shiftIsBounded(v) => (SHRB <t> x y)

// Signed right shift needs to return 0/-1 if shift amount is >= width of shifted value.
// We implement this by setting the shift value to -1 (all ones) if the shift value is >= width.
```

```
(Rsh32x(32|16|8) <t> x y) && !shiftIsBounded(v) => (SARL <t> x (ORL <y.Type> y (NOTL <y.Type>
(SBBLcarrymask <y.Type> (CMP(L|W|B)const y [32])))))
(Rsh16x(32|16|8) <t> x y) && !shiftIsBounded(v) => (SARW <t> x (ORL <y.Type> y (NOTL <y.Type>
(SBBLcarrymask <y.Type> (CMP(L|W|B)const y [16])))))
(Rsh8x(32|16|8) <t> x y)  && !shiftIsBounded(v) => (SARB <t> x (ORL <y.Type> y (NOTL <y.Type>
(SBBLcarrymask <y.Type> (CMP(L|W|B)const y [8])))))

(Rsh32x(32|16|8) <t> x y) && shiftIsBounded(v) => (SARL x y)
(Rsh16x(32|16|8) <t> x y) && shiftIsBounded(v) => (SARW x y)
(Rsh8x(32|16|8) <t> x y)  && shiftIsBounded(v) => (SARB x y)

// constant shifts
// generic opt rewrites all
 constant shifts to shift by Const64
(Lsh32x64 x (Const64 [c])) && uint64(c) < 32 => (SHLLconst x [int32(c)])
(Rsh32x64 x (Const64 [c])) && uint64(c) < 32 => (SARLconst x [int32(c)])
(Rsh32Ux64 x (Const64 [c])) && uint64(c) < 32 => (SHRLconst x [int32(c)])
(Lsh16x64 x (Const64 [c])) && uint64(c) < 16 => (SHLLconst x [int32(c)])
(Rsh16x64 x (Const64 [c])) && uint64(c) < 16 => (SARWconst x [int16(c)])
(Rsh16Ux64 x (Const64 [c])) && uint64(c) < 16 => (SHRWconst x [int16(c)])
(Lsh8x64 x (Const64 [c])) && uint64(c) < 8 => (SHLLconst x [int32(c)])
(Rsh8x64 x (Const64 [c])) && uint64(c) < 8 => (SARBconst x [int8(c)])
(Rsh8Ux64 x (Const64 [c])) && uint64(c) < 8 => (SHRBconst x [int8(c)])

// large constant shifts
(Lsh32x64 _ (Const64 [c])) && uint64(c) >= 32 => (Const32 [0])
(Rsh32Ux64 _ (Const64 [c])) && uint64(c) >= 32 => (Const32 [0])
(Lsh16x64 _ (Const64 [c])) && uint64(c) >= 16 => (Const16 [0])
(Rsh16Ux64 _ (Const64 [c])) && uint64(c) >= 16 => (Const16 [0])
(Lsh8x64 _ (Const64 [c])) &&
 uint64(c) >= 8 => (Const8 [0])
(Rsh8Ux64 _ (Const64 [c])) && uint64(c) >= 8 => (Const8 [0])

// large constant signed right shift, we leave the sign bit
(Rsh32x64 x (Const64 [c])) && uint64(c) >= 32 => (SARLconst x [31])
(Rsh16x64 x (Const64 [c])) && uint64(c) >= 16 => (SARWconst x [15])
(Rsh8x64 x (Const64 [c])) && uint64(c) >= 8 => (SARBconst x [7])

// constant rotates
(RotateLeft32 x (MOVLconst [c])) => (ROLLconst [c&31] x)
(RotateLeft16 x (MOVLconst [c])) => (ROLWconst [int16(c&15)] x)
(RotateLeft8 x (MOVLconst [c]))  => (ROLBconst [int8(c&7)] x)

// Lowering comparisons
(Less32  x y) => (SETL (CMPL x y))
(Less16  x y) => (SETL (CMPW x y))
(Less8   x y) => (SETL (CMPB x y))
```

```
(Less32U x y) => (SETB (CMPL x y))
(Less16U x y) => (SETB (CMPW x y))
(Less8U  x y) => (SETB (CMPB x y))
// Use SETGF with reversed operands to dodge NaN case
(Less64F x y) => (SETGF (UCOMISD y x))
(Less32F x y) => (SETGF (UCOMISS y x))

(Leq32  x y) => (SETLE (CMPL x y))
(Leq16  x y) => (SETLE (CMPW x y))
(Leq8
  x y) => (SETLE (CMPB x y))
(Leq32U x y) => (SETBE (CMPL x y))
(Leq16U x y) => (SETBE (CMPW x y))
(Leq8U  x y) => (SETBE (CMPB x y))
// Use SETGEF with reversed operands to dodge NaN case
(Leq64F x y) => (SETGEF (UCOMISD y x))
(Leq32F x y) => (SETGEF (UCOMISS y x))

(Eq32  x y) => (SETEQ (CMPL x y))
(Eq16  x y) => (SETEQ (CMPW x y))
(Eq8   x y) => (SETEQ (CMPB x y))
(EqB   x y) => (SETEQ (CMPB x y))
(EqPtr x y) => (SETEQ (CMPL x y))
(Eq64F x y) => (SETEQF (UCOMISD x y))
(Eq32F x y) => (SETEQF (UCOMISS x y))

(Neq32  x y) => (SETNE (CMPL x y))
(Neq16  x y) => (SETNE (CMPW x y))
(Neq8   x y) => (SETNE (CMPB x y))
(NeqB   x y) => (SETNE (CMPB x y))
(NeqPtr x y) => (SETNE (CMPL x y))
(Neq64F x y) => (SETNEF (UCOMISD x y))
(Neq32F x y) => (SETNEF (UCOMISS x y))

// Lowering loads
(Load <t> ptr mem) && (is32BitInt(t) || isPtr(t)) => (MOVLload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) => (MOVWload ptr mem)
(Load <t> ptr mem) && (t.IsBoolean() || is8BitInt(t)) => (MOVBload ptr mem)
(Load
 <t> ptr mem) && is32BitFloat(t) => (MOVSSload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVSDload ptr mem)

// Lowering stores
// These more-specific FP versions of Store pattern should come first.
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVSDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (MOVSSstore ptr val mem)

(Store {t} ptr val mem) && t.Size() == 4 => (MOVLstore ptr val mem)
```

```
(Store {t} ptr val mem) && t.Size() == 2 => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)

// Lowering moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBload src mem) mem)
(Move [2] dst src mem) => (MOVWstore dst (MOVWload src mem) mem)
(Move [4] dst src mem) => (MOVLstore dst (MOVLload src mem) mem)
(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBload [2] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [5] dst src mem) =>
 (MOVBstore [4] dst
 (MOVBload [4] src mem)
  (MOVLstore dst (MOVLload src mem) mem))
(Move [6] dst src mem) =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVLstore dst (MOVLload src mem) mem))
(Move [7] dst src mem) =>
 (MOVLstore [3] dst (MOVLload [3] src mem)
  (MOVLstore dst (MOVLload src mem) mem))
(Move [8] dst src mem) =>
 (MOVLstore [4] dst (MOVLload [4] src mem)
  (MOVLstore dst (MOVLload src mem) mem))

// Adjust moves to be a multiple of 4 bytes.
(Move [s] dst src mem)
 && s > 8 && s%4 != 0 =>
 (Move [s-s%4]
  (ADDLconst <dst.Type> dst [int32(s%4)])
  (ADDLconst <src.Type> src [int32(s%4)])
  (MOVLstore dst (MOVLload src mem) mem))

// Medium copying uses a duff device.
(Move [s] dst src mem)
 && s > 8 && s <= 4*128 && s%4 == 0
 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (DUFFCOPY [10*(128-s/4)] dst src mem)
// 10 and 128 are magic constants.  10 is the number of bytes to encode:
// MOVL (SI), CX
// ADDL $4, SI
// MOVL CX, (DI)
// ADDL $4, DI
// and 128 is the number of such blocks. See
 src/runtime/duff_386.s:duffcopy.

// Large copying uses REP MOVSL.
(Move [s] dst src mem) && (s > 4*128 || config.noDuffDevice) && s%4 == 0 && logLargeCopy(v, s) =>
```

```
 (REPMOVSL dst src (MOVLconst [int32(s/4)]) mem)

// Lowering Zero instructions
(Zero [0] _ mem) => mem
(Zero [1] destptr mem) => (MOVBstoreconst [0] destptr mem)
(Zero [2] destptr mem) => (MOVWstoreconst [0] destptr mem)
(Zero [4] destptr mem) => (MOVLstoreconst [0] destptr mem)

(Zero [3] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,2)] destptr
  (MOVWstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [5] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,4)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [6] destptr mem) =>
 (MOVWstoreconst [makeValAndOff(0,4)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [7] destptr mem) =>
 (MOVLstoreconst [makeValAndOff(0,3)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))

// Strip off any fractional word zeroing.
(Zero [s]
 destptr mem) && s%4 != 0 && s > 4 =>
 (Zero [s-s%4] (ADDLconst destptr [int32(s%4)])
  (MOVLstoreconst [0] destptr mem))

// Zero small numbers of words directly.
(Zero [8] destptr mem) =>
 (MOVLstoreconst [makeValAndOff(0,4)] destptr
  (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))
(Zero [12] destptr mem) =>
 (MOVLstoreconst [makeValAndOff(0,8)] destptr
  (MOVLstoreconst [makeValAndOff(0,4)] destptr
   (MOVLstoreconst [makeValAndOff(0,0)] destptr mem)))
(Zero [16] destptr mem) =>
 (MOVLstoreconst [makeValAndOff(0,12)] destptr
  (MOVLstoreconst [makeValAndOff(0,8)] destptr
   (MOVLstoreconst [makeValAndOff(0,4)] destptr
    (MOVLstoreconst [makeValAndOff(0,0)] destptr mem))))

// Medium zeroing uses a duff device.
(Zero [s] destptr mem)
 && s > 16 && s <= 4*128 && s%4 == 0
 && !config.noDuffDevice =>
 (DUFFZERO [1*(128-s/4)] destptr (MOVLconst [0]) mem)
// 1 and 128 are magic constants.  1 is the number of bytes to encode STOSL.
// 128 is the number of STOSL instructions in duffzero.
```

```
//
 See src/runtime/duff_386.s:duffzero.

// Large zeroing uses REP STOSQ.
(Zero [s] destptr mem)
 && (s > 4*128 || (config.noDuffDevice && s > 16))
 && s%4 == 0 =>
 (REPSTOSL destptr (MOVLconst [int32(s/4)]) (MOVLconst [0]) mem)


// Lowering constants
(Const8   [c]) => (MOVLconst [int32(c)])
(Const16  [c]) => (MOVLconst [int32(c)])
(Const32  ...) => (MOVLconst ...)
(Const(32|64)F ...) => (MOVS(S|D)const ...)
(ConstNil) => (MOVLconst [0])
(ConstBool [c]) => (MOVLconst [b2i32(c)])

// Lowering calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// Miscellaneous
(IsNonNil p) => (SETNE (TESTL p p))
(IsInBounds idx len) => (SETB (CMPL idx len))
(IsSliceInBounds idx len) => (SETBE (CMPL idx len))
(NilCheck ...) => (LoweredNilCheck ...)
(GetG ...) => (LoweredGetG ...)
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)
(GetCallerSP ...) => (LoweredGetCallerSP
 ...)
(Addr {sym} base) => (LEAL {sym} base)
(LocalAddr {sym} base _) => (LEAL {sym} base)

// block rewrites
(If (SETL  cmp) yes no) => (LT  cmp yes no)
(If (SETLE cmp) yes no) => (LE  cmp yes no)
(If (SETG  cmp) yes no) => (GT  cmp yes no)
(If (SETGE cmp) yes no) => (GE  cmp yes no)
(If (SETEQ cmp) yes no) => (EQ  cmp yes no)
(If (SETNE cmp) yes no) => (NE  cmp yes no)
(If (SETB  cmp) yes no) => (ULT cmp yes no)
(If (SETBE cmp) yes no) => (ULE cmp yes no)
(If (SETA  cmp) yes no) => (UGT cmp yes no)
(If (SETAE cmp) yes no) => (UGE cmp yes no)
```

```
(If (SETO  cmp) yes no) => (OS cmp yes no)

// Special case for floating point - LF/LEF not generated
(If (SETGF  cmp) yes no) => (UGT  cmp yes no)
(If (SETGEF cmp) yes no) => (UGE  cmp yes no)
(If (SETEQF cmp) yes no) => (EQF  cmp yes no)
(If (SETNEF cmp) yes no) => (NEF  cmp yes no)

(If cond yes no) => (NE (TESTB cond cond) yes no)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind)
 == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 0 => (LoweredPanicExtendA [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 1 => (LoweredPanicExtendB [kind] hi lo y mem)
(PanicExtend [kind] hi lo y mem) && boundsABI(kind) == 2 => (LoweredPanicExtendC [kind] hi lo y mem)

// ****************************
// Above: lowering rules
// Below: optimizations
// ****************************
// TODO: Should the optimizations be a separate pass?

// Fold boolean tests into blocks
(NE (TESTB (SETL  cmp) (SETL  cmp)) yes no) => (LT  cmp yes no)
(NE (TESTB (SETLE cmp) (SETLE cmp)) yes no) => (LE  cmp yes no)
(NE (TESTB (SETG  cmp) (SETG  cmp)) yes no) => (GT  cmp yes no)
(NE (TESTB (SETGE cmp) (SETGE cmp)) yes no) => (GE  cmp yes no)
(NE (TESTB
 (SETEQ cmp) (SETEQ cmp)) yes no) => (EQ  cmp yes no)
(NE (TESTB (SETNE cmp) (SETNE cmp)) yes no) => (NE  cmp yes no)
(NE (TESTB (SETB  cmp) (SETB  cmp)) yes no) => (ULT cmp yes no)
(NE (TESTB (SETBE cmp) (SETBE cmp)) yes no) => (ULE cmp yes no)
(NE (TESTB (SETA  cmp) (SETA  cmp)) yes no) => (UGT cmp yes no)
(NE (TESTB (SETAE cmp) (SETAE cmp)) yes no) => (UGE cmp yes no)
(NE (TESTB (SETO cmp) (SETO cmp)) yes no) => (OS cmp yes no)

// Special case for floating point - LF/LEF not generated
(NE (TESTB (SETGF  cmp) (SETGF  cmp)) yes no) => (UGT  cmp yes no)
(NE (TESTB (SETGEF cmp) (SETGEF cmp)) yes no) => (UGE  cmp yes no)
(NE (TESTB (SETEQF cmp) (SETEQF cmp)) yes no) => (EQF  cmp yes no)
(NE (TESTB (SETNEF cmp) (SETNEF cmp)) yes no) => (NEF  cmp yes no)
```

```
// fold constants into instructions
(ADDL x (MOVLconst [c])) => (ADDLconst [c] x)
(ADDLcarry x (MOVLconst [c])) => (ADDLconstcarry [c] x)
(ADCL x (MOVLconst [c]) f) => (ADCLconst [c] x f)

(SUBL x (MOVLconst [c])) => (SUBLconst x [c])
(SUBL
 (MOVLconst [c]) x) => (NEGL (SUBLconst <v.Type> x [c]))
(SUBLcarry x (MOVLconst [c])) => (SUBLconstcarry [c] x)
(SBBL x (MOVLconst [c]) f) => (SBBLconst [c] x f)

(MULL x (MOVLconst [c])) => (MULLconst [c] x)
(ANDL x (MOVLconst [c])) => (ANDLconst [c] x)

(ANDLconst [c] (ANDLconst [d] x)) => (ANDLconst [c & d] x)
(XORLconst [c] (XORLconst [d] x)) => (XORLconst [c ^ d] x)
(MULLconst [c] (MULLconst [d] x)) => (MULLconst [c * d] x)

(ORL x (MOVLconst [c])) => (ORLconst [c] x)
(XORL x (MOVLconst [c])) => (XORLconst [c] x)

(SHLL x (MOVLconst [c])) => (SHLLconst [c&31] x)
(SHRL x (MOVLconst [c])) => (SHRLconst [c&31] x)
(SHRW x (MOVLconst [c])) && c&31 < 16 => (SHRWconst [int16(c&31)] x)
(SHRW _ (MOVLconst [c])) && c&31 >= 16 => (MOVLconst [0])
(SHRB x (MOVLconst [c])) && c&31 < 8 => (SHRBconst [int8(c&31)] x)
(SHRB _ (MOVLconst [c])) && c&31 >= 8 => (MOVLconst [0])

(SARL x (MOVLconst [c])) => (SARLconst [c&31] x)
(SARW x (MOVLconst [c])) => (SARWconst [int16(min(int64(c&31),15))] x)
(SARB
 x (MOVLconst [c])) => (SARBconst [int8(min(int64(c&31),7))] x)

(SARL x (ANDLconst [31] y)) => (SARL x y)
(SHLL x (ANDLconst [31] y)) => (SHLL x y)
(SHRL x (ANDLconst [31] y)) => (SHRL x y)

// Rotate instructions

(ADDL (SHLLconst [c] x) (SHRLconst [d] x)) && d == 32-c => (ROLLconst [c] x)
( ORL (SHLLconst [c] x) (SHRLconst [d] x)) && d == 32-c => (ROLLconst [c] x)
(XORL (SHLLconst [c] x) (SHRLconst [d] x)) && d == 32-c => (ROLLconst [c] x)

(ADDL <t> (SHLLconst x [c]) (SHRWconst x [d])) && c < 16 && d == int16(16-c) && t.Size() == 2
 => (ROLWconst x [int16(c)])
( ORL <t> (SHLLconst x [c]) (SHRWconst x [d])) && c < 16 && d == int16(16-c) && t.Size() == 2
 => (ROLWconst x [int16(c)])
(XORL <t> (SHLLconst x [c]) (SHRWconst x [d])) && c < 16 && d == int16(16-c) && t.Size() == 2
```

```
 => (ROLWconst x [int16(c)])

(ADDL <t> (SHLLconst x [c]) (SHRBconst x [d])) && c < 8 && d == int8(8-c) && t.Size() == 1
 => (ROLBconst x [int8(c)])
( ORL <t> (SHLLconst x [c]) (SHRBconst x [d])) && c <
 8 && d == int8(8-c) && t.Size() == 1
 => (ROLBconst x [int8(c)])
(XORL <t> (SHLLconst x [c]) (SHRBconst x [d])) && c < 8 && d == int8(8-c) && t.Size() == 1
 => (ROLBconst x [int8(c)])

(ROLLconst [c] (ROLLconst [d] x)) => (ROLLconst [(c+d)&31] x)
(ROLWconst [c] (ROLWconst [d] x)) => (ROLWconst [(c+d)&15] x)
(ROLBconst [c] (ROLBconst [d] x)) => (ROLBconst [(c+d)& 7] x)


// Constant shift simplifications

(SHLLconst x [0]) => x
(SHRLconst x [0]) => x
(SARLconst x [0]) => x

(SHRWconst x [0]) => x
(SARWconst x [0]) => x

(SHRBconst x [0]) => x
(SARBconst x [0]) => x

(ROLLconst [0] x) => x
(ROLWconst [0] x) => x
(ROLBconst [0] x) => x

// Note: the word and byte shifts keep the low 5 bits (not the low 4 or 3 bits)
// because the x86 instructions are defined to use all 5 bits of the shift even
// for the small shifts. I don't think we'll ever generate a weird shift (e.g.
// (SHRW x (MOVLconst [24])), but just in case.

(CMPL x (MOVLconst [c])) => (CMPLconst x [c])
(CMPL (MOVLconst [c])
 x) => (InvertFlags (CMPLconst x [c]))
(CMPW x (MOVLconst [c])) => (CMPWconst x [int16(c)])
(CMPW (MOVLconst [c]) x) => (InvertFlags (CMPWconst x [int16(c)]))
(CMPB x (MOVLconst [c])) => (CMPBconst x [int8(c)])
(CMPB (MOVLconst [c]) x) => (InvertFlags (CMPBconst x [int8(c)]))

// Canonicalize the order of arguments to comparisons - helps with CSE.
(CMP(L|W|B) x y) && canonLessThan(x,y) => (InvertFlags (CMP(L|W|B) y x))

// strength reduction
```

```
// Assumes that the following costs from https://gmplib.org/~tege/x86-timing.pdf:
//    1 - addl, shll, leal, negl, subl
//    3 - imull
// This limits the rewrites to two instructions.
// Note that negl always operates in-place,
// which can require a register-register move
// to preserve the original value,
// so it must be used with care.
(MULLconst [-9] x) => (NEGL (LEAL8 <v.Type> x x))
(MULLconst [-5] x) => (NEGL (LEAL4 <v.Type> x x))
(MULLconst [-3] x) => (NEGL (LEAL2 <v.Type> x x))
(MULLconst [-1] x) => (NEGL x)
(MULLconst [0] _) => (MOVLconst
 [0])
(MULLconst [1] x) => x
(MULLconst [3] x) => (LEAL2 x x)
(MULLconst [5] x) => (LEAL4 x x)
(MULLconst [7] x) => (LEAL2 x (LEAL2 <v.Type> x x))
(MULLconst [9] x) => (LEAL8 x x)
(MULLconst [11] x) => (LEAL2 x (LEAL4 <v.Type> x x))
(MULLconst [13] x) => (LEAL4 x (LEAL2 <v.Type> x x))
(MULLconst [19] x) => (LEAL2 x (LEAL8 <v.Type> x x))
(MULLconst [21] x) => (LEAL4 x (LEAL4 <v.Type> x x))
(MULLconst [25] x) => (LEAL8 x (LEAL2 <v.Type> x x))
(MULLconst [27] x) => (LEAL8 (LEAL2 <v.Type> x x) (LEAL2 <v.Type> x x))
(MULLconst [37] x) => (LEAL4 x (LEAL8 <v.Type> x x))
(MULLconst [41] x) => (LEAL8 x (LEAL4 <v.Type> x x))
(MULLconst [45] x) => (LEAL8 (LEAL4 <v.Type> x x) (LEAL4 <v.Type> x x))
(MULLconst [73] x) => (LEAL8 x (LEAL8 <v.Type> x x))
(MULLconst [81] x) => (LEAL8 (LEAL8 <v.Type> x x) (LEAL8 <v.Type> x x))

(MULLconst [c] x) && isPowerOfTwo32(c+1) && c >= 15 => (SUBL (SHLLconst <v.Type> [int32(log32(c+1))]
x) x)
(MULLconst [c] x) && isPowerOfTwo32(c-1) && c >= 17 => (LEAL1 (SHLLconst
 <v.Type> [int32(log32(c-1))] x) x)
(MULLconst [c] x) && isPowerOfTwo32(c-2) && c >= 34 => (LEAL2 (SHLLconst <v.Type> [int32(log32(c-2))]
x) x)
(MULLconst [c] x) && isPowerOfTwo32(c-4) && c >= 68 => (LEAL4 (SHLLconst <v.Type> [int32(log32(c-4))]
x) x)
(MULLconst [c] x) && isPowerOfTwo32(c-8) && c >= 136 => (LEAL8 (SHLLconst <v.Type> [int32(log32(c-8))]
x) x)
(MULLconst [c] x) && c%3 == 0 && isPowerOfTwo32(c/3) => (SHLLconst [int32(log32(c/3))] (LEAL2
<v.Type> x x))
(MULLconst [c] x) && c%5 == 0 && isPowerOfTwo32(c/5) => (SHLLconst [int32(log32(c/5))] (LEAL4
<v.Type> x x))
(MULLconst [c] x) && c%9 == 0 && isPowerOfTwo32(c/9) => (SHLLconst [int32(log32(c/9))] (LEAL8
<v.Type> x x))
```

```
// combine add/shift into LEAL
(ADDL x (SHLLconst [3] y)) => (LEAL8 x y)
(ADDL x (SHLLconst [2] y)) => (LEAL4 x y)
(ADDL x (SHLLconst [1] y)) => (LEAL2 x y)
(ADDL x (ADDL y y)) => (LEAL2 x y)
(ADDL x (ADDL x y)) => (LEAL2 y x)

// combine ADDL/ADDLconst into LEAL1
(ADDLconst [c] (ADDL x y)) => (LEAL1 [c] x y)
(ADDL
 (ADDLconst [c] x) y) => (LEAL1 [c] x y)

// fold ADDL into LEAL
(ADDLconst [c] (LEAL [d] {s} x)) && is32Bit(int64(c)+int64(d)) => (LEAL [c+d] {s} x)
(LEAL [c] {s} (ADDLconst [d] x)) && is32Bit(int64(c)+int64(d)) => (LEAL [c+d] {s} x)
(ADDLconst [c] x:(SP)) => (LEAL [c] x) // so it is rematerializeable
(LEAL [c] {s} (ADDL x y)) && x.Op != OpSB && y.Op != OpSB => (LEAL1 [c] {s} x y)
(ADDL x (LEAL [c] {s} y)) && x.Op != OpSB && y.Op != OpSB => (LEAL1 [c] {s} x y)

// fold ADDLconst into LEALx
(ADDLconst [c] (LEAL1 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEAL1 [c+d] {s} x y)
(ADDLconst [c] (LEAL2 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEAL2 [c+d] {s} x y)
(ADDLconst [c] (LEAL4 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEAL4 [c+d] {s} x y)
(ADDLconst [c] (LEAL8 [d] {s} x y)) && is32Bit(int64(c)+int64(d)) => (LEAL8 [c+d] {s} x y)
(LEAL1 [c] {s} (ADDLconst [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEAL1 [c+d] {s} x
y)
(LEAL2 [c] {s} (ADDLconst
 [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEAL2 [c+d] {s} x y)
(LEAL2 [c] {s} x (ADDLconst [d] y)) && is32Bit(int64(c)+2*int64(d)) && y.Op != OpSB => (LEAL2 [c+2*d]
{s} x y)
(LEAL4 [c] {s} (ADDLconst [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEAL4 [c+d] {s} x
y)
(LEAL4 [c] {s} x (ADDLconst [d] y)) && is32Bit(int64(c)+4*int64(d)) && y.Op != OpSB => (LEAL4 [c+4*d]
{s} x y)
(LEAL8 [c] {s} (ADDLconst [d] x) y) && is32Bit(int64(c)+int64(d))   && x.Op != OpSB => (LEAL8 [c+d] {s} x
y)
(LEAL8 [c] {s} x (ADDLconst [d] y)) && is32Bit(int64(c)+8*int64(d)) && y.Op != OpSB => (LEAL8 [c+8*d]
{s} x y)

// fold shifts into LEALx
(LEAL1 [c] {s} x (SHLLconst [1] y)) => (LEAL2 [c] {s} x y)
(LEAL1 [c] {s} x (SHLLconst [2] y)) => (LEAL4 [c] {s} x y)
(LEAL1 [c] {s} x (SHLLconst [3] y)) => (LEAL8 [c] {s} x y)
(LEAL2 [c] {s} x (SHLLconst [1] y)) => (LEAL4 [c] {s} x y)
(LEAL2 [c] {s} x (SHLLconst [2] y)) => (LEAL8 [c] {s} x y)
(LEAL4 [c] {s} x (SHLLconst [1] y)) => (LEAL8
 [c] {s} x y)
```

```
// reverse ordering of compare instruction
(SETL (InvertFlags x)) => (SETG x)
(SETG (InvertFlags x)) => (SETL x)
(SETB (InvertFlags x)) => (SETA x)
(SETA (InvertFlags x)) => (SETB x)
(SETLE (InvertFlags x)) => (SETGE x)
(SETGE (InvertFlags x)) => (SETLE x)
(SETBE (InvertFlags x)) => (SETAE x)
(SETAE (InvertFlags x)) => (SETBE x)
(SETEQ (InvertFlags x)) => (SETEQ x)
(SETNE (InvertFlags x)) => (SETNE x)

// sign extended loads
// Note: The combined instruction must end up in the same block
// as the original load. If not, we end up making a value with
// memory type live in two different blocks, which can lead to
// multiple memory values alive simultaneously.
// Make sure we don't combine these ops if the load has another use.
// This prevents a single load from being split into multiple loads
// which then might return different values.  See test/atomicload.go.
(MOVBLSX x:(MOVBload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBLSXload
<v.Type> [off]
 {sym} ptr mem)
(MOVBLZX x:(MOVBload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<v.Type> [off] {sym} ptr mem)
(MOVWLSX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVWLSXload <v.Type> [off] {sym} ptr mem)
(MOVWLZX x:(MOVWload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVWload
<v.Type> [off] {sym} ptr mem)

// replace load from same location as preceding store with zero/sign extension (or copy in case of full width)
(MOVBload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVBLZX x)
(MOVWload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVWLZX x)
(MOVLload [off] {sym} ptr (MOVLstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => x
(MOVBLSXload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr,
 ptr2) => (MOVBLSX x)
(MOVWLSXload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVWLSX x)

// Fold extensions and ANDs together.
(MOVBLZX (ANDLconst [c] x)) => (ANDLconst [c & 0xff] x)
(MOVWLZX (ANDLconst [c] x)) => (ANDLconst [c & 0xffff] x)
(MOVBLSX (ANDLconst [c] x)) && c & 0x80 == 0 => (ANDLconst [c & 0x7f] x)
(MOVWLSX (ANDLconst [c] x)) && c & 0x8000 == 0 => (ANDLconst [c & 0x7fff] x)
```

```
// Don't extend before storing
(MOVWstore [off] {sym} ptr (MOVWL(S|Z)X x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBL(S|Z)X x) mem) => (MOVBstore [off] {sym} ptr x mem)

// fold constants into memory operations
// Note that this is not always a good idea because if not all the uses of
// the ADDLconst get eliminated, we still have to compute the ADDLconst and we now
// have potentially two live values (ptr and (ADDLconst [off] ptr)) instead of one.
// Nevertheless, let's do it!
(MOV(L|W|B|SS|SD)load  [off1]
 {sym} (ADDLconst [off2] ptr) mem) && is32Bit(int64(off1)+int64(off2)) =>
   (MOV(L|W|B|SS|SD)load  [off1+off2] {sym} ptr mem)
(MOV(L|W|B|SS|SD)store  [off1] {sym} (ADDLconst [off2] ptr) val mem) && is32Bit(int64(off1)+int64(off2)) =>
   (MOV(L|W|B|SS|SD)store  [off1+off2] {sym} ptr val mem)

((ADD|SUB|MUL|AND|OR|XOR)Lload [off1] {sym} val (ADDLconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|MUL|AND|OR|XOR)Lload [off1+off2] {sym} val base mem)
((ADD|SUB|MUL|DIV)SSload [off1] {sym} val (ADDLconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|MUL|DIV)SSload [off1+off2] {sym} val base mem)
((ADD|SUB|MUL|DIV)SDload [off1] {sym} val (ADDLconst [off2] base) mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|MUL|DIV)SDload [off1+off2] {sym} val base mem)
((ADD|SUB|AND|OR|XOR)Lmodify [off1] {sym} (ADDLconst [off2] base) val mem) &&
is32Bit(int64(off1)+int64(off2)) =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off1+off2] {sym} base val mem)
((ADD|AND|OR|XOR)Lconstmodify
 [valoff1] {sym} (ADDLconst [off2] base) mem) && valoff1.canAdd32(off2) =>
 ((ADD|AND|OR|XOR)Lconstmodify [valoff1.addOffset32(off2)] {sym} base mem)

// Fold constants into stores.
(MOVLstore [off] {sym} ptr (MOVLconst [c]) mem) =>
 (MOVLstoreconst [makeValAndOff(c,off)] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVLconst [c]) mem) =>
 (MOVWstoreconst [makeValAndOff(c,off)] {sym} ptr mem)
(MOVBstore [off] {sym} ptr (MOVLconst [c]) mem) =>
 (MOVBstoreconst [makeValAndOff(c,off)] {sym} ptr mem)

// Fold address offsets into constant stores.
(MOV(L|W|B)storeconst [sc] {s} (ADDLconst [off] ptr) mem) && sc.canAdd32(off) =>
 (MOV(L|W|B)storeconst [sc.addOffset32(off)] {s} ptr mem)

// We need to fold LEAL into the MOVx ops so that the live variable analysis knows
// what variables are being read/written by the ops.
// Note: we turn off this merging for operations on globals when building
// position-independent code (when Flag_shared is set).
```

```
// PIC needs a spare register
 to load the PC into.  Having the LEAL be
// a separate instruction gives us that register.  Having the LEAL be
// a separate instruction also allows it to be CSEd (which is good because
// it compiles to a thunk call).
(MOV(L|W|B|SS|SD|BLSX|WLSX)load  [off1] {sym1} (LEAL [off2] {sym2} base) mem) &&
is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2)
 && (base.Op != OpSB || !config.ctxt.Flag_shared) =>
     (MOV(L|W|B|SS|SD|BLSX|WLSX)load  [off1+off2] {mergeSym(sym1,sym2)} base mem)

(MOV(L|W|B|SS|SD)store  [off1] {sym1} (LEAL [off2] {sym2} base) val mem) &&
is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2)
 && (base.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOV(L|W|B|SS|SD)store  [off1+off2] {mergeSym(sym1,sym2)} base val mem)

(MOV(L|W|B)storeconst [sc] {sym1} (LEAL [off] {sym2} ptr) mem) && canMergeSym(sym1, sym2) &&
sc.canAdd32(off)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOV(L|W|B)storeconst [sc.addOffset32(off)] {mergeSym(sym1, sym2)}
 ptr mem)

((ADD|SUB|MUL|AND|OR|XOR)Lload [off1] {sym1} val (LEAL [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) && (base.Op != OpSB ||
!config.ctxt.Flag_shared) =>
 ((ADD|SUB|MUL|AND|OR|XOR)Lload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|SUB|MUL|DIV)SSload [off1] {sym1} val (LEAL [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) && (base.Op != OpSB ||
!config.ctxt.Flag_shared) =>
 ((ADD|SUB|MUL|DIV)SSload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|SUB|MUL|DIV)SDload [off1] {sym1} val (LEAL [off2] {sym2} base) mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) && (base.Op != OpSB ||
!config.ctxt.Flag_shared) =>
 ((ADD|SUB|MUL|DIV)SDload [off1+off2] {mergeSym(sym1,sym2)} val base mem)
((ADD|SUB|AND|OR|XOR)Lmodify [off1] {sym1} (LEAL [off2] {sym2} base) val mem)
 && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) && (base.Op != OpSB ||
!config.ctxt.Flag_shared)
 =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off1+off2] {mergeSym(sym1,sym2)} base val mem)
((ADD|AND|OR|XOR)Lconstmodify [valoff1] {sym1} (LEAL [off2] {sym2} base) mem)
 && valoff1.canAdd32(off2) && canMergeSym(sym1, sym2) && (base.Op != OpSB || !config.ctxt.Flag_shared) =>
 ((ADD|AND|OR|XOR)Lconstmodify [valoff1.addOffset32(off2)] {mergeSym(sym1,sym2)} base mem)

// Merge load/store to op
((ADD|AND|OR|XOR|SUB|MUL)L x l:(MOVLload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
clobber(l) => ((ADD|AND|OR|XOR|SUB|MUL)Lload x [off] {sym} ptr mem)
((ADD|SUB|MUL|DIV)SD x l:(MOVSDload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
clobber(l) => ((ADD|SUB|MUL|DIV)SDload x [off] {sym} ptr mem)
((ADD|SUB|MUL|DIV)SS x l:(MOVSSload [off] {sym} ptr mem)) && canMergeLoadClobber(v, l, x) &&
```

```
clobber(l) => ((ADD|SUB|MUL|DIV)SSload x [off] {sym} ptr mem)
(MOVLstore {sym} [off] ptr y:((ADD|AND|OR|XOR)Lload x [off] {sym} ptr mem) mem) && y.Uses==1 &&
clobber(y) => ((ADD|AND|OR|XOR)Lmodify [off]
 {sym} ptr x mem)
(MOVLstore {sym} [off] ptr y:((ADD|SUB|AND|OR|XOR)L l:(MOVLload [off] {sym} ptr mem) x) mem) &&
y.Uses==1 && l.Uses==1 && clobber(y, l) =>
 ((ADD|SUB|AND|OR|XOR)Lmodify [off] {sym} ptr x mem)
(MOVLstore {sym} [off] ptr y:((ADD|AND|OR|XOR)Lconst [c] l:(MOVLload [off] {sym} ptr mem)) mem)
 && y.Uses==1 && l.Uses==1 && clobber(y, l) =>
 ((ADD|AND|OR|XOR)Lconstmodify [makeValAndOff(c,off)] {sym} ptr mem)

// fold LEALs together
(LEAL [off1] {sym1} (LEAL [off2] {sym2} x)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
    (LEAL [off1+off2] {mergeSym(sym1,sym2)} x)

// LEAL into LEAL1
(LEAL1 [off1] {sym1} (LEAL [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAL1 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAL1 into LEAL
(LEAL [off1] {sym1} (LEAL1 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
     (LEAL1 [off1+off2] {mergeSym(sym1,sym2)} x y)

//
 LEAL into LEAL[248]
(LEAL2 [off1] {sym1} (LEAL [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAL2 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAL4 [off1] {sym1} (LEAL [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAL4 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAL8 [off1] {sym1} (LEAL [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) && x.Op != OpSB =>
     (LEAL8 [off1+off2] {mergeSym(sym1,sym2)} x y)

// LEAL[248] into LEAL
(LEAL [off1] {sym1} (LEAL2 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
    (LEAL2 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAL [off1] {sym1} (LEAL4 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1,
sym2) =>
    (LEAL4 [off1+off2] {mergeSym(sym1,sym2)} x y)
(LEAL [off1] {sym1} (LEAL8 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2))
 && canMergeSym(sym1, sym2) =>
    (LEAL8 [off1+off2] {mergeSym(sym1,sym2)} x y)
```

```
// LEAL[1248] into LEAL[1248]. Only some such merges are possible.
(LEAL1 [off1] {sym1} x (LEAL1 [off2] {sym2} y y)) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
    (LEAL2 [off1+off2] {mergeSym(sym1, sym2)} x y)
(LEAL1 [off1] {sym1} x (LEAL1 [off2] {sym2} x y)) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
    (LEAL2 [off1+off2] {mergeSym(sym1, sym2)} y x)
(LEAL2 [off1] {sym} x (LEAL1 [off2] {nil} y y)) && is32Bit(int64(off1)+2*int64(off2)) =>
    (LEAL4 [off1+2*off2] {sym} x y)
(LEAL4 [off1] {sym} x (LEAL1 [off2] {nil} y y)) && is32Bit(int64(off1)+4*int64(off2)) =>
    (LEAL8 [off1+4*off2] {sym} x y)

// Absorb InvertFlags into branches.
(LT (InvertFlags cmp) yes no) => (GT cmp yes no)
(GT (InvertFlags cmp) yes no) => (LT cmp yes no)
(LE (InvertFlags cmp) yes no) => (GE cmp yes no)
(GE (InvertFlags cmp) yes no) => (LE cmp yes no)
(ULT (InvertFlags cmp)
 yes no) => (UGT cmp yes no)
(UGT (InvertFlags cmp) yes no) => (ULT cmp yes no)
(ULE (InvertFlags cmp) yes no) => (UGE cmp yes no)
(UGE (InvertFlags cmp) yes no) => (ULE cmp yes no)
(EQ (InvertFlags cmp) yes no) => (EQ cmp yes no)
(NE (InvertFlags cmp) yes no) => (NE cmp yes no)

// Constant comparisons.
(CMPLconst (MOVLconst [x]) [y]) && x==y                    => (FlagEQ)
(CMPLconst (MOVLconst [x]) [y]) && x<y && uint32(x)<uint32(y) => (FlagLT_ULT)
(CMPLconst (MOVLconst [x]) [y]) && x<y && uint32(x)>uint32(y) => (FlagLT_UGT)
(CMPLconst (MOVLconst [x]) [y]) && x>y && uint32(x)<uint32(y) => (FlagGT_ULT)
(CMPLconst (MOVLconst [x]) [y]) && x>y && uint32(x)>uint32(y) => (FlagGT_UGT)

(CMPWconst (MOVLconst [x]) [y]) && int16(x)==y                    => (FlagEQ)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)<y && uint16(x)<uint16(y) => (FlagLT_ULT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)<y && uint16(x)>uint16(y) => (FlagLT_UGT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)>y && uint16(x)<uint16(y)
 => (FlagGT_ULT)
(CMPWconst (MOVLconst [x]) [y]) && int16(x)>y && uint16(x)>uint16(y) => (FlagGT_UGT)

(CMPBconst (MOVLconst [x]) [y]) && int8(x)==y                    => (FlagEQ)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)<y && uint8(x)<uint8(y) => (FlagLT_ULT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)<y && uint8(x)>uint8(y) => (FlagLT_UGT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)>y && uint8(x)<uint8(y) => (FlagGT_ULT)
(CMPBconst (MOVLconst [x]) [y]) && int8(x)>y && uint8(x)>uint8(y) => (FlagGT_UGT)

// Other known comparisons.
(CMPLconst (SHRLconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 32 && (1<<uint64(32-c)) <= uint64(n) =>
```

```
(FlagLT_ULT)
(CMPLconst (ANDLconst _ [m]) [n]) && 0 <= m && m < n => (FlagLT_ULT)
(CMPWconst (ANDLconst _ [m]) [n]) && 0 <= int16(m) && int16(m) < n => (FlagLT_ULT)
(CMPBconst (ANDLconst _ [m]) [n]) && 0 <= int8(m) && int8(m) < n => (FlagLT_ULT)
// TODO: DIVxU also.

// Absorb flag constants into SBB ops.
(SBBLcarrymask (FlagEQ)) => (MOVLconst
 [0])
(SBBLcarrymask (FlagLT_ULT)) => (MOVLconst [-1])
(SBBLcarrymask (FlagLT_UGT)) => (MOVLconst [0])
(SBBLcarrymask (FlagGT_ULT)) => (MOVLconst [-1])
(SBBLcarrymask (FlagGT_UGT)) => (MOVLconst [0])

// Absorb flag constants into branches.
(EQ (FlagEQ) yes no) => (First yes no)
(EQ (FlagLT_ULT) yes no) => (First no yes)
(EQ (FlagLT_UGT) yes no) => (First no yes)
(EQ (FlagGT_ULT) yes no) => (First no yes)
(EQ (FlagGT_UGT) yes no) => (First no yes)

(NE (FlagEQ) yes no) => (First no yes)
(NE (FlagLT_ULT) yes no) => (First yes no)
(NE (FlagLT_UGT) yes no) => (First yes no)
(NE (FlagGT_ULT) yes no) => (First yes no)
(NE (FlagGT_UGT) yes no) => (First yes no)

(LT (FlagEQ) yes no) => (First no yes)
(LT (FlagLT_ULT) yes no) => (First yes no)
(LT (FlagLT_UGT) yes no) => (First yes no)
(LT (FlagGT_ULT) yes no) => (First no yes)
(LT (FlagGT_UGT) yes no) => (First no yes)

(LE (FlagEQ) yes no) => (First yes no)
(LE (FlagLT_ULT) yes no) => (First yes no)
(LE (FlagLT_UGT) yes no) => (First yes no)
(LE
 (FlagGT_ULT) yes no) => (First no yes)
(LE (FlagGT_UGT) yes no) => (First no yes)

(GT (FlagEQ) yes no) => (First no yes)
(GT (FlagLT_ULT) yes no) => (First no yes)
(GT (FlagLT_UGT) yes no) => (First no yes)
(GT (FlagGT_ULT) yes no) => (First yes no)
(GT (FlagGT_UGT) yes no) => (First yes no)

(GE (FlagEQ) yes no) => (First yes no)
(GE (FlagLT_ULT) yes no) => (First no yes)
```

```
(GE (FlagLT_UGT) yes no) => (First no yes)
(GE (FlagGT_ULT) yes no) => (First yes no)
(GE (FlagGT_UGT) yes no) => (First yes no)

(ULT (FlagEQ) yes no) => (First no yes)
(ULT (FlagLT_ULT) yes no) => (First yes no)
(ULT (FlagLT_UGT) yes no) => (First no yes)
(ULT (FlagGT_ULT) yes no) => (First yes no)
(ULT (FlagGT_UGT) yes no) => (First no yes)

(ULE (FlagEQ) yes no) => (First yes no)
(ULE (FlagLT_ULT) yes no) => (First yes no)
(ULE (FlagLT_UGT) yes no) => (First no yes)
(ULE (FlagGT_ULT) yes no) => (First yes no)
(ULE (FlagGT_UGT) yes no) => (First no yes)

(UGT (FlagEQ) yes no) => (First no yes)
(UGT (FlagLT_ULT)
 yes no) => (First no yes)
(UGT (FlagLT_UGT) yes no) => (First yes no)
(UGT (FlagGT_ULT) yes no) => (First no yes)
(UGT (FlagGT_UGT) yes no) => (First yes no)

(UGE (FlagEQ) yes no) => (First yes no)
(UGE (FlagLT_ULT) yes no) => (First no yes)
(UGE (FlagLT_UGT) yes no) => (First yes no)
(UGE (FlagGT_ULT) yes no) => (First no yes)
(UGE (FlagGT_UGT) yes no) => (First yes no)

// Absorb flag constants into SETxx ops.
(SETEQ (FlagEQ)) => (MOVLconst [1])
(SETEQ (FlagLT_ULT)) => (MOVLconst [0])
(SETEQ (FlagLT_UGT)) => (MOVLconst [0])
(SETEQ (FlagGT_ULT)) => (MOVLconst [0])
(SETEQ (FlagGT_UGT)) => (MOVLconst [0])

(SETNE (FlagEQ)) => (MOVLconst [0])
(SETNE (FlagLT_ULT)) => (MOVLconst [1])
(SETNE (FlagLT_UGT)) => (MOVLconst [1])
(SETNE (FlagGT_ULT)) => (MOVLconst [1])
(SETNE (FlagGT_UGT)) => (MOVLconst [1])

(SETL (FlagEQ)) => (MOVLconst [0])
(SETL (FlagLT_ULT)) => (MOVLconst [1])
(SETL (FlagLT_UGT)) => (MOVLconst [1])
(SETL (FlagGT_ULT)) => (MOVLconst [0])
(SETL (FlagGT_UGT)) => (MOVLconst
```

[0])

(SETLE (FlagEQ)) => (MOVLconst [1])
(SETLE (FlagLT_ULT)) => (MOVLconst [1])
(SETLE (FlagLT_UGT)) => (MOVLconst [1])
(SETLE (FlagGT_ULT)) => (MOVLconst [0])
(SETLE (FlagGT_UGT)) => (MOVLconst [0])

(SETG (FlagEQ)) => (MOVLconst [0])
(SETG (FlagLT_ULT)) => (MOVLconst [0])
(SETG (FlagLT_UGT)) => (MOVLconst [0])
(SETG (FlagGT_ULT)) => (MOVLconst [1])
(SETG (FlagGT_UGT)) => (MOVLconst [1])

(SETGE (FlagEQ)) => (MOVLconst [1])
(SETGE (FlagLT_ULT)) => (MOVLconst [0])
(SETGE (FlagLT_UGT)) => (MOVLconst [0])
(SETGE (FlagGT_ULT)) => (MOVLconst [1])
(SETGE (FlagGT_UGT)) => (MOVLconst [1])

(SETB (FlagEQ)) => (MOVLconst [0])
(SETB (FlagLT_ULT)) => (MOVLconst [1])
(SETB (FlagLT_UGT)) => (MOVLconst [0])
(SETB (FlagGT_ULT)) => (MOVLconst [1])
(SETB (FlagGT_UGT)) => (MOVLconst [0])

(SETBE (FlagEQ)) => (MOVLconst [1])
(SETBE (FlagLT_ULT)) => (MOVLconst [1])
(SETBE (FlagLT_UGT)) => (MOVLconst [0])
(SETBE (FlagGT_ULT)) => (MOVLconst [1])
(SETBE (FlagGT_UGT)) => (MOVLconst [0])

(SETA (FlagEQ)) =>
(MOVLconst [0])
(SETA (FlagLT_ULT)) => (MOVLconst [0])
(SETA (FlagLT_UGT)) => (MOVLconst [1])
(SETA (FlagGT_ULT)) => (MOVLconst [0])
(SETA (FlagGT_UGT)) => (MOVLconst [1])

(SETAE (FlagEQ)) => (MOVLconst [1])
(SETAE (FlagLT_ULT)) => (MOVLconst [0])
(SETAE (FlagLT_UGT)) => (MOVLconst [1])
(SETAE (FlagGT_ULT)) => (MOVLconst [0])
(SETAE (FlagGT_UGT)) => (MOVLconst [1])

// Remove redundant *const ops
(ADDLconst [c] x) && c==0 => x
(SUBLconst [c] x) && c==0 => x

```
(ANDLconst [c] _) && c==0  => (MOVLconst [0])
(ANDLconst [c] x) && c==-1 => x
(ORLconst [c] x)  && c==0  => x
(ORLconst [c] _)  && c==-1 => (MOVLconst [-1])
(XORLconst [c] x) && c==0  => x
// TODO: since we got rid of the W/B versions, we might miss
// things like (ANDLconst [0x100] x) which were formerly
// (ANDBconst [0] x).  Probably doesn't happen very often.
// If we cared, we might do:
//  (ANDLconst <t> [c] x) && t.Size()==1 && int8(x)==0 => (MOVLconst [0])

// Convert constant subtracts to constant adds
(SUBLconst [c] x)
 => (ADDLconst [-c] x)

// generic constant folding
// TODO: more of this
(ADDLconst [c] (MOVLconst [d])) => (MOVLconst [c+d])
(ADDLconst [c] (ADDLconst [d] x)) => (ADDLconst [c+d] x)
(SARLconst [c] (MOVLconst [d])) => (MOVLconst [d>>uint64(c)])
(SARWconst [c] (MOVLconst [d])) => (MOVLconst [d>>uint64(c)])
(SARBconst [c] (MOVLconst [d])) => (MOVLconst [d>>uint64(c)])
(NEGL (MOVLconst [c])) => (MOVLconst [-c])
(MULLconst [c] (MOVLconst [d])) => (MOVLconst [c*d])
(ANDLconst [c] (MOVLconst [d])) => (MOVLconst [c&d])
(ORLconst [c] (MOVLconst [d])) => (MOVLconst [c|d])
(XORLconst [c] (MOVLconst [d])) => (MOVLconst [c^d])
(NOTL (MOVLconst [c])) => (MOVLconst [^c])

// generic simplifications
// TODO: more of this
(ADDL x (NEGL y)) => (SUBL x y)
(SUBL x x) => (MOVLconst [0])
(ANDL x x) => x
(ORL x x) => x
(XORL x x) => (MOVLconst [0])

// checking AND against 0.
(CMP(L|W|B)const l:(ANDL x y) [0]) && l.Uses==1 => (TEST(L|W|B) x y)
(CMPLconst l:(ANDLconst [c] x) [0]) && l.Uses==1 => (TESTLconst
 [c] x)
(CMPWconst l:(ANDLconst [c] x) [0]) && l.Uses==1 => (TESTWconst [int16(c)] x)
(CMPBconst l:(ANDLconst [c] x) [0]) && l.Uses==1 => (TESTBconst [int8(c)] x)

// TEST %reg,%reg is shorter than CMP
(CMP(L|W|B)const x [0]) => (TEST(L|W|B) x x)

// Convert LEAL1 back to ADDL if we can
```

```
(LEAL1 [0] {nil} x y) => (ADDL x y)

// Combining byte loads into larger (unaligned) loads.
// There are many ways these combinations could occur.  This is
// designed to match the way encoding/binary.LittleEndian does it.
(ORL                x0:(MOVBload [i0] {s} p mem)
  s0:(SHLLconst [8] x1:(MOVBload [i1] {s} p mem)))
 && i1 == i0+1
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, s0)
 => @mergePoint(b,x0,x1) (MOVWload [i0] {s} p mem)

(ORL                x0:(MOVBload [i] {s} p0 mem)
  s0:(SHLLconst [8] x1:(MOVBload [i] {s} p1 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && mergePoint(b,x0,x1)
 != nil
 && clobber(x0, x1, s0)
 => @mergePoint(b,x0,x1) (MOVWload [i] {s} p0 mem)

(ORL o0:(ORL
                x0:(MOVWload [i0] {s} p mem)
  s0:(SHLLconst [16] x1:(MOVBload [i2] {s} p mem)))
  s1:(SHLLconst [24] x2:(MOVBload [i3] {s} p mem)))
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, s0, s1, o0)
 => @mergePoint(b,x0,x1,x2) (MOVLload [i0] {s} p mem)

(ORL o0:(ORL
                x0:(MOVWload [i] {s} p0 mem)
  s0:(SHLLconst [16] x1:(MOVBload [i] {s} p1 mem)))
  s1:(SHLLconst [24] x2:(MOVBload [i] {s} p2 mem)))
 && x0.Uses == 1
 && x1.Uses == 1
```

```
 && x2.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && o0.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && sequentialAddresses(p1, p2, 1)
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, s0, s1, o0)
 => @mergePoint(b,x0,x1,x2) (MOVLload
 [i] {s} p0 mem)

// Combine constant stores into larger (unaligned) stores.
(MOVBstoreconst [c] {s} p x:(MOVBstoreconst [a] {s} p mem))
 && x.Uses == 1
 && a.Off() + 1 == c.Off()
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p mem)
(MOVBstoreconst [a] {s} p x:(MOVBstoreconst [c] {s} p mem))
 && x.Uses == 1
 && a.Off() + 1 == c.Off()
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p mem)

(MOVBstoreconst [c] {s} p1 x:(MOVBstoreconst [a] {s} p0 mem))
 && x.Uses == 1
 && a.Off() == c.Off()
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p0 mem)
(MOVBstoreconst [a] {s} p0 x:(MOVBstoreconst [c] {s} p1 mem))
 && x.Uses == 1
 && a.Off() == c.Off()
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstoreconst [makeValAndOff(a.Val()&0xff | c.Val()<<8, a.Off())] {s} p0 mem)

(MOVWstoreconst [c] {s} p x:(MOVWstoreconst
 [a] {s} p mem))
 && x.Uses == 1
 && a.Off() + 2 == c.Off()
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p mem)
(MOVWstoreconst [a] {s} p x:(MOVWstoreconst [c] {s} p mem))
 && x.Uses == 1
 && ValAndOff(a).Off() + 2 == ValAndOff(c).Off()
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p mem)
```

```
(MOVWstoreconst [c] {s} p1 x:(MOVWstoreconst [a] {s} p0 mem))
 && x.Uses == 1
 && a.Off() == c.Off()
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p0 mem)
(MOVWstoreconst [a] {s} p0 x:(MOVWstoreconst [c] {s} p1 mem))
 && x.Uses == 1
 && a.Off() == c.Off()
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstoreconst [makeValAndOff(a.Val()&0xffff | c.Val()<<16, a.Off())] {s} p0 mem)

// Combine stores into larger (unaligned) stores.
(MOVBstore [i] {s} p (SHR(W|L)const [8] w) x:(MOVBstore
 [i-1] {s} p w mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p w x:(MOVBstore {s} [i+1] p (SHR(W|L)const [8] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i] {s} p w mem)
(MOVBstore [i] {s} p (SHRLconst [j] w) x:(MOVBstore [i-1] {s} p w0:(SHRLconst [j-8] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-1] {s} p w0 mem)

(MOVBstore [i] {s} p1 (SHR(W|L)const [8] w) x:(MOVBstore [i] {s} p0 w mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w mem)
(MOVBstore [i] {s} p0 w x:(MOVBstore {s} [i] p1 (SHR(W|L)const [8] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w mem)
(MOVBstore [i] {s} p1 (SHRLconst [j] w) x:(MOVBstore [i] {s} p0 w0:(SHRLconst [j-8] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 1)
 && clobber(x)
 => (MOVWstore [i] {s} p0 w0 mem)

(MOVWstore [i] {s} p (SHRLconst [16] w) x:(MOVWstore
 [i-2] {s} p w mem))
 && x.Uses == 1
 && clobber(x)
```

```
 => (MOVLstore [i-2] {s} p w mem)
(MOVWstore [i] {s} p (SHRLconst [j] w) x:(MOVWstore [i-2] {s} p w0:(SHRLconst [j-16] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVLstore [i-2] {s} p w0 mem)

(MOVWstore [i] {s} p1 (SHRLconst [16] w) x:(MOVWstore [i] {s} p0 w mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstore [i] {s} p0 w mem)
(MOVWstore [i] {s} p1 (SHRLconst [j] w) x:(MOVWstore [i] {s} p0 w0:(SHRLconst [j-16] w) mem))
 && x.Uses == 1
 && sequentialAddresses(p0, p1, 2)
 && clobber(x)
 => (MOVLstore [i] {s} p0 w0 mem)

// For PIC, break floating-point constant loading into two instructions so we have
// a register to use for holding the address of the constant pool entry.
(MOVSSconst [c]) && config.ctxt.Flag_shared => (MOVSSconst2 (MOVSSconst1 [c]))
(MOVSDconst [c]) && config.ctxt.Flag_shared => (MOVSDconst2 (MOVSDconst1 [c]))

(CMP(L|W|B) l:(MOV(L|W|B)load {sym} [off] ptr mem) x)
 && canMergeLoad(v, l) && clobber(l) => (CMP(L|W|B)load {sym} [off] ptr x mem)
(CMP(L|W|B) x l:(MOV(L|W|B)load {sym} [off] ptr mem)) && canMergeLoad(v, l) && clobber(l) => (InvertFlags
(CMP(L|W|B)load {sym} [off] ptr x mem))

(CMP(L|W|B)const l:(MOV(L|W|B)load {sym} [off] ptr mem) [c])
 && l.Uses == 1
 && clobber(l) =>
 @l.Block (CMP(L|W|B)constload {sym} [makeValAndOff(int32(c),off)] ptr mem)

(CMPLload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPLconstload {sym} [makeValAndOff(c,off)] ptr mem)
(CMPWload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPWconstload {sym}
[makeValAndOff(int32(int16(c)),off)] ptr mem)
(CMPBload {sym} [off] ptr (MOVLconst [c]) mem) => (CMPBconstload {sym}
[makeValAndOff(int32(int8(c)),off)] ptr mem)

(MOVBload [off] {sym} (SB) _) && symIsRO(sym) => (MOVLconst [int32(read8(sym, int64(off)))])
(MOVWload [off] {sym} (SB) _) && symIsRO(sym) => (MOVLconst [int32(read16(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVLload [off] {sym} (SB) _) && symIsRO(sym) =>
 (MOVLconst [int32(read32(sym, int64(off), config.ctxt.Arch.ByteOrder))])

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/386.rules
No license file was found, but licenses were detected in source scan.
```

```
// Copyright 2015 The Go Authors. All rights reserved.
// Use of this source code is governed by a BSD-style
// license that can be found in the LICENSE file.

// Simplifications that apply to all backend architectures. As an example, this
// Go source code
//
// y := 0 * x
//
// can be translated into y := 0 without losing any information, which saves a
// pointless multiplication instruction. Other .rules files in this directory
// (for example AMD64.rules) contain rules specific to the architecture in the
// filename. The rules here apply to every architecture.
//
// The code for parsing this file lives in rulegen.go; this file generates
// ssa/rewritegeneric.go.

// values are specified using the following format:
// (op <type> [auxint] {aux} arg0 arg1 ...)
// the type, aux, and auxint fields are optional
// on the matching side
//  - the type, aux, and auxint fields must match if they are specified.
//  - the first
 occurrence of a variable defines that variable.  Subsequent
//    uses must match (be == to) the first use.
//  - v is defined to be the value matched.
//  - an additional conditional can be provided after the match pattern with "&&".
// on the generated side
//  - the type of the top-level expression is the same as the one on the left-hand side.
//  - the type of any subexpressions must be specified explicitly (or
//    be specified in the op's type field).
//  - auxint will be 0 if not specified.
//  - aux will be nil if not specified.

// blocks are specified using the following format:
// (kind controlvalue succ0 succ1 ...)
// controlvalue must be "nil" or a value expression
// succ* fields must be variables
// For now, the generated successors must be a permutation of the matched successors.

// constant folding
(Trunc16to8  (Const16  [c])) => (Const8   [int8(c)])
(Trunc32to8  (Const32  [c])) => (Const8   [int8(c)])
(Trunc32to16 (Const32  [c])) => (Const16  [int16(c)])
(Trunc64to8
  (Const64  [c])) => (Const8   [int8(c)])
(Trunc64to16 (Const64  [c])) => (Const16  [int16(c)])
(Trunc64to32 (Const64  [c])) => (Const32  [int32(c)])
```

```
(Cvt64Fto32F (Const64F [c])) => (Const32F [float32(c)])
(Cvt32Fto64F (Const32F [c])) => (Const64F [float64(c)])
(Cvt32to32F  (Const32  [c])) => (Const32F [float32(c)])
(Cvt32to64F  (Const32  [c])) => (Const64F [float64(c)])
(Cvt64to32F  (Const64  [c])) => (Const32F [float32(c)])
(Cvt64to64F  (Const64  [c])) => (Const64F [float64(c)])
(Cvt32Fto32  (Const32F [c])) => (Const32  [int32(c)])
(Cvt32Fto64  (Const32F [c])) => (Const64  [int64(c)])
(Cvt64Fto32  (Const64F [c])) => (Const32  [int32(c)])
(Cvt64Fto64  (Const64F [c])) => (Const64  [int64(c)])
(Round32F x:(Const32F)) => x
(Round64F x:(Const64F)) => x
(CvtBoolToUint8 (ConstBool [false])) => (Const8 [0])
(CvtBoolToUint8 (ConstBool [true])) => (Const8 [1])

(Trunc16to8  (ZeroExt8to16  x)) => x
(Trunc32to8  (ZeroExt8to32  x)) => x
(Trunc32to16 (ZeroExt8to32  x)) => (ZeroExt8to16  x)
(Trunc32to16
 (ZeroExt16to32 x)) => x
(Trunc64to8  (ZeroExt8to64  x)) => x
(Trunc64to16 (ZeroExt8to64  x)) => (ZeroExt8to16  x)
(Trunc64to16 (ZeroExt16to64 x)) => x
(Trunc64to32 (ZeroExt8to64  x)) => (ZeroExt8to32  x)
(Trunc64to32 (ZeroExt16to64 x)) => (ZeroExt16to32 x)
(Trunc64to32 (ZeroExt32to64 x)) => x
(Trunc16to8  (SignExt8to16  x)) => x
(Trunc32to8  (SignExt8to32  x)) => x
(Trunc32to16 (SignExt8to32  x)) => (SignExt8to16  x)
(Trunc32to16 (SignExt16to32 x)) => x
(Trunc64to8  (SignExt8to64  x)) => x
(Trunc64to16 (SignExt8to64  x)) => (SignExt8to16  x)
(Trunc64to16 (SignExt16to64 x)) => x
(Trunc64to32 (SignExt8to64  x)) => (SignExt8to32  x)
(Trunc64to32 (SignExt16to64 x)) => (SignExt16to32 x)
(Trunc64to32 (SignExt32to64 x)) => x

(ZeroExt8to16  (Const8  [c])) => (Const16 [int16( uint8(c))])
(ZeroExt8to32  (Const8  [c])) => (Const32 [int32( uint8(c))])
(ZeroExt8to64  (Const8  [c])) => (Const64 [int64( uint8(c))])
(ZeroExt16to32 (Const16 [c])) => (Const32 [int32(uint16(c))])
(ZeroExt16to64
 (Const16 [c])) => (Const64 [int64(uint16(c))])
(ZeroExt32to64 (Const32 [c])) => (Const64 [int64(uint32(c))])
(SignExt8to16  (Const8  [c])) => (Const16 [int16(c)])
(SignExt8to32  (Const8  [c])) => (Const32 [int32(c)])
(SignExt8to64  (Const8  [c])) => (Const64 [int64(c)])
(SignExt16to32 (Const16 [c])) => (Const32 [int32(c)])
```

```
(SignExt16to64 (Const16 [c])) => (Const64 [int64(c)])
(SignExt32to64 (Const32 [c])) => (Const64 [int64(c)])

(Neg8   (Const8   [c])) => (Const8   [-c])
(Neg16  (Const16  [c])) => (Const16  [-c])
(Neg32  (Const32  [c])) => (Const32  [-c])
(Neg64  (Const64  [c])) => (Const64  [-c])
(Neg32F (Const32F [c])) && c != 0 => (Const32F [-c])
(Neg64F (Const64F [c])) && c != 0 => (Const64F [-c])

(Add8   (Const8 [c])   (Const8 [d]))   => (Const8  [c+d])
(Add16  (Const16 [c])  (Const16 [d]))  => (Const16 [c+d])
(Add32  (Const32 [c])  (Const32 [d]))  => (Const32 [c+d])
(Add64  (Const64 [c])  (Const64 [d]))  => (Const64 [c+d])
(Add32F (Const32F [c]) (Const32F [d])) && c+d == c+d
 => (Const32F [c+d])
(Add64F (Const64F [c]) (Const64F [d])) && c+d == c+d => (Const64F [c+d])
(AddPtr <t> x (Const64 [c])) => (OffPtr <t> x [c])
(AddPtr <t> x (Const32 [c])) => (OffPtr <t> x [int64(c)])

(Sub8   (Const8 [c]) (Const8 [d]))     => (Const8 [c-d])
(Sub16  (Const16 [c]) (Const16 [d]))   => (Const16 [c-d])
(Sub32  (Const32 [c]) (Const32 [d]))   => (Const32 [c-d])
(Sub64  (Const64 [c]) (Const64 [d]))   => (Const64 [c-d])
(Sub32F (Const32F [c]) (Const32F [d])) && c-d == c-d => (Const32F [c-d])
(Sub64F (Const64F [c]) (Const64F [d])) && c-d == c-d => (Const64F [c-d])

(Mul8   (Const8 [c])   (Const8 [d]))   => (Const8  [c*d])
(Mul16  (Const16 [c])  (Const16 [d]))  => (Const16 [c*d])
(Mul32  (Const32 [c])  (Const32 [d]))  => (Const32 [c*d])
(Mul64  (Const64 [c])  (Const64 [d]))  => (Const64 [c*d])
(Mul32F (Const32F [c]) (Const32F [d])) && c*d == c*d => (Const32F [c*d])
(Mul64F (Const64F [c]) (Const64F [d])) && c*d == c*d => (Const64F [c*d])

(And8   (Const8 [c])   (Const8 [d]))   =>
 (Const8  [c&d])
(And16  (Const16 [c])  (Const16 [d]))  => (Const16 [c&d])
(And32  (Const32 [c])  (Const32 [d]))  => (Const32 [c&d])
(And64  (Const64 [c])  (Const64 [d]))  => (Const64 [c&d])

(Or8   (Const8 [c])   (Const8 [d]))   => (Const8  [c|d])
(Or16  (Const16 [c])  (Const16 [d]))  => (Const16 [c|d])
(Or32  (Const32 [c])  (Const32 [d]))  => (Const32 [c|d])
(Or64  (Const64 [c])  (Const64 [d]))  => (Const64 [c|d])

(Xor8   (Const8 [c])   (Const8 [d]))   => (Const8  [c^d])
(Xor16  (Const16 [c])  (Const16 [d]))  => (Const16 [c^d])
(Xor32  (Const32 [c])  (Const32 [d]))  => (Const32 [c^d])
```

```
(Xor64  (Const64 [c])  (Const64 [d]))  => (Const64 [c^d])

(Ctz64 (Const64 [c])) && config.PtrSize == 4 => (Const32 [int32(ntz64(c))])
(Ctz32 (Const32 [c])) && config.PtrSize == 4 => (Const32 [int32(ntz32(c))])
(Ctz16 (Const16 [c])) && config.PtrSize == 4 => (Const32 [int32(ntz16(c))])
(Ctz8  (Const8  [c])) && config.PtrSize == 4 => (Const32 [int32(ntz8(c))])

(Ctz64 (Const64 [c])) && config.PtrSize ==
 8 => (Const64 [int64(ntz64(c))])
(Ctz32 (Const32 [c])) && config.PtrSize == 8 => (Const64 [int64(ntz32(c))])
(Ctz16 (Const16 [c])) && config.PtrSize == 8 => (Const64 [int64(ntz16(c))])
(Ctz8  (Const8  [c])) && config.PtrSize == 8 => (Const64 [int64(ntz8(c))])

(Div8   (Const8  [c])  (Const8  [d])) && d != 0 => (Const8  [c/d])
(Div16  (Const16 [c])  (Const16 [d])) && d != 0 => (Const16 [c/d])
(Div32  (Const32 [c])  (Const32 [d])) && d != 0 => (Const32 [c/d])
(Div64  (Const64 [c])  (Const64 [d])) && d != 0 => (Const64 [c/d])
(Div8u  (Const8  [c])  (Const8  [d])) && d != 0 => (Const8  [int8(uint8(c)/uint8(d))])
(Div16u (Const16 [c])  (Const16 [d])) && d != 0 => (Const16 [int16(uint16(c)/uint16(d))])
(Div32u (Const32 [c])  (Const32 [d])) && d != 0 => (Const32 [int32(uint32(c)/uint32(d))])
(Div64u (Const64 [c])  (Const64 [d])) && d != 0 => (Const64 [int64(uint64(c)/uint64(d))])
(Div32F (Const32F [c]) (Const32F [d])) && c/d == c/d => (Const32F [c/d])
(Div64F (Const64F [c]) (Const64F [d]))
 && c/d == c/d => (Const64F [c/d])
(Select0 (Div128u (Const64 [0]) lo y)) => (Div64u lo y)
(Select1 (Div128u (Const64 [0]) lo y)) => (Mod64u lo y)

(Not (ConstBool [c])) => (ConstBool [!c])

// Convert x * 1 to x.
(Mul(8|16|32|64)  (Const(8|16|32|64)  [1]) x) => x

// Convert x * -1 to -x.
(Mul(8|16|32|64)  (Const(8|16|32|64)  [-1]) x) => (Neg(8|16|32|64)  x)

// Convert multiplication by a power of two to a shift.
(Mul8  <t> n (Const8  [c])) && isPowerOfTwo8(c) => (Lsh8x64  <t> n (Const64 <typ.UInt64> [log8(c)]))
(Mul16 <t> n (Const16 [c])) && isPowerOfTwo16(c) => (Lsh16x64 <t> n (Const64 <typ.UInt64> [log16(c)]))
(Mul32 <t> n (Const32 [c])) && isPowerOfTwo32(c) => (Lsh32x64 <t> n (Const64 <typ.UInt64> [log32(c)]))
(Mul64 <t> n (Const64 [c])) && isPowerOfTwo64(c) => (Lsh64x64 <t> n (Const64 <typ.UInt64> [log64(c)]))
(Mul8  <t> n (Const8  [c])) && t.IsSigned() && isPowerOfTwo8(-c)  => (Neg8  (Lsh8x64  <t> n (Const64
<typ.UInt64> [log8(-c)])))
(Mul16 <t> n (Const16 [c])) && t.IsSigned()
 && isPowerOfTwo16(-c) => (Neg16 (Lsh16x64 <t> n (Const64 <typ.UInt64> [log16(-c)])))
(Mul32 <t> n (Const32 [c])) && t.IsSigned() && isPowerOfTwo32(-c) => (Neg32 (Lsh32x64 <t> n (Const64
<typ.UInt64> [log32(-c)])))
(Mul64 <t> n (Const64 [c])) && t.IsSigned() && isPowerOfTwo64(-c) => (Neg64 (Lsh64x64 <t> n (Const64
<typ.UInt64> [log64(-c)])))
```

```
(Mod8  (Const8  [c]) (Const8  [d])) && d != 0 => (Const8  [c % d])
(Mod16 (Const16 [c]) (Const16 [d])) && d != 0 => (Const16 [c % d])
(Mod32 (Const32 [c]) (Const32 [d])) && d != 0 => (Const32 [c % d])
(Mod64 (Const64 [c]) (Const64 [d])) && d != 0 => (Const64 [c % d])

(Mod8u  (Const8 [c])  (Const8  [d])) && d != 0 => (Const8  [int8(uint8(c) % uint8(d))])
(Mod16u (Const16 [c]) (Const16 [d])) && d != 0 => (Const16 [int16(uint16(c) % uint16(d))])
(Mod32u (Const32 [c]) (Const32 [d])) && d != 0 => (Const32 [int32(uint32(c) % uint32(d))])
(Mod64u (Const64 [c]) (Const64 [d])) && d != 0 => (Const64 [int64(uint64(c) % uint64(d))])

(Lsh64x64  (Const64 [c])
 (Const64 [d])) => (Const64 [c << uint64(d)])
(Rsh64x64  (Const64 [c]) (Const64 [d])) => (Const64 [c >> uint64(d)])
(Rsh64Ux64 (Const64 [c]) (Const64 [d])) => (Const64 [int64(uint64(c) >> uint64(d))])
(Lsh32x64  (Const32 [c]) (Const64 [d])) => (Const32 [c << uint64(d)])
(Rsh32x64  (Const32 [c]) (Const64 [d])) => (Const32 [c >> uint64(d)])
(Rsh32Ux64 (Const32 [c]) (Const64 [d])) => (Const32 [int32(uint32(c) >> uint64(d))])
(Lsh16x64  (Const16 [c]) (Const64 [d])) => (Const16 [c << uint64(d)])
(Rsh16x64  (Const16 [c]) (Const64 [d])) => (Const16 [c >> uint64(d)])
(Rsh16Ux64 (Const16 [c]) (Const64 [d])) => (Const16 [int16(uint16(c) >> uint64(d))])
(Lsh8x64   (Const8  [c]) (Const64 [d])) => (Const8  [c << uint64(d)])
(Rsh8x64   (Const8  [c]) (Const64 [d])) => (Const8  [c >> uint64(d)])
(Rsh8Ux64  (Const8  [c]) (Const64 [d])) => (Const8  [int8(uint8(c) >> uint64(d))])

// Fold IsInBounds when the range of the index cannot exceed the limit.
(IsInBounds (ZeroExt8to32  _) (Const32 [c])) && (1 <<
 8)  <= c => (ConstBool [true])
(IsInBounds (ZeroExt8to64  _) (Const64 [c])) && (1 << 8)  <= c => (ConstBool [true])
(IsInBounds (ZeroExt16to32 _) (Const32 [c])) && (1 << 16) <= c => (ConstBool [true])
(IsInBounds (ZeroExt16to64 _) (Const64 [c])) && (1 << 16) <= c => (ConstBool [true])
(IsInBounds x x) => (ConstBool [false])
(IsInBounds             (And8  (Const8  [c]) _)  (Const8  [d])) && 0 <= c && c < d => (ConstBool [true])
(IsInBounds (ZeroExt8to16  (And8  (Const8  [c]) _)) (Const16 [d])) && 0 <= c && int16(c) < d => (ConstBool
[true])
(IsInBounds (ZeroExt8to32  (And8  (Const8  [c]) _)) (Const32 [d])) && 0 <= c && int32(c) < d => (ConstBool
[true])
(IsInBounds (ZeroExt8to64  (And8  (Const8  [c]) _)) (Const64 [d])) && 0 <= c && int64(c) < d => (ConstBool
[true])
(IsInBounds             (And16 (Const16 [c]) _)  (Const16 [d])) && 0 <= c && c < d => (ConstBool [true])
(IsInBounds (ZeroExt16to32 (And16 (Const16 [c]) _)) (Const32 [d])) && 0 <= c && int32(c) < d => (ConstBool
[true])
(IsInBounds
 (ZeroExt16to64 (And16 (Const16 [c]) _)) (Const64 [d])) && 0 <= c && int64(c) < d => (ConstBool [true])
(IsInBounds             (And32 (Const32 [c]) _)  (Const32 [d])) && 0 <= c && c < d => (ConstBool [true])
(IsInBounds (ZeroExt32to64 (And32 (Const32 [c]) _)) (Const64 [d])) && 0 <= c && int64(c) < d => (ConstBool
[true])
(IsInBounds             (And64 (Const64 [c]) _)  (Const64 [d])) && 0 <= c && c < d => (ConstBool [true])
```

```
(IsInBounds (Const32 [c]) (Const32 [d])) => (ConstBool [0 <= c && c < d])
(IsInBounds (Const64 [c]) (Const64 [d])) => (ConstBool [0 <= c && c < d])
// (Mod64u x y) is always between 0 (inclusive) and y (exclusive).
(IsInBounds (Mod32u _ y) y) => (ConstBool [true])
(IsInBounds (Mod64u _ y) y) => (ConstBool [true])
// Right shifting an unsigned number limits its value.
(IsInBounds (ZeroExt8to64  (Rsh8Ux64  _ (Const64 [c]))) (Const64 [d])) && 0 < c && c <  8 && 1<<uint( 8-c)-1 < d => (ConstBool [true])
(IsInBounds (ZeroExt8to32  (Rsh8Ux64  _ (Const64
 [c]))) (Const32 [d])) && 0 < c && c <  8 && 1<<uint( 8-c)-1 < d => (ConstBool [true])
(IsInBounds (ZeroExt8to16  (Rsh8Ux64  _ (Const64 [c]))) (Const16 [d])) && 0 < c && c <  8 && 1<<uint( 8-c)-1 < d => (ConstBool [true])
(IsInBounds             (Rsh8Ux64  _ (Const64 [c]))  (Const64 [d])) && 0 < c && c <  8 && 1<<uint( 8-c)-1 < d => (ConstBool [true])
(IsInBounds (ZeroExt16to64 (Rsh16Ux64 _ (Const64 [c]))) (Const64 [d])) && 0 < c && c < 16 && 1<<uint(16-c)-1 < d => (ConstBool [true])
(IsInBounds (ZeroExt16to32 (Rsh16Ux64 _ (Const64 [c]))) (Const64 [d])) && 0 < c && c < 16 && 1<<uint(16-c)-1 < d => (ConstBool [true])
(IsInBounds             (Rsh16Ux64 _ (Const64 [c]))  (Const64 [d])) && 0 < c && c < 16 && 1<<uint(16-c)-1 < d => (ConstBool [true])
(IsInBounds (ZeroExt32to64 (Rsh32Ux64 _ (Const64 [c]))) (Const64 [d])) && 0 < c && c < 32 && 1<<uint(32-c)-1 < d => (ConstBool [true])
(IsInBounds             (Rsh32Ux64 _ (Const64 [c]))  (Const64 [d])) && 0 < c && c < 32 && 1<<uint(32-c)-1
 < d => (ConstBool [true])
(IsInBounds             (Rsh64Ux64 _ (Const64 [c]))  (Const64 [d])) && 0 < c && c < 64 && 1<<uint(64-c)-1 < d => (ConstBool [true])

(IsSliceInBounds x x) => (ConstBool [true])
(IsSliceInBounds (And32 (Const32 [c]) _) (Const32 [d])) && 0 <= c && c <= d => (ConstBool [true])
(IsSliceInBounds (And64 (Const64 [c]) _) (Const64 [d])) && 0 <= c && c <= d => (ConstBool [true])
(IsSliceInBounds (Const32 [0]) _) => (ConstBool [true])
(IsSliceInBounds (Const64 [0]) _) => (ConstBool [true])
(IsSliceInBounds (Const32 [c]) (Const32 [d])) => (ConstBool [0 <= c && c <= d])
(IsSliceInBounds (Const64 [c]) (Const64 [d])) => (ConstBool [0 <= c && c <= d])
(IsSliceInBounds (SliceLen x) (SliceCap x)) => (ConstBool [true])

(Eq(64|32|16|8) x x) => (ConstBool [true])
(EqB (ConstBool [c]) (ConstBool [d])) => (ConstBool [c == d])
(EqB (ConstBool [false]) x) => (Not x)
(EqB (ConstBool [true]) x) => x

(Neq(64|32|16|8) x x) => (ConstBool [false])
(NeqB (ConstBool [c]) (ConstBool
 [d])) => (ConstBool [c != d])
(NeqB (ConstBool [false]) x) => x
(NeqB (ConstBool [true]) x) => (Not x)
(NeqB (Not x) (Not y)) => (NeqB x y)
```

(Eq64 (Const64 <t> [c]) (Add64 (Const64 <t> [d]) x)) => (Eq64 (Const64 <t> [c-d]) x)
(Eq32 (Const32 <t> [c]) (Add32 (Const32 <t> [d]) x)) => (Eq32 (Const32 <t> [c-d]) x)
(Eq16 (Const16 <t> [c]) (Add16 (Const16 <t> [d]) x)) => (Eq16 (Const16 <t> [c-d]) x)
(Eq8 (Const8 <t> [c]) (Add8 (Const8 <t> [d]) x)) => (Eq8 (Const8 <t> [c-d]) x)

(Neq64 (Const64 <t> [c]) (Add64 (Const64 <t> [d]) x)) => (Neq64 (Const64 <t> [c-d]) x)
(Neq32 (Const32 <t> [c]) (Add32 (Const32 <t> [d]) x)) => (Neq32 (Const32 <t> [c-d]) x)
(Neq16 (Const16 <t> [c]) (Add16 (Const16 <t> [d]) x)) => (Neq16 (Const16 <t> [c-d]) x)
(Neq8 (Const8 <t> [c]) (Add8 (Const8 <t> [d]) x)) => (Neq8 (Const8 <t> [c-d]) x)

// signed integer range: (c <= x && x (<|<=) d) -> (unsigned(x-c) (<|<=) unsigned(d-c))
(AndB (Leq64 (Const64 [c]) x) ((Less|Leq)64 x (Const64 [d]))) && d >= c =>
((Less|Leq)64U (Sub64 <x.Type> x (Const64 <x.Type> [c])) (Const64 <x.Type> [d-c]))
(AndB (Leq32 (Const32 [c]) x) ((Less|Leq)32 x (Const32 [d]))) && d >= c => ((Less|Leq)32U (Sub32 <x.Type> x (Const32 <x.Type> [c])) (Const32 <x.Type> [d-c]))
(AndB (Leq16 (Const16 [c]) x) ((Less|Leq)16 x (Const16 [d]))) && d >= c => ((Less|Leq)16U (Sub16 <x.Type> x (Const16 <x.Type> [c])) (Const16 <x.Type> [d-c]))
(AndB (Leq8 (Const8 [c]) x) ((Less|Leq)8 x (Const8 [d]))) && d >= c => ((Less|Leq)8U (Sub8 <x.Type> x (Const8 <x.Type> [c])) (Const8 <x.Type> [d-c]))

// signed integer range: (c < x && x (<|<=) d) -> (unsigned(x-(c+1)) (<|<=) unsigned(d-(c+1)))
(AndB (Less64 (Const64 [c]) x) ((Less|Leq)64 x (Const64 [d]))) && d >= c+1 && c+1 > c => ((Less|Leq)64U (Sub64 <x.Type> x (Const64 <x.Type> [c+1])) (Const64 <x.Type> [d-c-1]))
(AndB (Less32 (Const32 [c]) x) ((Less|Leq)32 x (Const32 [d]))) && d >= c+1 && c+1 > c => ((Less|Leq)32U (Sub32 <x.Type> x (Const32 <x.Type> [c+1])) (Const32 <x.Type>
[d-c-1]))
(AndB (Less16 (Const16 [c]) x) ((Less|Leq)16 x (Const16 [d]))) && d >= c+1 && c+1 > c => ((Less|Leq)16U (Sub16 <x.Type> x (Const16 <x.Type> [c+1])) (Const16 <x.Type> [d-c-1]))
(AndB (Less8 (Const8 [c]) x) ((Less|Leq)8 x (Const8 [d]))) && d >= c+1 && c+1 > c => ((Less|Leq)8U (Sub8 <x.Type> x (Const8 <x.Type> [c+1])) (Const8 <x.Type> [d-c-1]))

// unsigned integer range: (c <= x && x (<|<=) d) -> (x-c (<|<=) d-c)
(AndB (Leq64U (Const64 [c]) x) ((Less|Leq)64U x (Const64 [d]))) && uint64(d) >= uint64(c) => ((Less|Leq)64U (Sub64 <x.Type> x (Const64 <x.Type> [c])) (Const64 <x.Type> [d-c]))
(AndB (Leq32U (Const32 [c]) x) ((Less|Leq)32U x (Const32 [d]))) && uint32(d) >= uint32(c) => ((Less|Leq)32U (Sub32 <x.Type> x (Const32 <x.Type> [c])) (Const32 <x.Type> [d-c]))
(AndB (Leq16U (Const16 [c]) x) ((Less|Leq)16U x (Const16 [d]))) && uint16(d) >= uint16(c) => ((Less|Leq)16U (Sub16 <x.Type> x (Const16 <x.Type> [c])) (Const16 <x.Type> [d-c]))
(AndB (Leq8U (Const8 [c]) x) ((Less|Leq)8U
x (Const8 [d]))) && uint8(d) >= uint8(c) => ((Less|Leq)8U (Sub8 <x.Type> x (Const8 <x.Type> [c])) (Const8 <x.Type> [d-c]))

// unsigned integer range: (c < x && x (<|<=) d) -> (x-(c+1) (<|<=) d-(c+1))
(AndB (Less64U (Const64 [c]) x) ((Less|Leq)64U x (Const64 [d]))) && uint64(d) >= uint64(c+1) && uint64(c+1) > uint64(c) => ((Less|Leq)64U (Sub64 <x.Type> x (Const64 <x.Type> [c+1])) (Const64 <x.Type> [d-c-1]))
(AndB (Less32U (Const32 [c]) x) ((Less|Leq)32U x (Const32 [d]))) && uint32(d) >= uint32(c+1) && uint32(c+1) > uint32(c) => ((Less|Leq)32U (Sub32 <x.Type> x (Const32 <x.Type> [c+1])) (Const32 <x.Type> [d-c-1]))
(AndB (Less16U (Const16 [c]) x) ((Less|Leq)16U x (Const16 [d]))) && uint16(d) >= uint16(c+1) && uint16(c+1)

> uint16(c) => ((Less|Leq)16U (Sub16 <x.Type> x (Const16 <x.Type> [c+1])) (Const16 <x.Type> [d-c-1]))
(AndB (Less8U (Const8 [c]) x) ((Less|Leq)8U x (Const8 [d]))) && uint8(d) >= uint8(c+1) && uint8(c+1) >
uint8(c) => ((Less|Leq)8U (Sub8 <x.Type>
x (Const8 <x.Type> [c+1])) (Const8 <x.Type> [d-c-1]))

// signed integer range: (c (<|<=) x || x < d) -> (unsigned(c-d) (<|<=) unsigned(x-d))
(OrB ((Less|Leq)64 (Const64 [c]) x) (Less64 x (Const64 [d]))) && c >= d => ((Less|Leq)64U (Const64 <x.Type>
[c-d]) (Sub64 <x.Type> x (Const64 <x.Type> [d])))
(OrB ((Less|Leq)32 (Const32 [c]) x) (Less32 x (Const32 [d]))) && c >= d => ((Less|Leq)32U (Const32 <x.Type>
[c-d]) (Sub32 <x.Type> x (Const32 <x.Type> [d])))
(OrB ((Less|Leq)16 (Const16 [c]) x) (Less16 x (Const16 [d]))) && c >= d => ((Less|Leq)16U (Const16 <x.Type>
[c-d]) (Sub16 <x.Type> x (Const16 <x.Type> [d])))
(OrB ((Less|Leq)8 (Const8 [c]) x) (Less8 x (Const8 [d]))) && c >= d => ((Less|Leq)8U (Const8 <x.Type> [c-d])
(Sub8 <x.Type> x (Const8 <x.Type> [d])))

// signed integer range: (c (<|<=) x || x <= d) -> (unsigned(c-(d+1)) (<|<=) unsigned(x-(d+1)))
(OrB ((Less|Leq)64 (Const64 [c]) x) (Leq64 x (Const64 [d]))) && c >= d+1 && d+1 > d => ((Less|Leq)64U
(Const64
<x.Type> [c-d-1]) (Sub64 <x.Type> x (Const64 <x.Type> [d+1])))
(OrB ((Less|Leq)32 (Const32 [c]) x) (Leq32 x (Const32 [d]))) && c >= d+1 && d+1 > d => ((Less|Leq)32U
(Const32 <x.Type> [c-d-1]) (Sub32 <x.Type> x (Const32 <x.Type> [d+1])))
(OrB ((Less|Leq)16 (Const16 [c]) x) (Leq16 x (Const16 [d]))) && c >= d+1 && d+1 > d => ((Less|Leq)16U
(Const16 <x.Type> [c-d-1]) (Sub16 <x.Type> x (Const16 <x.Type> [d+1])))
(OrB ((Less|Leq)8 (Const8 [c]) x) (Leq8 x (Const8 [d]))) && c >= d+1 && d+1 > d => ((Less|Leq)8U (Const8
<x.Type> [c-d-1]) (Sub8 <x.Type> x (Const8 <x.Type> [d+1])))

// unsigned integer range: (c (<|<=) x || x < d) -> (c-d (<|<=) x-d)
(OrB ((Less|Leq)64U (Const64 [c]) x) (Less64U x (Const64 [d]))) && uint64(c) >= uint64(d) => ((Less|Leq)64U
(Const64 <x.Type> [c-d]) (Sub64 <x.Type> x (Const64 <x.Type> [d])))
(OrB ((Less|Leq)32U (Const32 [c]) x) (Less32U x (Const32 [d]))) && uint32(c) >= uint32(d) => ((Less|Leq)32U
(Const32 <x.Type> [c-d]) (Sub32 <x.Type> x (Const32 <x.Type>
[d])))
(OrB ((Less|Leq)16U (Const16 [c]) x) (Less16U x (Const16 [d]))) && uint16(c) >= uint16(d) => ((Less|Leq)16U
(Const16 <x.Type> [c-d]) (Sub16 <x.Type> x (Const16 <x.Type> [d])))
(OrB ((Less|Leq)8U (Const8 [c]) x) (Less8U x (Const8 [d]))) && uint8(c) >= uint8(d) => ((Less|Leq)8U
(Const8 <x.Type> [c-d]) (Sub8 <x.Type> x (Const8 <x.Type> [d])))

// unsigned integer range: (c (<|<=) x || x <= d) -> (c-(d+1) (<|<=) x-(d+1))
(OrB ((Less|Leq)64U (Const64 [c]) x) (Leq64U x (Const64 [d]))) && uint64(c) >= uint64(d+1) && uint64(d+1) >
uint64(d) => ((Less|Leq)64U (Const64 <x.Type> [c-d-1]) (Sub64 <x.Type> x (Const64 <x.Type> [d+1])))
(OrB ((Less|Leq)32U (Const32 [c]) x) (Leq32U x (Const32 [d]))) && uint32(c) >= uint32(d+1) && uint32(d+1) >
uint32(d) => ((Less|Leq)32U (Const32 <x.Type> [c-d-1]) (Sub32 <x.Type> x (Const32 <x.Type> [d+1])))
(OrB ((Less|Leq)16U (Const16 [c]) x) (Leq16U x (Const16 [d]))) && uint16(c) >= uint16(d+1) && uint16(d+1) >
uint16(d) => ((Less|Leq)16U (Const16
<x.Type> [c-d-1]) (Sub16 <x.Type> x (Const16 <x.Type> [d+1])))
(OrB ((Less|Leq)8U (Const8 [c]) x) (Leq8U x (Const8 [d]))) && uint8(c) >= uint8(d+1) && uint8(d+1) >
uint8(d) => ((Less|Leq)8U (Const8 <x.Type> [c-d-1]) (Sub8 <x.Type> x (Const8 <x.Type> [d+1])))

```
// Canonicalize x-const to x+(-const)
(Sub64 x (Const64 <t> [c])) && x.Op != OpConst64 => (Add64 (Const64 <t> [-c]) x)
(Sub32 x (Const32 <t> [c])) && x.Op != OpConst32 => (Add32 (Const32 <t> [-c]) x)
(Sub16 x (Const16 <t> [c])) && x.Op != OpConst16 => (Add16 (Const16 <t> [-c]) x)
(Sub8  x (Const8  <t> [c])) && x.Op != OpConst8  => (Add8  (Const8  <t> [-c]) x)

// fold negation into comparison operators
(Not (Eq(64|32|16|8|B|Ptr|64F|32F) x y)) => (Neq(64|32|16|8|B|Ptr|64F|32F) x y)
(Not (Neq(64|32|16|8|B|Ptr|64F|32F) x y)) => (Eq(64|32|16|8|B|Ptr|64F|32F) x y)

(Not (Less(64|32|16|8) x y)) => (Leq(64|32|16|8) y x)
(Not (Less(64|32|16|8)U x y)) => (Leq(64|32|16|8)U y x)
(Not (Leq(64|32|16|8) x y)) => (Less(64|32|16|8)
 y x)
(Not (Leq(64|32|16|8)U x y)) => (Less(64|32|16|8)U y x)

// Distribute multiplication c * (d+x) -> c*d + c*x. Useful for:
// a[i].b = ...; a[i+1].b = ...
(Mul64 (Const64 <t> [c]) (Add64 <t> (Const64 <t> [d]) x)) =>
 (Add64 (Const64 <t> [c*d]) (Mul64 <t> (Const64 <t> [c]) x))
(Mul32 (Const32 <t> [c]) (Add32 <t> (Const32 <t> [d]) x)) =>
 (Add32 (Const32 <t> [c*d]) (Mul32 <t> (Const32 <t> [c]) x))

// Rewrite x*y ± x*z  to  x*(y±z)
(Add(64|32|16|8) <t> (Mul(64|32|16|8) x y) (Mul(64|32|16|8) x z))
 => (Mul(64|32|16|8) x (Add(64|32|16|8) <t> y z))
(Sub(64|32|16|8) <t> (Mul(64|32|16|8) x y) (Mul(64|32|16|8) x z))
 => (Mul(64|32|16|8) x (Sub(64|32|16|8) <t> y z))

// rewrite shifts of 8/16/32 bit consts into 64 bit consts to reduce
// the number of the other rewrite rules for const shifts
(Lsh64x32  <t> x (Const32 [c])) => (Lsh64x64  x (Const64 <t> [int64(uint32(c))]))
(Lsh64x16  <t> x (Const16 [c])) => (Lsh64x64  x (Const64 <t> [int64(uint16(c))]))
(Lsh64x8   <t> x (Const8  [c]))
 => (Lsh64x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh64x32  <t> x (Const32 [c])) => (Rsh64x64  x (Const64 <t> [int64(uint32(c))]))
(Rsh64x16  <t> x (Const16 [c])) => (Rsh64x64  x (Const64 <t> [int64(uint16(c))]))
(Rsh64x8   <t> x (Const8  [c])) => (Rsh64x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh64Ux32 <t> x (Const32 [c])) => (Rsh64Ux64 x (Const64 <t> [int64(uint32(c))]))
(Rsh64Ux16 <t> x (Const16 [c])) => (Rsh64Ux64 x (Const64 <t> [int64(uint16(c))]))
(Rsh64Ux8  <t> x (Const8  [c])) => (Rsh64Ux64 x (Const64 <t> [int64(uint8(c))]))

(Lsh32x32  <t> x (Const32 [c])) => (Lsh32x64  x (Const64 <t> [int64(uint32(c))]))
(Lsh32x16  <t> x (Const16 [c])) => (Lsh32x64  x (Const64 <t> [int64(uint16(c))]))
(Lsh32x8   <t> x (Const8  [c])) => (Lsh32x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh32x32  <t> x (Const32 [c])) => (Rsh32x64  x (Const64 <t> [int64(uint32(c))]))
(Rsh32x16  <t> x (Const16 [c])) => (Rsh32x64  x (Const64 <t> [int64(uint16(c))]))
(Rsh32x8   <t> x (Const8  [c])) => (Rsh32x64  x (Const64
```

```
 <t> [int64(uint8(c))]))
(Rsh32Ux32 <t> x (Const32 [c])) => (Rsh32Ux64 x (Const64 <t> [int64(uint32(c))]))
(Rsh32Ux16 <t> x (Const16 [c])) => (Rsh32Ux64 x (Const64 <t> [int64(uint16(c))]))
(Rsh32Ux8  <t> x (Const8  [c])) => (Rsh32Ux64 x (Const64 <t> [int64(uint8(c))]))

(Lsh16x32  <t> x (Const32 [c])) => (Lsh16x64  x (Const64 <t> [int64(uint32(c))]))
(Lsh16x16  <t> x (Const16 [c])) => (Lsh16x64  x (Const64 <t> [int64(uint16(c))]))
(Lsh16x8   <t> x (Const8  [c])) => (Lsh16x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh16x32  <t> x (Const32 [c])) => (Rsh16x64  x (Const64 <t> [int64(uint32(c))]))
(Rsh16x16  <t> x (Const16 [c])) => (Rsh16x64  x (Const64 <t> [int64(uint16(c))]))
(Rsh16x8   <t> x (Const8  [c])) => (Rsh16x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh16Ux32 <t> x (Const32 [c])) => (Rsh16Ux64 x (Const64 <t> [int64(uint32(c))]))
(Rsh16Ux16 <t> x (Const16 [c])) => (Rsh16Ux64 x (Const64 <t> [int64(uint16(c))]))
(Rsh16Ux8  <t> x (Const8  [c])) => (Rsh16Ux64 x (Const64 <t> [int64(uint8(c))]))

(Lsh8x32
  <t> x (Const32 [c])) => (Lsh8x64  x (Const64 <t> [int64(uint32(c))]))
(Lsh8x16  <t> x (Const16 [c])) => (Lsh8x64  x (Const64 <t> [int64(uint16(c))]))
(Lsh8x8   <t> x (Const8  [c])) => (Lsh8x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh8x32  <t> x (Const32 [c])) => (Rsh8x64  x (Const64 <t> [int64(uint32(c))]))
(Rsh8x16  <t> x (Const16 [c])) => (Rsh8x64  x (Const64 <t> [int64(uint16(c))]))
(Rsh8x8   <t> x (Const8  [c])) => (Rsh8x64  x (Const64 <t> [int64(uint8(c))]))
(Rsh8Ux32 <t> x (Const32 [c])) => (Rsh8Ux64 x (Const64 <t> [int64(uint32(c))]))
(Rsh8Ux16 <t> x (Const16 [c])) => (Rsh8Ux64 x (Const64 <t> [int64(uint16(c))]))
(Rsh8Ux8  <t> x (Const8  [c])) => (Rsh8Ux64 x (Const64 <t> [int64(uint8(c))]))

// shifts by zero
(Lsh(64|32|16|8)x64  x (Const64 [0])) => x
(Rsh(64|32|16|8)x64  x (Const64 [0])) => x
(Rsh(64|32|16|8)Ux64 x (Const64 [0])) => x

// rotates by multiples of register width
(RotateLeft64 x (Const64 [c])) && c%64 == 0 => x
(RotateLeft32 x (Const32 [c]))
 && c%32 == 0 => x
(RotateLeft16 x (Const16 [c])) && c%16 == 0 => x
(RotateLeft8  x (Const8 [c]))  && c%8  == 0 => x

// zero shifted
(Lsh64x(64|32|16|8)  (Const64 [0]) _) => (Const64 [0])
(Rsh64x(64|32|16|8)  (Const64 [0]) _) => (Const64 [0])
(Rsh64Ux(64|32|16|8) (Const64 [0]) _) => (Const64 [0])
(Lsh32x(64|32|16|8)  (Const32 [0]) _) => (Const32 [0])
(Rsh32x(64|32|16|8)  (Const32 [0]) _) => (Const32 [0])
(Rsh32Ux(64|32|16|8) (Const32 [0]) _) => (Const32 [0])
(Lsh16x(64|32|16|8)  (Const16 [0]) _) => (Const16 [0])
(Rsh16x(64|32|16|8)  (Const16 [0]) _) => (Const16 [0])
(Rsh16Ux(64|32|16|8) (Const16 [0]) _) => (Const16 [0])
```

```
(Lsh8x(64|32|16|8)   (Const8  [0]) _) => (Const8  [0])
(Rsh8x(64|32|16|8)   (Const8  [0]) _) => (Const8  [0])
(Rsh8Ux(64|32|16|8)  (Const8  [0]) _) => (Const8  [0])

// large left shifts of all values, and right shifts of unsigned values
((Lsh64|Rsh64U)x64  _ (Const64 [c])) && uint64(c) >= 64 => (Const64 [0])
((Lsh32|Rsh32U)x64  _ (Const64 [c])) && uint64(c) >= 32 => (Const32
 [0])
((Lsh16|Rsh16U)x64  _ (Const64 [c])) && uint64(c) >= 16 => (Const16 [0])
((Lsh8|Rsh8U)x64    _ (Const64 [c])) && uint64(c) >= 8  => (Const8  [0])

// combine const shifts
(Lsh64x64 <t> (Lsh64x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Lsh64x64 x (Const64 <t> [c+d]))
(Lsh32x64 <t> (Lsh32x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Lsh32x64 x (Const64 <t> [c+d]))
(Lsh16x64 <t> (Lsh16x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Lsh16x64 x (Const64 <t> [c+d]))
(Lsh8x64  <t> (Lsh8x64  x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Lsh8x64  x (Const64 <t> [c+d]))

(Rsh64x64 <t> (Rsh64x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh64x64 x (Const64 <t> [c+d]))
(Rsh32x64 <t> (Rsh32x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh32x64 x (Const64 <t> [c+d]))
(Rsh16x64 <t> (Rsh16x64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh16x64 x (Const64 <t> [c+d]))
(Rsh8x64  <t> (Rsh8x64  x (Const64 [c])) (Const64 [d]))
 && !uaddOvf(c,d) => (Rsh8x64  x (Const64 <t> [c+d]))

(Rsh64Ux64 <t> (Rsh64Ux64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh64Ux64 x (Const64 <t>
[c+d]))
(Rsh32Ux64 <t> (Rsh32Ux64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh32Ux64 x (Const64 <t>
[c+d]))
(Rsh16Ux64 <t> (Rsh16Ux64 x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh16Ux64 x (Const64 <t>
[c+d]))
(Rsh8Ux64  <t> (Rsh8Ux64  x (Const64 [c])) (Const64 [d])) && !uaddOvf(c,d) => (Rsh8Ux64  x (Const64 <t>
[c+d]))

// Remove signed right shift before an unsigned right shift that extracts the sign bit.
(Rsh8Ux64  (Rsh8x64  x _) (Const64 <t> [7] )) => (Rsh8Ux64  x (Const64 <t> [7] ))
(Rsh16Ux64 (Rsh16x64 x _) (Const64 <t> [15])) => (Rsh16Ux64 x (Const64 <t> [15]))
(Rsh32Ux64 (Rsh32x64 x _) (Const64 <t> [31])) => (Rsh32Ux64 x (Const64 <t> [31]))
(Rsh64Ux64 (Rsh64x64 x _) (Const64 <t> [63])) => (Rsh64Ux64 x (Const64 <t> [63]))

// ((x >> c1) << c2) >> c3
(Rsh(64|32|16|8)Ux64 (Lsh(64|32|16|8)x64 (Rsh(64|32|16|8)Ux64
 x (Const64 [c1])) (Const64 [c2])) (Const64 [c3]))
 && uint64(c1) >= uint64(c2) && uint64(c3) >= uint64(c2) && !uaddOvf(c1-c2, c3)
 => (Rsh(64|32|16|8)Ux64 x (Const64 <typ.UInt64> [c1-c2+c3]))

// ((x << c1) >> c2) << c3
(Lsh(64|32|16|8)x64 (Rsh(64|32|16|8)Ux64 (Lsh(64|32|16|8)x64 x (Const64 [c1])) (Const64 [c2])) (Const64 [c3]))
 && uint64(c1) >= uint64(c2) && uint64(c3) >= uint64(c2) && !uaddOvf(c1-c2, c3)
 => (Lsh(64|32|16|8)x64 x (Const64 <typ.UInt64> [c1-c2+c3]))
```

```
// (x >> c) & uppermask = 0
(And64 (Const64 [m]) (Rsh64Ux64 _ (Const64 [c])) && c >= int64(64-ntz64(m)) => (Const64 [0])
(And32 (Const32 [m]) (Rsh32Ux64 _ (Const64 [c])) && c >= int64(32-ntz32(m)) => (Const32 [0])
(And16 (Const16 [m]) (Rsh16Ux64 _ (Const64 [c])) && c >= int64(16-ntz16(m)) => (Const16 [0])
(And8  (Const8  [m]) (Rsh8Ux64  _ (Const64 [c])) && c >= int64(8-ntz8(m))  => (Const8  [0])

// (x << c) & lowermask = 0
(And64 (Const64 [m]) (Lsh64x64  _ (Const64 [c])) && c >= int64(64-nlz64(m)) =>
 (Const64 [0])
(And32 (Const32 [m]) (Lsh32x64  _ (Const64 [c])) && c >= int64(32-nlz32(m)) => (Const32 [0])
(And16 (Const16 [m]) (Lsh16x64  _ (Const64 [c])) && c >= int64(16-nlz16(m)) => (Const16 [0])
(And8  (Const8  [m]) (Lsh8x64   _ (Const64 [c])) && c >= int64(8-nlz8(m))  => (Const8  [0])

// replace shifts with zero extensions
(Rsh16Ux64 (Lsh16x64 x (Const64  [8])) (Const64  [8])) => (ZeroExt8to16  (Trunc16to8  <typ.UInt8>  x))
(Rsh32Ux64 (Lsh32x64 x (Const64 [24])) (Const64 [24])) => (ZeroExt8to32  (Trunc32to8  <typ.UInt8>  x))
(Rsh64Ux64 (Lsh64x64 x (Const64 [56])) (Const64 [56])) => (ZeroExt8to64  (Trunc64to8  <typ.UInt8>  x))
(Rsh32Ux64 (Lsh32x64 x (Const64 [16])) (Const64 [16])) => (ZeroExt16to32 (Trunc32to16 <typ.UInt16> x))
(Rsh64Ux64 (Lsh64x64 x (Const64 [48])) (Const64 [48])) => (ZeroExt16to64 (Trunc64to16 <typ.UInt16> x))
(Rsh64Ux64 (Lsh64x64 x (Const64 [32])) (Const64 [32])) => (ZeroExt32to64 (Trunc64to32 <typ.UInt32> x))

// replace shifts with sign extensions
(Rsh16x64
 (Lsh16x64 x (Const64  [8])) (Const64  [8])) => (SignExt8to16  (Trunc16to8  <typ.Int8>  x))
(Rsh32x64 (Lsh32x64 x (Const64 [24])) (Const64 [24])) => (SignExt8to32  (Trunc32to8  <typ.Int8>  x))
(Rsh64x64 (Lsh64x64 x (Const64 [56])) (Const64 [56])) => (SignExt8to64  (Trunc64to8  <typ.Int8>  x))
(Rsh32x64 (Lsh32x64 x (Const64 [16])) (Const64 [16])) => (SignExt16to32 (Trunc32to16 <typ.Int16> x))
(Rsh64x64 (Lsh64x64 x (Const64 [48])) (Const64 [48])) => (SignExt16to64 (Trunc64to16 <typ.Int16> x))
(Rsh64x64 (Lsh64x64 x (Const64 [32])) (Const64 [32])) => (SignExt32to64 (Trunc64to32 <typ.Int32> x))

// constant comparisons
(Eq(64|32|16|8)   (Const(64|32|16|8) [c]) (Const(64|32|16|8) [d])) => (ConstBool [c == d])
(Neq(64|32|16|8)  (Const(64|32|16|8) [c]) (Const(64|32|16|8) [d])) => (ConstBool [c != d])
(Less(64|32|16|8) (Const(64|32|16|8) [c]) (Const(64|32|16|8) [d])) => (ConstBool [c < d])
(Leq(64|32|16|8)  (Const(64|32|16|8) [c]) (Const(64|32|16|8) [d])) => (ConstBool [c <= d])

(Less64U (Const64
 [c]) (Const64 [d])) => (ConstBool [uint64(c) < uint64(d)])
(Less32U (Const32 [c]) (Const32 [d])) => (ConstBool [uint32(c) < uint32(d)])
(Less16U (Const16 [c]) (Const16 [d])) => (ConstBool [uint16(c) < uint16(d)])
(Less8U  (Const8  [c]) (Const8  [d])) => (ConstBool [ uint8(c) <  uint8(d)])

(Leq64U (Const64 [c]) (Const64 [d])) => (ConstBool [uint64(c) <= uint64(d)])
(Leq32U (Const32 [c]) (Const32 [d])) => (ConstBool [uint32(c) <= uint32(d)])
(Leq16U (Const16 [c]) (Const16 [d])) => (ConstBool [uint16(c) <= uint16(d)])
(Leq8U  (Const8  [c]) (Const8  [d])) => (ConstBool [ uint8(c) <=  uint8(d)])
```

```
(Leq8  (Const8  [0]) (And8  _ (Const8  [c]))) && c >= 0 => (ConstBool [true])
(Leq16 (Const16 [0]) (And16 _ (Const16 [c]))) && c >= 0 => (ConstBool [true])
(Leq32 (Const32 [0]) (And32 _ (Const32 [c]))) && c >= 0 => (ConstBool [true])
(Leq64 (Const64 [0]) (And64 _ (Const64 [c]))) && c >= 0 => (ConstBool [true])

(Leq8  (Const8  [0]) (Rsh8Ux64  _ (Const64 [c]))) && c > 0 => (ConstBool [true])
(Leq16
 (Const16 [0]) (Rsh16Ux64 _ (Const64 [c]))) && c > 0 => (ConstBool [true])
(Leq32 (Const32 [0]) (Rsh32Ux64 _ (Const64 [c]))) && c > 0 => (ConstBool [true])
(Leq64 (Const64 [0]) (Rsh64Ux64 _ (Const64 [c]))) && c > 0 => (ConstBool [true])

(Less(64|32|16|8) (Const(64|32|16|8) <t> [0]) x) && isNonNegative(x) => (Neq(64|32|16|8) (Const(64|32|16|8) <t>
[0]) x)
(Less(64|32|16|8) x (Const(64|32|16|8) <t> [1])) && isNonNegative(x) => (Eq(64|32|16|8) (Const(64|32|16|8) <t>
[0]) x)

// constant floating point comparisons
(Eq32F   (Const32F [c]) (Const32F [d])) => (ConstBool [c == d])
(Eq64F   (Const64F [c]) (Const64F [d])) => (ConstBool [c == d])
(Neq32F  (Const32F [c]) (Const32F [d])) => (ConstBool [c != d])
(Neq64F  (Const64F [c]) (Const64F [d])) => (ConstBool [c != d])
(Less32F (Const32F [c]) (Const32F [d])) => (ConstBool [c < d])
(Less64F (Const64F [c]) (Const64F [d])) => (ConstBool [c < d])
(Leq32F  (Const32F [c]) (Const32F [d])) => (ConstBool [c <= d])
(Leq64F  (Const64F [c]) (Const64F
 [d])) => (ConstBool [c <= d])

// simplifications
(Or(64|32|16|8) x x) => x
(Or(64|32|16|8) (Const(64|32|16|8)  [0]) x) => x
(Or(64|32|16|8) (Const(64|32|16|8) [-1]) _) => (Const(64|32|16|8) [-1])
(Or(64|32|16|8) (Com(64|32|16|8)     x)  x) => (Const(64|32|16|8) [-1])

(And(64|32|16|8) x x) => x
(And(64|32|16|8) (Const(64|32|16|8) [-1]) x) => x
(And(64|32|16|8) (Const(64|32|16|8)  [0]) _) => (Const(64|32|16|8) [0])
(And(64|32|16|8) (Com(64|32|16|8)     x)  x) => (Const(64|32|16|8) [0])

(Xor(64|32|16|8) x x) => (Const(64|32|16|8) [0])
(Xor(64|32|16|8) (Const(64|32|16|8) [0]) x) => x
(Xor(64|32|16|8) (Com(64|32|16|8)    x)  x) => (Const(64|32|16|8) [-1])

(Add(64|32|16|8) (Const(64|32|16|8) [0]) x) => x
(Sub(64|32|16|8) x x) => (Const(64|32|16|8) [0])
(Mul(64|32|16|8) (Const(64|32|16|8) [0]) _) => (Const(64|32|16|8) [0])

(Com(64|32|16|8) (Com(64|32|16|8)  x)) => x
(Com(64|32|16|8) (Const(64|32|16|8) [c])) => (Const(64|32|16|8) [^c])
```

```
(Neg(64|32|16|8) (Sub(64|32|16|8) x y)) => (Sub(64|32|16|8)
 y x)
(Add(64|32|16|8) x (Neg(64|32|16|8) y)) => (Sub(64|32|16|8) x y)

(Xor(64|32|16|8) (Const(64|32|16|8) [-1]) x) => (Com(64|32|16|8) x)

(Sub(64|32|16|8) (Neg(64|32|16|8) x) (Com(64|32|16|8) x)) => (Const(64|32|16|8) [1])
(Sub(64|32|16|8) (Com(64|32|16|8) x) (Neg(64|32|16|8) x)) => (Const(64|32|16|8) [-1])
(Add(64|32|16|8) (Com(64|32|16|8) x)                x)  => (Const(64|32|16|8) [-1])

// ^(x-1) == ^x+1 == -x
(Add(64|32|16|8) (Const(64|32|16|8) [1]) (Com(64|32|16|8) x)) => (Neg(64|32|16|8) x)
(Com(64|32|16|8) (Add(64|32|16|8) (Const(64|32|16|8) [-1]) x)) => (Neg(64|32|16|8) x)

// -(-x) == x
(Neg(64|32|16|8) (Neg(64|32|16|8) x)) => x

// -^x == x+1
(Neg(64|32|16|8) <t> (Com(64|32|16|8) x)) => (Add(64|32|16|8) (Const(64|32|16|8) <t> [1]) x)

(And(64|32|16|8) x (And(64|32|16|8) x y)) => (And(64|32|16|8) x y)
(Or(64|32|16|8) x (Or(64|32|16|8) x y)) => (Or(64|32|16|8) x y)
(Xor(64|32|16|8) x (Xor(64|32|16|8) x y)) => y

// Unsigned comparisons to zero.
(Less(64U|32U|16U|8U)
 _ (Const(64|32|16|8) [0])) => (ConstBool [false])
(Leq(64U|32U|16U|8U) (Const(64|32|16|8) [0]) _)  => (ConstBool [true])

// Ands clear bits. Ors set bits.
// If a subsequent Or will set all the bits
// that an And cleared, we can skip the And.
// This happens in bitmasking code like:
//   x &^= 3 << shift // clear two old bits
//   x  |= v << shift // set two new bits
// when shift is a small constant and v ends up a constant 3.
(Or8  (And8  x (Const8  [c2])) (Const8  <t> [c1])) && ^(c1 | c2) == 0 => (Or8  (Const8  <t> [c1]) x)
(Or16 (And16 x (Const16 [c2])) (Const16 <t> [c1])) && ^(c1 | c2) == 0 => (Or16 (Const16 <t> [c1]) x)
(Or32 (And32 x (Const32 [c2])) (Const32 <t> [c1])) && ^(c1 | c2) == 0 => (Or32 (Const32 <t> [c1]) x)
(Or64 (And64 x (Const64 [c2])) (Const64 <t> [c1])) && ^(c1 | c2) == 0 => (Or64 (Const64 <t> [c1]) x)

(Trunc64to8  (And64 (Const64 [y]) x)) && y&0xFF == 0xFF => (Trunc64to8 x)
(Trunc64to16 (And64 (Const64 [y]) x)) && y&0xFFFF == 0xFFFF => (Trunc64to16 x)
(Trunc64to32
 (And64 (Const64 [y]) x)) && y&0xFFFFFFFF == 0xFFFFFFFF => (Trunc64to32 x)
(Trunc32to8  (And32 (Const32 [y]) x)) && y&0xFF == 0xFF => (Trunc32to8 x)
(Trunc32to16 (And32 (Const32 [y]) x)) && y&0xFFFF == 0xFFFF => (Trunc32to16 x)
```

```
(Trunc16to8  (And16 (Const16 [y]) x)) && y&0xFF == 0xFF => (Trunc16to8 x)

(ZeroExt8to64  (Trunc64to8  x:(Rsh64Ux64 _ (Const64 [s])))) && s >= 56 => x
(ZeroExt16to64 (Trunc64to16 x:(Rsh64Ux64 _ (Const64 [s])))) && s >= 48 => x
(ZeroExt32to64 (Trunc64to32 x:(Rsh64Ux64 _ (Const64 [s])))) && s >= 32 => x
(ZeroExt8to32  (Trunc32to8  x:(Rsh32Ux64 _ (Const64 [s])))) && s >= 24 => x
(ZeroExt16to32 (Trunc32to16 x:(Rsh32Ux64 _ (Const64 [s])))) && s >= 16 => x
(ZeroExt8to16  (Trunc16to8  x:(Rsh16Ux64 _ (Const64 [s])))) && s >= 8 => x

(SignExt8to64  (Trunc64to8  x:(Rsh64x64 _ (Const64 [s])))) && s >= 56 => x
(SignExt16to64 (Trunc64to16 x:(Rsh64x64 _ (Const64 [s])))) && s >= 48 => x
(SignExt32to64 (Trunc64to32 x:(Rsh64x64 _ (Const64 [s])))) && s >= 32 => x
(SignExt8to32
  (Trunc32to8  x:(Rsh32x64 _ (Const64 [s])))) && s >= 24 => x
(SignExt16to32 (Trunc32to16 x:(Rsh32x64 _ (Const64 [s])))) && s >= 16 => x
(SignExt8to16  (Trunc16to8  x:(Rsh16x64 _ (Const64 [s])))) && s >= 8 => x

(Slicemask (Const32 [x])) && x > 0 => (Const32 [-1])
(Slicemask (Const32 [0]))          => (Const32 [0])
(Slicemask (Const64 [x])) && x > 0 => (Const64 [-1])
(Slicemask (Const64 [0]))          => (Const64 [0])

// simplifications often used for lengths.  e.g. len(s[i:i+5])==5
(Sub(64|32|16|8) (Add(64|32|16|8) x y) x) => y
(Sub(64|32|16|8) (Add(64|32|16|8) x y) y) => x
(Sub(64|32|16|8) (Sub(64|32|16|8) x y) x) => (Neg(64|32|16|8) y)
(Sub(64|32|16|8) x (Add(64|32|16|8) x y)) => (Neg(64|32|16|8) y)
(Add(64|32|16|8) x (Sub(64|32|16|8) y x)) => y
(Add(64|32|16|8) x (Add(64|32|16|8) y (Sub(64|32|16|8) z x))) => (Add(64|32|16|8) y z)

// basic phi simplifications
(Phi (Const8  [c]) (Const8  [c])) => (Const8  [c])
(Phi (Const16 [c]) (Const16 [c])) => (Const16 [c])
(Phi (Const32
 [c]) (Const32 [c])) => (Const32 [c])
(Phi (Const64 [c]) (Const64 [c])) => (Const64 [c])

// slice and interface comparisons
// The frontend ensures that we can only compare against nil,
// so we need only compare the first word (interface type or slice ptr).
(EqInter x y)  => (EqPtr  (ITab x) (ITab y))
(NeqInter x y) => (NeqPtr (ITab x) (ITab y))
(EqSlice x y)  => (EqPtr  (SlicePtr x) (SlicePtr y))
(NeqSlice x y) => (NeqPtr (SlicePtr x) (SlicePtr y))

// Load of store of same address, with compatibly typed value and same size
(Load <t1> p1 (Store {t2} p2 x _))
 && isSamePtr(p1, p2)
```

```
 && t1.Compare(x.Type) == types.CMPeq
 && t1.Size() == t2.Size()
 => x
(Load <t1> p1 (Store {t2} p2 _ (Store {t3} p3 x _)))
 && isSamePtr(p1, p3)
 && t1.Compare(x.Type) == types.CMPeq
 && t1.Size() == t2.Size()
 && disjoint(p3, t3.Size(), p2, t2.Size())
 => x
(Load <t1> p1 (Store {t2} p2 _ (Store {t3} p3 _ (Store {t4} p4 x _))))
 && isSamePtr(p1, p4)
 && t1.Compare(x.Type) == types.CMPeq
 && t1.Size() == t2.Size()
 &&
 disjoint(p4, t4.Size(), p2, t2.Size())
 && disjoint(p4, t4.Size(), p3, t3.Size())
 => x
(Load <t1> p1 (Store {t2} p2 _ (Store {t3} p3 _ (Store {t4} p4 _ (Store {t5} p5 x _)))))
 && isSamePtr(p1, p5)
 && t1.Compare(x.Type) == types.CMPeq
 && t1.Size() == t2.Size()
 && disjoint(p5, t5.Size(), p2, t2.Size())
 && disjoint(p5, t5.Size(), p3, t3.Size())
 && disjoint(p5, t5.Size(), p4, t4.Size())
 => x

// Pass constants through math.Float{32,64}bits and math.Float{32,64}frombits
     (Load <t1> p1 (Store {t2} p2 (Const64  [x]) _)) && isSamePtr(p1,p2) && sizeof(t2) == 8 && is64BitFloat(t1)
&& !math.IsNaN(math.Float64frombits(uint64(x))) => (Const64F [math.Float64frombits(uint64(x))])
     (Load <t1> p1 (Store {t2} p2 (Const32  [x]) _)) && isSamePtr(p1,p2) && sizeof(t2) == 4 && is32BitFloat(t1)
&& !math.IsNaN(float64(math.Float32frombits(uint32(x)))) => (Const32F [math.Float32frombits(uint32(x))])
(Load <t1> p1 (Store {t2} p2 (Const64F [x]) _)) && isSamePtr(p1,p2) && sizeof(t2)
 == 8 && is64BitInt(t1)   => (Const64  [int64(math.Float64bits(x))])
(Load <t1> p1 (Store {t2} p2 (Const32F [x]) _)) && isSamePtr(p1,p2) && sizeof(t2) == 4 && is32BitInt(t1)   =>
(Const32  [int32(math.Float32bits(x))])

// Float Loads up to Zeros so they can be constant folded.
(Load <t1> op:(OffPtr [o1] p1)
 (Store {t2} p2 _
  mem:(Zero [n] p3 _)))
 && o1 >= 0 && o1+t1.Size() <= n && isSamePtr(p1, p3)
 && fe.CanSSA(t1)
 && disjoint(op, t1.Size(), p2, t2.Size())
 => @mem.Block (Load <t1> (OffPtr <op.Type> [o1] p3) mem)
(Load <t1> op:(OffPtr [o1] p1)
 (Store {t2} p2 _
  (Store {t3} p3 _
   mem:(Zero [n] p4 _))))
```

```
 && o1 >= 0 && o1+t1.Size() <= n && isSamePtr(p1, p4)
 && fe.CanSSA(t1)
 && disjoint(op, t1.Size(), p2, t2.Size())
 && disjoint(op, t1.Size(), p3, t3.Size())
 => @mem.Block (Load <t1> (OffPtr <op.Type> [o1] p4) mem)
(Load <t1> op:(OffPtr [o1] p1)
 (Store {t2} p2 _
  (Store {t3} p3 _
   (Store {t4} p4 _
    mem:(Zero [n] p5 _)))))
 && o1 >= 0 && o1+t1.Size() <= n && isSamePtr(p1,
 p5)
 && fe.CanSSA(t1)
 && disjoint(op, t1.Size(), p2, t2.Size())
 && disjoint(op, t1.Size(), p3, t3.Size())
 && disjoint(op, t1.Size(), p4, t4.Size())
 => @mem.Block (Load <t1> (OffPtr <op.Type> [o1] p5) mem)
(Load <t1> op:(OffPtr [o1] p1)
 (Store {t2} p2 _
  (Store {t3} p3 _
   (Store {t4} p4 _
    (Store {t5} p5 _
     mem:(Zero [n] p6 _))))))
 && o1 >= 0 && o1+t1.Size() <= n && isSamePtr(p1, p6)
 && fe.CanSSA(t1)
 && disjoint(op, t1.Size(), p2, t2.Size())
 && disjoint(op, t1.Size(), p3, t3.Size())
 && disjoint(op, t1.Size(), p4, t4.Size())
 && disjoint(op, t1.Size(), p5, t5.Size())
 => @mem.Block (Load <t1> (OffPtr <op.Type> [o1] p6) mem)

// Zero to Load forwarding.
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && t1.IsBoolean()
 && isSamePtr(p1, p2)
 && n >= o + 1
 => (ConstBool [false])
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is8BitInt(t1)
 && isSamePtr(p1, p2)
 && n >= o + 1
 => (Const8 [0])
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is16BitInt(t1)
 && isSamePtr(p1,
 p2)
 && n >= o + 2
 => (Const16 [0])
```

```
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is32BitInt(t1)
 && isSamePtr(p1, p2)
 && n >= o + 4
 => (Const32 [0])
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is64BitInt(t1)
 && isSamePtr(p1, p2)
 && n >= o + 8
 => (Const64 [0])
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is32BitFloat(t1)
 && isSamePtr(p1, p2)
 && n >= o + 4
 => (Const32F [0])
(Load <t1> (OffPtr [o] p1) (Zero [n] p2 _))
 && is64BitFloat(t1)
 && isSamePtr(p1, p2)
 && n >= o + 8
 => (Const64F [0])

// Eliminate stores of values that have just been loaded from the same location.
// We also handle the common case where there are some intermediate stores.
(Store {t1} p1 (Load <t2> p2 mem) mem)
 && isSamePtr(p1, p2)
 && t2.Size() == t1.Size()
 => mem
(Store {t1} p1 (Load <t2> p2 oldmem) mem:(Store {t3} p3 _ oldmem))
 && isSamePtr(p1, p2)
 && t2.Size() == t1.Size()
 && disjoint(p1, t1.Size(), p3, t3.Size())
 => mem
(Store {t1} p1 (Load <t2> p2 oldmem) mem:(Store {t3} p3 _ (Store
 {t4} p4 _ oldmem)))
 && isSamePtr(p1, p2)
 && t2.Size() == t1.Size()
 && disjoint(p1, t1.Size(), p3, t3.Size())
 && disjoint(p1, t1.Size(), p4, t4.Size())
 => mem
(Store {t1} p1 (Load <t2> p2 oldmem) mem:(Store {t3} p3 _ (Store {t4} p4 _ (Store {t5} p5 _ oldmem))))
 && isSamePtr(p1, p2)
 && t2.Size() == t1.Size()
 && disjoint(p1, t1.Size(), p3, t3.Size())
 && disjoint(p1, t1.Size(), p4, t4.Size())
 && disjoint(p1, t1.Size(), p5, t5.Size())
 => mem

// Don't Store zeros to cleared variables.
```

```
(Store {t} (OffPtr [o] p1) x mem:(Zero [n] p2 _))
 && isConstZero(x)
 && o >= 0 && t.Size() + o <= n && isSamePtr(p1, p2)
 => mem
(Store {t1} op:(OffPtr [o1] p1) x mem:(Store {t2} p2 _ (Zero [n] p3 _)))
 && isConstZero(x)
 && o1 >= 0 && t1.Size() + o1 <= n && isSamePtr(p1, p3)
 && disjoint(op, t1.Size(), p2, t2.Size())
 => mem
(Store {t1} op:(OffPtr [o1] p1) x mem:(Store {t2} p2 _ (Store {t3} p3 _ (Zero [n] p4 _))))
 && isConstZero(x)
 && o1 >= 0 && t1.Size() + o1 <= n && isSamePtr(p1, p4)
 && disjoint(op,
 t1.Size(), p2, t2.Size())
 && disjoint(op, t1.Size(), p3, t3.Size())
 => mem
(Store {t1} op:(OffPtr [o1] p1) x mem:(Store {t2} p2 _ (Store {t3} p3 _ (Store {t4} p4 _ (Zero [n] p5 _)))))
 && isConstZero(x)
 && o1 >= 0 && t1.Size() + o1 <= n && isSamePtr(p1, p5)
 && disjoint(op, t1.Size(), p2, t2.Size())
 && disjoint(op, t1.Size(), p3, t3.Size())
 && disjoint(op, t1.Size(), p4, t4.Size())
 => mem

// Collapse OffPtr
(OffPtr (OffPtr p [y]) [x]) => (OffPtr p [x+y])
(OffPtr p [0]) && v.Type.Compare(p.Type) == types.CMPeq => p

// indexing operations
// Note: bounds check has already been done
(PtrIndex <t> ptr idx) && config.PtrSize == 4 && is32Bit(t.Elem().Size()) => (AddPtr ptr (Mul32 <typ.Int> idx
(Const32 <typ.Int> [int32(t.Elem().Size())])))
(PtrIndex <t> ptr idx) && config.PtrSize == 8 => (AddPtr ptr (Mul64 <typ.Int> idx (Const64 <typ.Int>
[t.Elem().Size()])))

// struct operations
(StructSelect (StructMake1 x)) => x
(StructSelect [0] (StructMake2 x _)) => x
(StructSelect
 [1] (StructMake2 _ x)) => x
(StructSelect [0] (StructMake3 x _ _)) => x
(StructSelect [1] (StructMake3 _ x _)) => x
(StructSelect [2] (StructMake3 _ _ x)) => x
(StructSelect [0] (StructMake4 x _ _ _)) => x
(StructSelect [1] (StructMake4 _ x _ _)) => x
(StructSelect [2] (StructMake4 _ _ x _)) => x
(StructSelect [3] (StructMake4 _ _ _ x)) => x
```

```
(Load <t> _ _) && t.IsStruct() && t.NumFields() == 0 && fe.CanSSA(t) =>
 (StructMake0)
(Load <t> ptr mem) && t.IsStruct() && t.NumFields() == 1 && fe.CanSSA(t) =>
 (StructMake1
   (Load <t.FieldType(0)> (OffPtr <t.FieldType(0).PtrTo()> [0] ptr) mem))
(Load <t> ptr mem) && t.IsStruct() && t.NumFields() == 2 && fe.CanSSA(t) =>
 (StructMake2
   (Load <t.FieldType(0)> (OffPtr <t.FieldType(0).PtrTo()> [0]           ptr) mem)
   (Load <t.FieldType(1)> (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] ptr) mem))
(Load <t> ptr mem) && t.IsStruct() && t.NumFields() == 3 && fe.CanSSA(t) =>
 (StructMake3
   (Load <t.FieldType(0)> (OffPtr <t.FieldType(0).PtrTo()>
 [0]           ptr) mem)
   (Load <t.FieldType(1)> (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] ptr) mem)
   (Load <t.FieldType(2)> (OffPtr <t.FieldType(2).PtrTo()> [t.FieldOff(2)] ptr) mem))
(Load <t> ptr mem) && t.IsStruct() && t.NumFields() == 4 && fe.CanSSA(t) =>
 (StructMake4
   (Load <t.FieldType(0)> (OffPtr <t.FieldType(0).PtrTo()> [0]           ptr) mem)
   (Load <t.FieldType(1)> (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] ptr) mem)
   (Load <t.FieldType(2)> (OffPtr <t.FieldType(2).PtrTo()> [t.FieldOff(2)] ptr) mem)
   (Load <t.FieldType(3)> (OffPtr <t.FieldType(3).PtrTo()> [t.FieldOff(3)] ptr) mem))

(StructSelect [i] x:(Load <t> ptr mem)) && !fe.CanSSA(t) =>
 @x.Block (Load <v.Type> (OffPtr <v.Type.PtrTo()> [t.FieldOff(int(i))] ptr) mem)

(Store _ (StructMake0) mem) => mem
(Store dst (StructMake1 <t> f0) mem) =>
 (Store {t.FieldType(0)} (OffPtr <t.FieldType(0).PtrTo()> [0] dst) f0 mem)
(Store dst (StructMake2 <t> f0 f1) mem) =>
 (Store {t.FieldType(1)}
    (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] dst)
   f1
   (Store {t.FieldType(0)}
     (OffPtr <t.FieldType(0).PtrTo()> [0] dst)
       f0 mem))
(Store dst (StructMake3 <t> f0 f1 f2) mem) =>
 (Store {t.FieldType(2)}
   (OffPtr <t.FieldType(2).PtrTo()> [t.FieldOff(2)] dst)
   f2
   (Store {t.FieldType(1)}
     (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] dst)
     f1
     (Store {t.FieldType(0)}
       (OffPtr <t.FieldType(0).PtrTo()> [0] dst)
         f0 mem)))
(Store dst (StructMake4 <t> f0 f1 f2 f3) mem) =>
 (Store {t.FieldType(3)}
   (OffPtr <t.FieldType(3).PtrTo()> [t.FieldOff(3)] dst)
```

```
  f3
  (Store {t.FieldType(2)}
    (OffPtr <t.FieldType(2).PtrTo()> [t.FieldOff(2)] dst)
    f2
    (Store {t.FieldType(1)}
      (OffPtr <t.FieldType(1).PtrTo()> [t.FieldOff(1)] dst)
      f1
      (Store {t.FieldType(0)}
        (OffPtr <t.FieldType(0).PtrTo()> [0] dst)
          f0 mem))))

// Putting struct{*byte} and similar into direct
 interfaces.
(IMake _typ (StructMake1 val)) => (IMake _typ val)
(StructSelect [0] (IData x)) => (IData x)

// un-SSAable values use mem->mem copies
(Store {t} dst (Load src mem) mem) && !fe.CanSSA(t) =>
 (Move {t} [t.Size()] dst src mem)
(Store {t} dst (Load src mem) (VarDef {x} mem)) && !fe.CanSSA(t) =>
 (Move {t} [t.Size()] dst src (VarDef {x} mem))

// array ops
(ArraySelect (ArrayMake1 x)) => x

(Load <t> _ _) && t.IsArray() && t.NumElem() == 0 =>
 (ArrayMake0)

(Load <t> ptr mem) && t.IsArray() && t.NumElem() == 1 && fe.CanSSA(t) =>
 (ArrayMake1 (Load <t.Elem()> ptr mem))

(Store _ (ArrayMake0) mem) => mem
(Store dst (ArrayMake1 e) mem) => (Store {e.Type} dst e mem)

// Putting [1]*byte and similar into direct interfaces.
(IMake _typ (ArrayMake1 val)) => (IMake _typ val)
(ArraySelect [0] (IData x)) => (IData x)

// string ops
// Decomposing StringMake and lowering of StringPtr and StringLen
// happens in a later pass, dec, so that these operations are available
// to other passes
 for optimizations.
(StringPtr (StringMake (Addr <t> {s} base) _)) => (Addr <t> {s} base)
(StringLen (StringMake _ (Const64 <t> [c]))) => (Const64 <t> [c])
(ConstString {str}) && config.PtrSize == 4 && str == "" =>
 (StringMake (ConstNil) (Const32 <typ.Int> [0]))
(ConstString {str}) && config.PtrSize == 8 && str == "" =>
```

```
 (StringMake (ConstNil) (Const64 <typ.Int> [0]))
(ConstString {str}) && config.PtrSize == 4 && str != "" =>
 (StringMake
   (Addr <typ.BytePtr> {fe.StringData(str)}
     (SB))
   (Const32 <typ.Int> [int32(len(str))]))
(ConstString {str}) && config.PtrSize == 8 && str != "" =>
 (StringMake
   (Addr <typ.BytePtr> {fe.StringData(str)}
     (SB))
   (Const64 <typ.Int> [int64(len(str))]))

// slice ops
// Only a few slice rules are provided here.  See dec.rules for
// a more comprehensive set.
(SliceLen (SliceMake _ (Const64 <t> [c]) _)) => (Const64 <t> [c])
(SliceCap (SliceMake _ _ (Const64 <t> [c]))) => (Const64 <t> [c])
(SliceLen (SliceMake _ (Const32 <t> [c])
 _)) => (Const32 <t> [c])
(SliceCap (SliceMake _ _ (Const32 <t> [c]))) => (Const32 <t> [c])
(SlicePtr (SliceMake (SlicePtr x) _ _)) => (SlicePtr x)
(SliceLen (SliceMake _ (SliceLen x) _)) => (SliceLen x)
(SliceCap (SliceMake _ _ (SliceCap x))) => (SliceCap x)
(SliceCap (SliceMake _ _ (SliceLen x))) => (SliceLen x)
(ConstSlice) && config.PtrSize == 4 =>
 (SliceMake
   (ConstNil <v.Type.Elem().PtrTo()>)
   (Const32 <typ.Int> [0])
   (Const32 <typ.Int> [0]))
(ConstSlice) && config.PtrSize == 8 =>
 (SliceMake
   (ConstNil <v.Type.Elem().PtrTo()>)
   (Const64 <typ.Int> [0])
   (Const64 <typ.Int> [0]))

// interface ops
(ConstInterface) =>
 (IMake
   (ConstNil <typ.Uintptr>)
   (ConstNil <typ.BytePtr>))

(NilCheck (GetG mem) mem) => mem

(If (Not cond) yes no) => (If cond no yes)
(If (ConstBool [c]) yes no) && c => (First yes no)
(If (ConstBool [c]) yes no) && !c => (First no yes)

// Get rid of Convert ops for pointer arithmetic on unsafe.Pointer.
```

```
(Convert (Add(64|32) (Convert ptr
 mem) off) mem) => (AddPtr ptr off)
(Convert (Convert ptr mem) mem) => ptr

// strength reduction of divide by a constant.
// See ../magic.go for a detailed description of these algorithms.

// Unsigned divide by power of 2.  Strength reduce to a shift.
(Div8u  n (Const8  [c])) && isPowerOfTwo8(c)  => (Rsh8Ux64  n (Const64 <typ.UInt64> [log8(c)]))
(Div16u n (Const16 [c])) && isPowerOfTwo16(c) => (Rsh16Ux64 n (Const64 <typ.UInt64> [log16(c)]))
(Div32u n (Const32 [c])) && isPowerOfTwo32(c) => (Rsh32Ux64 n (Const64 <typ.UInt64> [log32(c)]))
(Div64u n (Const64 [c])) && isPowerOfTwo64(c) => (Rsh64Ux64 n (Const64 <typ.UInt64> [log64(c)]))
(Div64u n (Const64 [-1<<63]))                 => (Rsh64Ux64 n (Const64 <typ.UInt64> [63]))

// Signed non-negative divide by power of 2.
(Div8  n (Const8  [c])) && isNonNegative(n) && isPowerOfTwo8(c)  => (Rsh8Ux64  n (Const64 <typ.UInt64>
[log8(c)]))
(Div16 n (Const16 [c])) && isNonNegative(n) && isPowerOfTwo16(c) => (Rsh16Ux64 n (Const64 <typ.UInt64>
[log16(c)]))
(Div32
 n (Const32 [c])) && isNonNegative(n) && isPowerOfTwo32(c) => (Rsh32Ux64 n (Const64 <typ.UInt64>
[log32(c)]))
(Div64 n (Const64 [c])) && isNonNegative(n) && isPowerOfTwo64(c) => (Rsh64Ux64 n (Const64 <typ.UInt64>
[log64(c)]))
(Div64 n (Const64 [-1<<63])) && isNonNegative(n)                 => (Const64 [0])

// Unsigned divide, not a power of 2.  Strength reduce to a multiply.
// For 8-bit divides, we just do a direct 9-bit by 8-bit multiply.
(Div8u x (Const8 [c])) && umagicOK8(c) =>
 (Trunc32to8
   (Rsh32Ux64 <typ.UInt32>
     (Mul32 <typ.UInt32>
       (Const32 <typ.UInt32> [int32(1<<8+umagic8(c).m)])
       (ZeroExt8to32 x))
     (Const64 <typ.UInt64> [8+umagic8(c).s])))

// For 16-bit divides on 64-bit machines, we do a direct 17-bit by 16-bit multiply.
(Div16u x (Const16 [c])) && umagicOK16(c) && config.RegSize == 8 =>
 (Trunc64to16
   (Rsh64Ux64 <typ.UInt64>
     (Mul64 <typ.UInt64>
       (Const64 <typ.UInt64> [int64(1<<16+umagic16(c).m)])
       (ZeroExt16to64
 x))
     (Const64 <typ.UInt64> [16+umagic16(c).s])))

// For 16-bit divides on 32-bit machines
(Div16u x (Const16 [c])) && umagicOK16(c) && config.RegSize == 4 && umagic16(c).m&1 == 0 =>
```

```
 (Trunc32to16
   (Rsh32Ux64 <typ.UInt32>
     (Mul32 <typ.UInt32>
       (Const32 <typ.UInt32> [int32(1<<15+umagic16(c).m/2)])
       (ZeroExt16to32 x))
     (Const64 <typ.UInt64> [16+umagic16(c).s-1])))
(Div16u x (Const16 [c])) && umagicOK16(c) && config.RegSize == 4 && c&1 == 0 =>
 (Trunc32to16
   (Rsh32Ux64 <typ.UInt32>
     (Mul32 <typ.UInt32>
       (Const32 <typ.UInt32> [int32(1<<15+(umagic16(c).m+1)/2)])
       (Rsh32Ux64 <typ.UInt32> (ZeroExt16to32 x) (Const64 <typ.UInt64> [1])))
     (Const64 <typ.UInt64> [16+umagic16(c).s-2])))
(Div16u x (Const16 [c])) && umagicOK16(c) && config.RegSize == 4 && config.useAvg =>
 (Trunc32to16
   (Rsh32Ux64 <typ.UInt32>
     (Avg32u
       (Lsh32x64 <typ.UInt32> (ZeroExt16to32 x) (Const64 <typ.UInt64> [16]))
       (Mul32 <typ.UInt32>
         (Const32 <typ.UInt32> [int32(umagic16(c).m)])
         (ZeroExt16to32 x)))
     (Const64 <typ.UInt64> [16+umagic16(c).s-1])))

// For 32-bit divides on 32-bit machines
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 4 && umagic32(c).m&1 == 0 &&
config.useHmul =>
 (Rsh32Ux64 <typ.UInt32>
   (Hmul32u <typ.UInt32>
     (Const32 <typ.UInt32> [int32(1<<31+umagic32(c).m/2)])
     x)
   (Const64 <typ.UInt64> [umagic32(c).s-1]))
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 4 && c&1 == 0 && config.useHmul =>
 (Rsh32Ux64 <typ.UInt32>
   (Hmul32u <typ.UInt32>
     (Const32 <typ.UInt32> [int32(1<<31+(umagic32(c).m+1)/2)])
     (Rsh32Ux64 <typ.UInt32> x (Const64 <typ.UInt64> [1])))
   (Const64 <typ.UInt64> [umagic32(c).s-2]))
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 4 && config.useAvg && config.useHmul =>
 (Rsh32Ux64 <typ.UInt32>
   (Avg32u
     x
     (Hmul32u <typ.UInt32>
       (Const32 <typ.UInt32> [int32(umagic32(c).m)])
       x))
   (Const64 <typ.UInt64> [umagic32(c).s-1]))

// For 32-bit divides on 64-bit machines
// We'll use a regular (non-hi) multiply for this case.
```

```
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 8 && umagic32(c).m&1 == 0 =>
 (Trunc64to32
   (Rsh64Ux64 <typ.UInt64>
     (Mul64 <typ.UInt64>
       (Const64 <typ.UInt64> [int64(1<<31+umagic32(c).m/2)])
       (ZeroExt32to64 x))
     (Const64 <typ.UInt64> [32+umagic32(c).s-1])))
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 8 && c&1 == 0 =>
 (Trunc64to32
   (Rsh64Ux64 <typ.UInt64>
     (Mul64 <typ.UInt64>
       (Const64 <typ.UInt64> [int64(1<<31+(umagic32(c).m+1)/2)])
       (Rsh64Ux64 <typ.UInt64> (ZeroExt32to64 x) (Const64 <typ.UInt64> [1])))
     (Const64 <typ.UInt64> [32+umagic32(c).s-2])))
(Div32u x (Const32 [c])) && umagicOK32(c) && config.RegSize == 8 && config.useAvg =>
 (Trunc64to32
   (Rsh64Ux64 <typ.UInt64>
     (Avg64u
       (Lsh64x64 <typ.UInt64> (ZeroExt32to64
 x) (Const64 <typ.UInt64> [32]))
       (Mul64 <typ.UInt64>
         (Const64 <typ.UInt32> [int64(umagic32(c).m)])
         (ZeroExt32to64 x)))
     (Const64 <typ.UInt64> [32+umagic32(c).s-1])))

// For unsigned 64-bit divides on 32-bit machines,
// if the constant fits in 16 bits (so that the last term
// fits in 32 bits), convert to three 32-bit divides by a constant.
//
// If 1<<32 = Q * c + R
// and     x = hi << 32 + lo
//
// Then x = (hi/c*c + hi%c) << 32 + lo
//        = hi/c*c<<32 + hi%c<<32 + lo
//        = hi/c*c<<32 + (hi%c)*(Q*c+R) + lo/c*c + lo%c
//        = hi/c*c<<32 + (hi%c)*Q*c + lo/c*c + (hi%c*R+lo%c)
// and x / c = (hi/c)<<32 + (hi%c)*Q + lo/c + (hi%c*R+lo%c)/c
(Div64u x (Const64 [c])) && c > 0 && c <= 0xFFFF && umagicOK32(int32(c)) && config.RegSize == 4 &&
config.useHmul =>
 (Add64
   (Add64 <typ.UInt64>
     (Add64 <typ.UInt64>
       (Lsh64x64 <typ.UInt64>
         (ZeroExt32to64
           (Div32u <typ.UInt32>
             (Trunc64to32 <typ.UInt32> (Rsh64Ux64
 <typ.UInt64> x (Const64 <typ.UInt64> [32])))
             (Const32 <typ.UInt32> [int32(c)])))
```

```
      (Const64 <typ.UInt64> [32]))
     (ZeroExt32to64 (Div32u <typ.UInt32> (Trunc64to32 <typ.UInt32> x) (Const32 <typ.UInt32> [int32(c)])))
    (Mul64 <typ.UInt64>
     (ZeroExt32to64 <typ.UInt64>
      (Mod32u <typ.UInt32>
       (Trunc64to32 <typ.UInt32> (Rsh64Ux64 <typ.UInt64> x (Const64 <typ.UInt64> [32])))
       (Const32 <typ.UInt32> [int32(c)])))
     (Const64 <typ.UInt64> [int64((1<<32)/c)])))
    (ZeroExt32to64
     (Div32u <typ.UInt32>
      (Add32 <typ.UInt32>
       (Mod32u <typ.UInt32> (Trunc64to32 <typ.UInt32> x) (Const32 <typ.UInt32> [int32(c)]))
       (Mul32 <typ.UInt32>
        (Mod32u <typ.UInt32>
         (Trunc64to32 <typ.UInt32> (Rsh64Ux64 <typ.UInt64> x (Const64 <typ.UInt64> [32])))
         (Const32 <typ.UInt32> [int32(c)]))
        (Const32 <typ.UInt32> [int32((1<<32)%c)])))

  (Const32 <typ.UInt32> [int32(c)])))

// For 64-bit divides on 64-bit machines
// (64-bit divides on 32-bit machines are lowered to a runtime call by the walk pass.)
(Div64u x (Const64 [c])) && umagicOK64(c) && config.RegSize == 8 && umagic64(c).m&1 == 0 &&
config.useHmul =>
 (Rsh64Ux64 <typ.UInt64>
  (Hmul64u <typ.UInt64>
   (Const64 <typ.UInt64> [int64(1<<63+umagic64(c).m/2)])
   x)
  (Const64 <typ.UInt64> [umagic64(c).s-1]))
(Div64u x (Const64 [c])) && umagicOK64(c) && config.RegSize == 8 && c&1 == 0 && config.useHmul =>
 (Rsh64Ux64 <typ.UInt64>
  (Hmul64u <typ.UInt64>
   (Const64 <typ.UInt64> [int64(1<<63+(umagic64(c).m+1)/2)])
   (Rsh64Ux64 <typ.UInt64> x (Const64 <typ.UInt64> [1])))
  (Const64 <typ.UInt64> [umagic64(c).s-2]))
(Div64u x (Const64 [c])) && umagicOK64(c) && config.RegSize == 8 && config.useAvg && config.useHmul =>
 (Rsh64Ux64 <typ.UInt64>
  (Avg64u
   x
   (Hmul64u <typ.UInt64>
    (Const64 <typ.UInt64> [int64(umagic64(c).m)])

   x))
  (Const64 <typ.UInt64> [umagic64(c).s-1]))

// Signed divide by a negative constant.  Rewrite to divide by a positive constant.
(Div8  <t> n (Const8  [c])) && c < 0 && c != -1<<7  => (Neg8  (Div8  <t> n (Const8  <t> [-c])))
(Div16 <t> n (Const16 [c])) && c < 0 && c != -1<<15 => (Neg16 (Div16 <t> n (Const16 <t> [-c])))
```

```
(Div32 <t> n (Const32 [c])) && c < 0 && c != -1<<31 => (Neg32 (Div32 <t> n (Const32 <t> [-c])))
(Div64 <t> n (Const64 [c])) && c < 0 && c != -1<<63 => (Neg64 (Div64 <t> n (Const64 <t> [-c])))

// Dividing by the most-negative number.  Result is always 0 except
// if the input is also the most-negative number.
// We can detect that using the sign bit of x & -x.
(Div8  <t> x (Const8  [-1<<7 ])) => (Rsh8Ux64  (And8  <t> x (Neg8  <t> x)) (Const64 <typ.UInt64> [7 ]))
(Div16 <t> x (Const16 [-1<<15])) => (Rsh16Ux64 (And16 <t> x (Neg16 <t> x)) (Const64 <typ.UInt64> [15]))
(Div32 <t> x (Const32 [-1<<31])) => (Rsh32Ux64 (And32 <t> x (Neg32 <t> x)) (Const64 <typ.UInt64>
 [31]))
(Div64 <t> x (Const64 [-1<<63])) => (Rsh64Ux64 (And64 <t> x (Neg64 <t> x)) (Const64 <typ.UInt64> [63]))

// Signed divide by power of 2.
// n / c =       n >> log(c) if n >= 0
//       = (n+c-1) >> log(c) if n < 0
// We conditionally add c-1 by adding n>>63>>(64-log(c)) (first shift signed, second shift unsigned).
(Div8  <t> n (Const8  [c])) && isPowerOfTwo8(c) =>
 (Rsh8x64
   (Add8  <t> n (Rsh8Ux64  <t> (Rsh8x64  <t> n (Const64 <typ.UInt64> [ 7])) (Const64 <typ.UInt64> [int64( 8-
log8(c))])))
   (Const64 <typ.UInt64> [int64(log8(c))]))
(Div16 <t> n (Const16 [c])) && isPowerOfTwo16(c) =>
 (Rsh16x64
   (Add16 <t> n (Rsh16Ux64 <t> (Rsh16x64 <t> n (Const64 <typ.UInt64> [15])) (Const64 <typ.UInt64> [int64(16-
log16(c))])))
   (Const64 <typ.UInt64> [int64(log16(c))]))
(Div32 <t> n (Const32 [c])) && isPowerOfTwo32(c) =>
 (Rsh32x64
   (Add32 <t> n (Rsh32Ux64 <t> (Rsh32x64 <t> n (Const64 <typ.UInt64> [31])) (Const64 <typ.UInt64> [int64(32-
log32(c))])))
   (Const64 <typ.UInt64> [int64(log32(c))]))
(Div64
 <t> n (Const64 [c])) && isPowerOfTwo64(c) =>
 (Rsh64x64
   (Add64 <t> n (Rsh64Ux64 <t> (Rsh64x64 <t> n (Const64 <typ.UInt64> [63])) (Const64 <typ.UInt64> [int64(64-
log64(c))])))
   (Const64 <typ.UInt64> [int64(log64(c))]))

// Signed divide, not a power of 2.  Strength reduce to a multiply.
(Div8 <t> x (Const8 [c])) && smagicOK8(c) =>
 (Sub8 <t>
   (Rsh32x64 <t>
     (Mul32 <typ.UInt32>
       (Const32 <typ.UInt32> [int32(smagic8(c).m)])
       (SignExt8to32 x))
     (Const64 <typ.UInt64> [8+smagic8(c).s]))
   (Rsh32x64 <t>
     (SignExt8to32 x)
```

```
    (Const64 <typ.UInt64> [31])))
(Div16 <t> x (Const16 [c])) && smagicOK16(c) =>
 (Sub16 <t>
  (Rsh32x64 <t>
   (Mul32 <typ.UInt32>
    (Const32 <typ.UInt32> [int32(smagic16(c).m)])
    (SignExt16to32 x))
   (Const64 <typ.UInt64> [16+smagic16(c).s]))
  (Rsh32x64 <t>
   (SignExt16to32 x)
   (Const64 <typ.UInt64> [31])))
(Div32 <t> x (Const32 [c])) && smagicOK32(c) && config.RegSize
 == 8 =>
 (Sub32 <t>
  (Rsh64x64 <t>
   (Mul64 <typ.UInt64>
    (Const64 <typ.UInt64> [int64(smagic32(c).m)])
    (SignExt32to64 x))
   (Const64 <typ.UInt64> [32+smagic32(c).s]))
  (Rsh64x64 <t>
   (SignExt32to64 x)
   (Const64 <typ.UInt64> [63])))
(Div32 <t> x (Const32 [c])) && smagicOK32(c) && config.RegSize == 4 && smagic32(c).m&1 == 0 &&
config.useHmul =>
 (Sub32 <t>
  (Rsh32x64 <t>
   (Hmul32 <t>
    (Const32 <typ.UInt32> [int32(smagic32(c).m/2)])
    x)
   (Const64 <typ.UInt64> [smagic32(c).s-1]))
  (Rsh32x64 <t>
   x
   (Const64 <typ.UInt64> [31])))
(Div32 <t> x (Const32 [c])) && smagicOK32(c) && config.RegSize == 4 && smagic32(c).m&1 != 0 &&
config.useHmul =>
 (Sub32 <t>
  (Rsh32x64 <t>
   (Add32 <t>
    (Hmul32 <t>
     (Const32 <typ.UInt32> [int32(smagic32(c).m)])
     x)
    x)
   (Const64 <typ.UInt64> [smagic32(c).s]))
  (Rsh32x64 <t>
   x
   (Const64 <typ.UInt64> [31])))
(Div64 <t> x (Const64
```

```
[c])) && smagicOK64(c) && smagic64(c).m&1 == 0 && config.useHmul =>
(Sub64 <t>
  (Rsh64x64 <t>
    (Hmul64 <t>
      (Const64 <typ.UInt64> [int64(smagic64(c).m/2)])
      x)
    (Const64 <typ.UInt64> [smagic64(c).s-1]))
  (Rsh64x64 <t>
    x
    (Const64 <typ.UInt64> [63])))
(Div64 <t> x (Const64 [c])) && smagicOK64(c) && smagic64(c).m&1 != 0 && config.useHmul =>
(Sub64 <t>
  (Rsh64x64 <t>
    (Add64 <t>
      (Hmul64 <t>
        (Const64 <typ.UInt64> [int64(smagic64(c).m)])
        x)
      x)
    (Const64 <typ.UInt64> [smagic64(c).s]))
  (Rsh64x64 <t>
    x
    (Const64 <typ.UInt64> [63])))

// Unsigned mod by power of 2 constant.
(Mod8u  <t> n (Const8  [c])) && isPowerOfTwo8(c)  => (And8  n (Const8  <t> [c-1]))
(Mod16u <t> n (Const16 [c])) && isPowerOfTwo16(c) => (And16 n (Const16 <t> [c-1]))
(Mod32u <t> n (Const32 [c])) && isPowerOfTwo32(c) => (And32 n (Const32 <t> [c-1]))
(Mod64u <t> n (Const64 [c])) && isPowerOfTwo64(c) => (And64 n (Const64
 <t> [c-1]))
(Mod64u <t> n (Const64 [-1<<63]))                 => (And64 n (Const64 <t> [1<<63-1]))

// Signed non-negative mod by power of 2 constant.
(Mod8  <t> n (Const8  [c])) && isNonNegative(n) && isPowerOfTwo8(c)  => (And8  n (Const8  <t> [c-1]))
(Mod16 <t> n (Const16 [c])) && isNonNegative(n) && isPowerOfTwo16(c) => (And16 n (Const16 <t> [c-1]))
(Mod32 <t> n (Const32 [c])) && isNonNegative(n) && isPowerOfTwo32(c) => (And32 n (Const32 <t> [c-1]))
(Mod64 <t> n (Const64 [c])) && isNonNegative(n) && isPowerOfTwo64(c) => (And64 n (Const64 <t> [c-1]))
(Mod64 n (Const64 [-1<<63])) && isNonNegative(n)                    => n

// Signed mod by negative constant.
(Mod8  <t> n (Const8  [c])) && c < 0 && c != -1<<7  => (Mod8  <t> n (Const8  <t> [-c]))
(Mod16 <t> n (Const16 [c])) && c < 0 && c != -1<<15 => (Mod16 <t> n (Const16 <t> [-c]))
(Mod32 <t> n (Const32 [c])) && c < 0 && c != -1<<31 => (Mod32 <t> n (Const32 <t> [-c]))
(Mod64 <t> n (Const64 [c])) && c < 0 && c != -1<<63 => (Mod64 <t>
 n (Const64 <t> [-c]))

// All other mods by constants, do A%B = A-(A/B*B).
// This implements % with two * and a bunch of ancillary ops.
// One of the * is free if the user's code also computes A/B.
```

```
(Mod8   <t> x (Const8  [c])) && x.Op != OpConst8  && (c > 0 || c == -1<<7)
 => (Sub8  x (Mul8  <t> (Div8   <t> x (Const8  <t> [c])) (Const8  <t> [c])))
(Mod16  <t> x (Const16 [c])) && x.Op != OpConst16 && (c > 0 || c == -1<<15)
 => (Sub16 x (Mul16 <t> (Div16  <t> x (Const16 <t> [c])) (Const16 <t> [c])))
(Mod32  <t> x (Const32 [c])) && x.Op != OpConst32 && (c > 0 || c == -1<<31)
 => (Sub32 x (Mul32 <t> (Div32  <t> x (Const32 <t> [c])) (Const32 <t> [c])))
(Mod64  <t> x (Const64 [c])) && x.Op != OpConst64 && (c > 0 || c == -1<<63)
 => (Sub64 x (Mul64 <t> (Div64  <t> x (Const64 <t> [c])) (Const64 <t> [c])))
(Mod8u  <t> x (Const8  [c])) && x.Op != OpConst8  && c > 0 && umagicOK8( c)
 => (Sub8  x (Mul8  <t> (Div8u  <t> x (Const8  <t> [c])) (Const8  <t> [c])))
(Mod16u <t> x (Const16 [c])) &&
 x.Op != OpConst16 && c > 0 && umagicOK16(c)
 => (Sub16 x (Mul16 <t> (Div16u <t> x (Const16 <t> [c])) (Const16 <t> [c])))
(Mod32u <t> x (Const32 [c])) && x.Op != OpConst32 && c > 0 && umagicOK32(c)
 => (Sub32 x (Mul32 <t> (Div32u <t> x (Const32 <t> [c])) (Const32 <t> [c])))
(Mod64u <t> x (Const64 [c])) && x.Op != OpConst64 && c > 0 && umagicOK64(c)
 => (Sub64 x (Mul64 <t> (Div64u <t> x (Const64 <t> [c])) (Const64 <t> [c])))

// For architectures without rotates on less than 32-bits, promote these checks to 32-bit.
(Eq8 (Mod8u x (Const8  [c])) (Const8 [0])) && x.Op != OpConst8 && udivisibleOK8(c) &&
!hasSmallRotate(config) =>
 (Eq32 (Mod32u <typ.UInt32> (ZeroExt8to32 <typ.UInt32> x) (Const32 <typ.UInt32> [int32(uint8(c))])) (Const32
<typ.UInt32> [0]))
(Eq16 (Mod16u x (Const16  [c])) (Const16 [0])) && x.Op != OpConst16 && udivisibleOK16(c) &&
!hasSmallRotate(config) =>
 (Eq32 (Mod32u <typ.UInt32> (ZeroExt16to32 <typ.UInt32> x) (Const32 <typ.UInt32> [int32(uint16(c))]))
(Const32 <typ.UInt32>
 [0]))
(Eq8 (Mod8 x (Const8  [c])) (Const8 [0])) && x.Op != OpConst8 && sdivisibleOK8(c) &&
!hasSmallRotate(config) =>
 (Eq32 (Mod32 <typ.Int32> (SignExt8to32 <typ.Int32> x) (Const32 <typ.Int32> [int32(c)])) (Const32 <typ.Int32>
[0]))
(Eq16 (Mod16 x (Const16  [c])) (Const16 [0])) && x.Op != OpConst16 && sdivisibleOK16(c) &&
!hasSmallRotate(config) =>
 (Eq32 (Mod32 <typ.Int32> (SignExt16to32 <typ.Int32> x) (Const32 <typ.Int32> [int32(c)])) (Const32 <typ.Int32>
[0]))

// Divisibility checks x%c == 0 convert to multiply and rotate.
// Note, x%c == 0 is rewritten as x == c*(x/c) during the opt pass
// where (x/c) is performed using multiplication with magic constants.
// To rewrite x%c == 0 requires pattern matching the rewritten expression
// and checking that the division by the same constant wasn't already calculated.
// This check is made by counting uses of the magic constant multiplication.
// Note that if there were an intermediate opt pass, this rule could be applied
// directly
 on the Div op and magic division rewrites could be delayed to late opt.

// Unsigned divisibility checks convert to multiply and rotate.
```

```
(Eq8 x (Mul8 (Const8 [c])
 (Trunc32to8
  (Rsh32Ux64
   mul:(Mul32
    (Const32 [m])
    (ZeroExt8to32 x))
   (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(1<<8+umagic8(c).m) && s == 8+umagic8(c).s
 && x.Op != OpConst8 && udivisibleOK8(c)
=> (Leq8U
  (RotateLeft8 <typ.UInt8>
   (Mul8 <typ.UInt8>
    (Const8 <typ.UInt8> [int8(udivisible8(c).m)])
    x)
   (Const8 <typ.UInt8> [int8(8-udivisible8(c).k)])
   )
  (Const8 <typ.UInt8> [int8(udivisible8(c).max)])
 )

(Eq16 x (Mul16 (Const16 [c])
 (Trunc64to16
  (Rsh64Ux64
   mul:(Mul64
    (Const64 [m])
    (ZeroExt16to64 x))
   (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(1<<16+umagic16(c).m) && s == 16+umagic16(c).s
 && x.Op != OpConst16 && udivisibleOK16(c)
=> (Leq16U
  (RotateLeft16
 <typ.UInt16>
   (Mul16 <typ.UInt16>
    (Const16 <typ.UInt16> [int16(udivisible16(c).m)])
    x)
   (Const16 <typ.UInt16> [int16(16-udivisible16(c).k)])
   )
  (Const16 <typ.UInt16> [int16(udivisible16(c).max)])
 )

(Eq16 x (Mul16 (Const16 [c])
 (Trunc32to16
  (Rsh32Ux64
```

```
    mul:(Mul32
      (Const32 [m])
      (ZeroExt16to32 x))
    (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(1<<15+umagic16(c).m/2) && s == 16+umagic16(c).s-1
 && x.Op != OpConst16 && udivisibleOK16(c)
=> (Leq16U
   (RotateLeft16 <typ.UInt16>
    (Mul16 <typ.UInt16>
     (Const16 <typ.UInt16> [int16(udivisible16(c).m)])
     x)
    (Const16 <typ.UInt16> [int16(16-udivisible16(c).k)])
    )
   (Const16 <typ.UInt16> [int16(udivisible16(c).max)])
  )

(Eq16 x (Mul16 (Const16 [c])
 (Trunc32to16
   (Rsh32Ux64
     mul:(Mul32
       (Const32 [m])
       (Rsh32Ux64 (ZeroExt16to32 x) (Const64 [1])))
     (Const64 [s])))
 )
)
 && v.Block.Func.pass.name
 != "opt" && mul.Uses == 1
 && m == int32(1<<15+(umagic16(c).m+1)/2) && s == 16+umagic16(c).s-2
 && x.Op != OpConst16 && udivisibleOK16(c)
=> (Leq16U
   (RotateLeft16 <typ.UInt16>
    (Mul16 <typ.UInt16>
     (Const16 <typ.UInt16> [int16(udivisible16(c).m)])
     x)
    (Const16 <typ.UInt16> [int16(16-udivisible16(c).k)])
    )
   (Const16 <typ.UInt16> [int16(udivisible16(c).max)])
  )

(Eq16 x (Mul16 (Const16 [c])
 (Trunc32to16
   (Rsh32Ux64
     (Avg32u
       (Lsh32x64 (ZeroExt16to32 x) (Const64 [16]))
       mul:(Mul32
```

```
        (Const32 [m])
        (ZeroExt16to32 x)))
     (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(umagic16(c).m) && s == 16+umagic16(c).s-1
 && x.Op != OpConst16 && udivisibleOK16(c)
=> (Leq16U
   (RotateLeft16 <typ.UInt16>
    (Mul16 <typ.UInt16>
     (Const16 <typ.UInt16> [int16(udivisible16(c).m)])
     x)
    (Const16 <typ.UInt16> [int16(16-udivisible16(c).k)])
    )
   (Const16 <typ.UInt16>
 [int16(udivisible16(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Rsh32Ux64
  mul:(Hmul32u
   (Const32 [m])
   x)
  (Const64 [s]))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(1<<31+umagic32(c).m/2) && s == umagic32(c).s-1
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Mul32 <typ.UInt32>
     (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
     x)
    (Const32 <typ.UInt32> [int32(32-udivisible32(c).k)])
    )
   (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Rsh32Ux64
   mul:(Hmul32u
     (Const32 <typ.UInt32> [m])
     (Rsh32Ux64 x (Const64 [1])))
   (Const64 [s]))
 )
)
```

```
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(1<<31+(umagic32(c).m+1)/2) && s == umagic32(c).s-2
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
  (RotateLeft32 <typ.UInt32>
   (Mul32 <typ.UInt32>
    (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
    x)
   (Const32
 <typ.UInt32> [int32(32-udivisible32(c).k)])
   )
  (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
 )

(Eq32 x (Mul32 (Const32 [c])
 (Rsh32Ux64
  (Avg32u
   x
   mul:(Hmul32u
    (Const32 [m])
    x))
  (Const64 [s]))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(umagic32(c).m) && s == umagic32(c).s-1
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
  (RotateLeft32 <typ.UInt32>
   (Mul32 <typ.UInt32>
    (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
    x)
   (Const32 <typ.UInt32> [int32(32-udivisible32(c).k)])
   )
  (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
 )

(Eq32 x (Mul32 (Const32 [c])
 (Trunc64to32
  (Rsh64Ux64
   mul:(Mul64
    (Const64 [m])
    (ZeroExt32to64 x))
   (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(1<<31+umagic32(c).m/2) && s == 32+umagic32(c).s-1
```

```
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
   (RotateLeft32
 <typ.UInt32>
    (Mul32 <typ.UInt32>
     (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
     x)
    (Const32 <typ.UInt32> [int32(32-udivisible32(c).k)])
    )
   (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Trunc64to32
   (Rsh64Ux64
     mul:(Mul64
       (Const64 [m])
       (Rsh64Ux64 (ZeroExt32to64 x) (Const64 [1])))
     (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(1<<31+(umagic32(c).m+1)/2) && s == 32+umagic32(c).s-2
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Mul32 <typ.UInt32>
     (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
     x)
    (Const32 <typ.UInt32> [int32(32-udivisible32(c).k)])
    )
   (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Trunc64to32
   (Rsh64Ux64
     (Avg64u
       (Lsh64x64 (ZeroExt32to64 x) (Const64 [32]))
       mul:(Mul64
         (Const64 [m])

      (ZeroExt32to64 x)))
     (Const64 [s])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(umagic32(c).m) && s == 32+umagic32(c).s-1
```

```
 && x.Op != OpConst32 && udivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Mul32 <typ.UInt32>
     (Const32 <typ.UInt32> [int32(udivisible32(c).m)])
     x)
    (Const32 <typ.UInt32> [int32(32-udivisible32(c).k)])
    )
   (Const32 <typ.UInt32> [int32(udivisible32(c).max)])
  )

(Eq64 x (Mul64 (Const64 [c])
 (Rsh64Ux64
  mul:(Hmul64u
   (Const64 [m])
   x)
  (Const64 [s]))
 )
) && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(1<<63+umagic64(c).m/2) && s == umagic64(c).s-1
 && x.Op != OpConst64 && udivisibleOK64(c)
=> (Leq64U
   (RotateLeft64 <typ.UInt64>
    (Mul64 <typ.UInt64>
     (Const64 <typ.UInt64> [int64(udivisible64(c).m)])
     x)
    (Const64 <typ.UInt64> [64-udivisible64(c).k])
    )
   (Const64 <typ.UInt64> [int64(udivisible64(c).max)])
  )
(Eq64 x (Mul64 (Const64 [c])
 (Rsh64Ux64
  mul:(Hmul64u
   (Const64
 [m])
   (Rsh64Ux64 x (Const64 [1])))
  (Const64 [s]))
 )
) && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(1<<63+(umagic64(c).m+1)/2) && s == umagic64(c).s-2
 && x.Op != OpConst64 && udivisibleOK64(c)
=> (Leq64U
   (RotateLeft64 <typ.UInt64>
    (Mul64 <typ.UInt64>
     (Const64 <typ.UInt64> [int64(udivisible64(c).m)])
     x)
    (Const64 <typ.UInt64> [64-udivisible64(c).k])
    )
```

```
   (Const64 <typ.UInt64> [int64(udivisible64(c).max)])
  )
(Eq64 x (Mul64 (Const64 [c])
 (Rsh64Ux64
  (Avg64u
   x
   mul:(Hmul64u
    (Const64 [m])
    x))
  (Const64 [s]))
 )
) && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(umagic64(c).m) && s == umagic64(c).s-1
 && x.Op != OpConst64 && udivisibleOK64(c)
=> (Leq64U
   (RotateLeft64 <typ.UInt64>
    (Mul64 <typ.UInt64>
     (Const64 <typ.UInt64> [int64(udivisible64(c).m)])
     x)
    (Const64 <typ.UInt64> [64-udivisible64(c).k])
    )
   (Const64 <typ.UInt64> [int64(udivisible64(c).max)])
  )

//
 Signed divisibility checks convert to multiply, add and rotate.
(Eq8 x (Mul8 (Const8 [c])
 (Sub8
  (Rsh32x64
    mul:(Mul32
      (Const32 [m])
      (SignExt8to32 x))
    (Const64 [s]))
  (Rsh32x64
    (SignExt8to32 x)
    (Const64 [31])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(smagic8(c).m) && s == 8+smagic8(c).s
 && x.Op != OpConst8 && sdivisibleOK8(c)
=> (Leq8U
   (RotateLeft8 <typ.UInt8>
    (Add8 <typ.UInt8>
     (Mul8 <typ.UInt8>
      (Const8 <typ.UInt8> [int8(sdivisible8(c).m)])
      x)
     (Const8 <typ.UInt8> [int8(sdivisible8(c).a)])
```

```
    )
    (Const8 <typ.UInt8> [int8(8-sdivisible8(c).k)])
   )
   (Const8 <typ.UInt8> [int8(sdivisible8(c).max)])
  )

(Eq16 x (Mul16 (Const16 [c])
 (Sub16
   (Rsh32x64
     mul:(Mul32
       (Const32 [m])
       (SignExt16to32 x))
     (Const64 [s]))
   (Rsh32x64
     (SignExt16to32 x)
     (Const64 [31])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
  && m == int32(smagic16(c).m) && s == 16+smagic16(c).s
 && x.Op != OpConst16 && sdivisibleOK16(c)
=> (Leq16U
   (RotateLeft16 <typ.UInt16>
    (Add16 <typ.UInt16>
     (Mul16 <typ.UInt16>
      (Const16 <typ.UInt16> [int16(sdivisible16(c).m)])
      x)
     (Const16 <typ.UInt16> [int16(sdivisible16(c).a)])
    )
    (Const16 <typ.UInt16> [int16(16-sdivisible16(c).k)])
   )
   (Const16 <typ.UInt16> [int16(sdivisible16(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Sub32
   (Rsh64x64
     mul:(Mul64
       (Const64 [m])
       (SignExt32to64 x))
     (Const64 [s]))
   (Rsh64x64
     (SignExt32to64 x)
     (Const64 [63])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(smagic32(c).m) && s == 32+smagic32(c).s
```

```
 && x.Op != OpConst32 && sdivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Add32 <typ.UInt32>
     (Mul32 <typ.UInt32>
      (Const32 <typ.UInt32> [int32(sdivisible32(c).m)])
      x)
     (Const32 <typ.UInt32> [int32(sdivisible32(c).a)])
    )
    (Const32
 <typ.UInt32> [int32(32-sdivisible32(c).k)])
   )
   (Const32 <typ.UInt32> [int32(sdivisible32(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Sub32
   (Rsh32x64
     mul:(Hmul32
       (Const32 [m])
       x)
     (Const64 [s]))
   (Rsh32x64
     x
     (Const64 [31])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(smagic32(c).m/2) && s == smagic32(c).s-1
 && x.Op != OpConst32 && sdivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Add32 <typ.UInt32>
     (Mul32 <typ.UInt32>
      (Const32 <typ.UInt32> [int32(sdivisible32(c).m)])
      x)
     (Const32 <typ.UInt32> [int32(sdivisible32(c).a)])
    )
    (Const32 <typ.UInt32> [int32(32-sdivisible32(c).k)])
   )
   (Const32 <typ.UInt32> [int32(sdivisible32(c).max)])
  )

(Eq32 x (Mul32 (Const32 [c])
 (Sub32
   (Rsh32x64
     (Add32
       mul:(Hmul32
```

```
        (Const32 [m])
        x)
       x)
     (Const64 [s]))
   (Rsh32x64
     x
     (Const64 [31])))
 )
)
  && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int32(smagic32(c).m) && s == smagic32(c).s
 && x.Op != OpConst32 && sdivisibleOK32(c)
=> (Leq32U
   (RotateLeft32 <typ.UInt32>
    (Add32 <typ.UInt32>
     (Mul32 <typ.UInt32>
      (Const32 <typ.UInt32> [int32(sdivisible32(c).m)])
      x)
     (Const32 <typ.UInt32> [int32(sdivisible32(c).a)])
    )
    (Const32 <typ.UInt32> [int32(32-sdivisible32(c).k)])
   )
   (Const32 <typ.UInt32> [int32(sdivisible32(c).max)])
  )

(Eq64 x (Mul64 (Const64 [c])
 (Sub64
   (Rsh64x64
     mul:(Hmul64
       (Const64 [m])
       x)
     (Const64 [s]))
   (Rsh64x64
     x
     (Const64 [63])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(smagic64(c).m/2) && s == smagic64(c).s-1
 && x.Op != OpConst64 && sdivisibleOK64(c)
=> (Leq64U
   (RotateLeft64 <typ.UInt64>
    (Add64 <typ.UInt64>
     (Mul64 <typ.UInt64>
      (Const64 <typ.UInt64> [int64(sdivisible64(c).m)])
      x)
     (Const64 <typ.UInt64>
```

```
 [int64(sdivisible64(c).a)])
   )
   (Const64 <typ.UInt64> [64-sdivisible64(c).k])
  )
  (Const64 <typ.UInt64> [int64(sdivisible64(c).max)])
 )

(Eq64 x (Mul64 (Const64 [c])
 (Sub64
  (Rsh64x64
   (Add64
    mul:(Hmul64
     (Const64 [m])
     x)
    x)
   (Const64 [s]))
  (Rsh64x64
   x
   (Const64 [63])))
 )
)
 && v.Block.Func.pass.name != "opt" && mul.Uses == 1
 && m == int64(smagic64(c).m) && s == smagic64(c).s
 && x.Op != OpConst64 && sdivisibleOK64(c)
=> (Leq64U
  (RotateLeft64 <typ.UInt64>
   (Add64 <typ.UInt64>
    (Mul64 <typ.UInt64>
     (Const64 <typ.UInt64> [int64(sdivisible64(c).m)])
     x)
    (Const64 <typ.UInt64> [int64(sdivisible64(c).a)])
   )
   (Const64 <typ.UInt64> [64-sdivisible64(c).k])
  )
  (Const64 <typ.UInt64> [int64(sdivisible64(c).max)])
 )

// Divisibility check for signed integers for power of two constant are simple mask.
// However, we must match against the rewritten n%c == 0 -> n - c*(n/c) ==
 0 -> n == c*(n/c)
// where n/c contains fixup code to handle signed n.
((Eq8|Neq8) n (Lsh8x64
 (Rsh8x64
  (Add8  <t> n (Rsh8Ux64  <t> (Rsh8x64  <t> n (Const64 <typ.UInt64> [ 7])) (Const64 <typ.UInt64> [kbar])))
  (Const64 <typ.UInt64> [k]))
 (Const64 <typ.UInt64> [k]))
) && k > 0 && k < 7 && kbar == 8 - k
 => ((Eq8|Neq8) (And8 <t> n (Const8 <t> [1<<uint(k)-1])) (Const8 <t> [0]))
```

```
((Eq16|Neq16) n (Lsh16x64
 (Rsh16x64
  (Add16 <t> n (Rsh16Ux64 <t> (Rsh16x64 <t> n (Const64 <typ.UInt64> [15])) (Const64 <typ.UInt64> [kbar])))
  (Const64 <typ.UInt64> [k]))
 (Const64 <typ.UInt64> [k]))
) && k > 0 && k < 15 && kbar == 16 - k
 => ((Eq16|Neq16) (And16 <t> n (Const16 <t> [1<<uint(k)-1])) (Const16 <t> [0]))

((Eq32|Neq32) n (Lsh32x64
 (Rsh32x64
  (Add32 <t> n (Rsh32Ux64 <t> (Rsh32x64 <t> n (Const64 <typ.UInt64> [31])) (Const64 <typ.UInt64> [kbar])))
  (Const64 <typ.UInt64> [k]))
 (Const64 <typ.UInt64> [k]))
) && k > 0 && k < 31 && kbar == 32 - k
 => ((Eq32|Neq32) (And32 <t> n (Const32
 <t> [1<<uint(k)-1])) (Const32 <t> [0]))

((Eq64|Neq64) n (Lsh64x64
 (Rsh64x64
  (Add64 <t> n (Rsh64Ux64 <t> (Rsh64x64 <t> n (Const64 <typ.UInt64> [63])) (Const64 <typ.UInt64> [kbar])))
  (Const64 <typ.UInt64> [k]))
 (Const64 <typ.UInt64> [k]))
) && k > 0 && k < 63 && kbar == 64 - k
 => ((Eq64|Neq64) (And64 <t> n (Const64 <t> [1<<uint(k)-1])) (Const64 <t> [0]))

(Eq(8|16|32|64)  s:(Sub(8|16|32|64) x y) (Const(8|16|32|64) [0])) && s.Uses == 1 => (Eq(8|16|32|64)  x y)
(Neq(8|16|32|64) s:(Sub(8|16|32|64) x y) (Const(8|16|32|64) [0])) && s.Uses == 1 => (Neq(8|16|32|64) x y)

// Optimize bitsets
(Eq8 (And8 <t> x (Const8 <t> [y])) (Const8 <t> [y])) && oneBit8(y)
 => (Neq8 (And8 <t> x (Const8 <t> [y])) (Const8 <t> [0]))
(Eq16 (And16 <t> x (Const16 <t> [y])) (Const16 <t> [y])) && oneBit16(y)
 => (Neq16 (And16 <t> x (Const16 <t> [y])) (Const16 <t> [0]))
(Eq32 (And32 <t> x (Const32 <t> [y])) (Const32 <t> [y])) && oneBit32(y)
 => (Neq32 (And32 <t> x (Const32 <t> [y])) (Const32 <t>
 [0]))
(Eq64 (And64 <t> x (Const64 <t> [y])) (Const64 <t> [y])) && oneBit64(y)
 => (Neq64 (And64 <t> x (Const64 <t> [y])) (Const64 <t> [0]))
(Neq8 (And8 <t> x (Const8 <t> [y])) (Const8 <t> [y])) && oneBit8(y)
 => (Eq8 (And8 <t> x (Const8 <t> [y])) (Const8 <t> [0]))
(Neq16 (And16 <t> x (Const16 <t> [y])) (Const16 <t> [y])) && oneBit16(y)
 => (Eq16 (And16 <t> x (Const16 <t> [y])) (Const16 <t> [0]))
(Neq32 (And32 <t> x (Const32 <t> [y])) (Const32 <t> [y])) && oneBit32(y)
 => (Eq32 (And32 <t> x (Const32 <t> [y])) (Const32 <t> [0]))
(Neq64 (And64 <t> x (Const64 <t> [y])) (Const64 <t> [y])) && oneBit64(y)
 => (Eq64 (And64 <t> x (Const64 <t> [y])) (Const64 <t> [0]))
```

```
// Reassociate expressions involving
// constants such that constants come first,
// exposing obvious constant-folding opportunities.
// Reassociate (op (op y C) x) to (op C (op x y)) or similar, where C
// is constant, which pushes constants to the outside
// of the expression. At that point, any constant-folding
// opportunities
 should be obvious.
// Note: don't include AddPtr here! In order to maintain the
// invariant that pointers must stay within the pointed-to object,
// we can't pull part of a pointer computation above the AddPtr.
// See issue 37881.
// Note: we don't need to handle any (x-C) cases because we already rewrite
// (x-C) to (x+(-C)).

// x + (C + z) -> C + (x + z)
(Add64 (Add64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Add64 i (Add64 <t> z x))
(Add32 (Add32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Add32 i (Add32 <t> z x))
(Add16 (Add16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Add16 i (Add16 <t> z x))
(Add8  (Add8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Add8  i (Add8  <t> z x))

// x + (C - z) -> C + (x - z)
(Add64 (Sub64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Add64 i (Sub64 <t> x z))
(Add32 (Sub32 i:(Const32 <t>) z) x) && (z.Op != OpConst32
 && x.Op != OpConst32) => (Add32 i (Sub32 <t> x z))
(Add16 (Sub16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Add16 i (Sub16 <t> x z))
(Add8  (Sub8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Add8  i (Sub8  <t> x z))

// x - (C - z) -> x + (z - C) -> (x + z) - C
(Sub64 x (Sub64 i:(Const64 <t>) z)) && (z.Op != OpConst64 && x.Op != OpConst64) => (Sub64 (Add64 <t> x z) i)
(Sub32 x (Sub32 i:(Const32 <t>) z)) && (z.Op != OpConst32 && x.Op != OpConst32) => (Sub32 (Add32 <t> x z) i)
(Sub16 x (Sub16 i:(Const16 <t>) z)) && (z.Op != OpConst16 && x.Op != OpConst16) => (Sub16 (Add16 <t> x z) i)
(Sub8  x (Sub8  i:(Const8  <t>) z)) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Sub8  (Add8  <t> x z) i)

// x - (z + C) -> x + (-z - C) -> (x - z) - C
(Sub64 x (Add64 z i:(Const64 <t>))) && (z.Op != OpConst64 && x.Op != OpConst64) => (Sub64 (Sub64 <t> x z) i)
(Sub32 x (Add32 z i:(Const32 <t>))) && (z.Op != OpConst32 && x.Op != OpConst32) => (Sub32 (Sub32
 <t> x z) i)
(Sub16 x (Add16 z i:(Const16 <t>))) && (z.Op != OpConst16 && x.Op != OpConst16) => (Sub16 (Sub16 <t> x z)
```

```
i)
(Sub8  x (Add8  z i:(Const8  <t>))) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Sub8 (Sub8  <t> x z) i)

// (C - z) - x -> C - (z + x)
(Sub64 (Sub64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Sub64 i (Add64 <t> z x))
(Sub32 (Sub32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Sub32 i (Add32 <t> z x))
(Sub16 (Sub16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Sub16 i (Add16 <t> z x))
(Sub8  (Sub8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Sub8  i (Add8  <t> z x))

// (z + C) -x -> C + (z - x)
(Sub64 (Add64 z i:(Const64 <t>)) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Add64 i (Sub64 <t> z x))
(Sub32 (Add32 z i:(Const32 <t>)) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Add32 i (Sub32 <t> z x))
(Sub16 (Add16 z i:(Const16 <t>)) x) && (z.Op != OpConst16
 && x.Op != OpConst16) => (Add16 i (Sub16 <t> z x))
(Sub8  (Add8  z i:(Const8  <t>)) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Add8  i (Sub8  <t> z x))

// x & (C & z) -> C & (x & z)
(And64 (And64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (And64 i (And64 <t> z x))
(And32 (And32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (And32 i (And32 <t> z x))
(And16 (And16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (And16 i (And16 <t> z x))
(And8  (And8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (And8  i (And8  <t> z x))

// x | (C | z) -> C | (x | z)
(Or64 (Or64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Or64 i (Or64 <t> z x))
(Or32 (Or32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Or32 i (Or32 <t> z x))
(Or16 (Or16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Or16 i (Or16 <t> z x))
(Or8  (Or8  i:(Const8
  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Or8  i (Or8  <t> z x))

// x ^ (C ^ z) -> C ^ (x ^ z)
(Xor64 (Xor64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Xor64 i (Xor64 <t> z x))
(Xor32 (Xor32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Xor32 i (Xor32 <t> z x))
(Xor16 (Xor16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Xor16 i (Xor16 <t> z x))
(Xor8  (Xor8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Xor8  i (Xor8  <t> z x))

// x * (D * z) = D * (x * z)
(Mul64 (Mul64 i:(Const64 <t>) z) x) && (z.Op != OpConst64 && x.Op != OpConst64) => (Mul64 i (Mul64 <t> x
```

```
z))
(Mul32 (Mul32 i:(Const32 <t>) z) x) && (z.Op != OpConst32 && x.Op != OpConst32) => (Mul32 i (Mul32 <t> x z))
(Mul16 (Mul16 i:(Const16 <t>) z) x) && (z.Op != OpConst16 && x.Op != OpConst16) => (Mul16 i (Mul16 <t> x z))
(Mul8  (Mul8  i:(Const8  <t>) z) x) && (z.Op != OpConst8  && x.Op != OpConst8)  => (Mul8
 i (Mul8  <t> x z))

// C + (D + x) -> (C + D) + x
(Add64 (Const64 <t> [c]) (Add64 (Const64 <t> [d]) x)) => (Add64 (Const64 <t> [c+d]) x)
(Add32 (Const32 <t> [c]) (Add32 (Const32 <t> [d]) x)) => (Add32 (Const32 <t> [c+d]) x)
(Add16 (Const16 <t> [c]) (Add16 (Const16 <t> [d]) x)) => (Add16 (Const16 <t> [c+d]) x)
(Add8  (Const8  <t> [c]) (Add8  (Const8  <t> [d]) x)) => (Add8  (Const8  <t> [c+d]) x)

// C + (D - x) -> (C + D) - x
(Add64 (Const64 <t> [c]) (Sub64 (Const64 <t> [d]) x)) => (Sub64 (Const64 <t> [c+d]) x)
(Add32 (Const32 <t> [c]) (Sub32 (Const32 <t> [d]) x)) => (Sub32 (Const32 <t> [c+d]) x)
(Add16 (Const16 <t> [c]) (Sub16 (Const16 <t> [d]) x)) => (Sub16 (Const16 <t> [c+d]) x)
(Add8  (Const8  <t> [c]) (Sub8  (Const8  <t> [d]) x)) => (Sub8  (Const8  <t> [c+d]) x)

// C - (D - x) -> (C - D) + x
(Sub64 (Const64 <t> [c]) (Sub64 (Const64 <t> [d]) x)) => (Add64 (Const64 <t> [c-d]) x)
(Sub32 (Const32 <t> [c]) (Sub32 (Const32 <t> [d]) x)) => (Add32 (Const32 <t> [c-d]) x)
(Sub16 (Const16 <t>
 [c]) (Sub16 (Const16 <t> [d]) x)) => (Add16 (Const16 <t> [c-d]) x)
(Sub8  (Const8  <t> [c]) (Sub8  (Const8  <t> [d]) x)) => (Add8  (Const8  <t> [c-d]) x)

// C - (D + x) -> (C - D) - x
(Sub64 (Const64 <t> [c]) (Add64 (Const64 <t> [d]) x)) => (Sub64 (Const64 <t> [c-d]) x)
(Sub32 (Const32 <t> [c]) (Add32 (Const32 <t> [d]) x)) => (Sub32 (Const32 <t> [c-d]) x)
(Sub16 (Const16 <t> [c]) (Add16 (Const16 <t> [d]) x)) => (Sub16 (Const16 <t> [c-d]) x)
(Sub8  (Const8  <t> [c]) (Add8  (Const8  <t> [d]) x)) => (Sub8  (Const8  <t> [c-d]) x)

// C & (D & x) -> (C & D) & x
(And64 (Const64 <t> [c]) (And64 (Const64 <t> [d]) x)) => (And64 (Const64 <t> [c&d]) x)
(And32 (Const32 <t> [c]) (And32 (Const32 <t> [d]) x)) => (And32 (Const32 <t> [c&d]) x)
(And16 (Const16 <t> [c]) (And16 (Const16 <t> [d]) x)) => (And16 (Const16 <t> [c&d]) x)
(And8  (Const8  <t> [c]) (And8  (Const8  <t> [d]) x)) => (And8  (Const8  <t> [c&d]) x)

// C | (D | x) -> (C | D) | x
(Or64 (Const64 <t> [c]) (Or64 (Const64 <t> [d]) x)) =>
 (Or64 (Const64 <t> [c|d]) x)
(Or32 (Const32 <t> [c]) (Or32 (Const32 <t> [d]) x)) => (Or32 (Const32 <t> [c|d]) x)
(Or16 (Const16 <t> [c]) (Or16 (Const16 <t> [d]) x)) => (Or16 (Const16 <t> [c|d]) x)
(Or8  (Const8  <t> [c]) (Or8  (Const8  <t> [d]) x)) => (Or8  (Const8  <t> [c|d]) x)

// C ^ (D ^ x) -> (C ^ D) ^ x
(Xor64 (Const64 <t> [c]) (Xor64 (Const64 <t> [d]) x)) => (Xor64 (Const64 <t> [c^d]) x)
```

```
(Xor32 (Const32 <t> [c]) (Xor32 (Const32 <t> [d]) x)) => (Xor32 (Const32 <t> [c^d]) x)
(Xor16 (Const16 <t> [c]) (Xor16 (Const16 <t> [d]) x)) => (Xor16 (Const16 <t> [c^d]) x)
(Xor8  (Const8  <t> [c]) (Xor8  (Const8  <t> [d]) x)) => (Xor8  (Const8  <t> [c^d]) x)

// C * (D * x) = (C * D) * x
(Mul64 (Const64 <t> [c]) (Mul64 (Const64 <t> [d]) x)) => (Mul64 (Const64 <t> [c*d]) x)
(Mul32 (Const32 <t> [c]) (Mul32 (Const32 <t> [d]) x)) => (Mul32 (Const32 <t> [c*d]) x)
(Mul16 (Const16 <t> [c]) (Mul16 (Const16 <t> [d]) x)) => (Mul16 (Const16 <t> [c*d]) x)
(Mul8  (Const8  <t> [c]) (Mul8  (Const8  <t> [d])
 x)) => (Mul8  (Const8  <t> [c*d]) x)

// floating point optimizations
(Mul(32|64)F x (Const(32|64)F [1])) => x
(Mul32F x (Const32F [-1])) => (Neg32F x)
(Mul64F x (Const64F [-1])) => (Neg64F x)
(Mul32F x (Const32F [2])) => (Add32F x x)
(Mul64F x (Const64F [2])) => (Add64F x x)

(Div32F x (Const32F <t> [c])) && reciprocalExact32(c) => (Mul32F x (Const32F <t> [1/c]))
(Div64F x (Const64F <t> [c])) && reciprocalExact64(c) => (Mul64F x (Const64F <t> [1/c]))

// rewrite single-precision sqrt expression "float32(math.Sqrt(float64(x)))"
(Cvt64Fto32F sqrt0:(Sqrt (Cvt32Fto64F x))) && sqrt0.Uses==1 => (Sqrt32 x)

(Sqrt (Const64F [c])) && !math.IsNaN(math.Sqrt(c)) => (Const64F [math.Sqrt(c)])

// for rewriting results of some late-expanded rewrites (below)
(SelectN [0] (MakeResult x ___)) => x
(SelectN [1] (MakeResult x y ___)) => y
(SelectN [2] (MakeResult x y z ___)) => z

// for late-expanded calls, recognize newobject and remove zeroing and nilchecks
(Zero (SelectN [0] call:(StaticLECall _ _))
 mem:(SelectN [1] call))
 && isSameCall(call.Aux, "runtime.newobject")
 => mem

(Store (SelectN [0] call:(StaticLECall _ _)) x mem:(SelectN [1] call))
 && isConstZero(x)
 && isSameCall(call.Aux, "runtime.newobject")
 => mem

(Store (OffPtr (SelectN [0] call:(StaticLECall _ _))) x mem:(SelectN [1] call))
 && isConstZero(x)
 && isSameCall(call.Aux, "runtime.newobject")
 => mem

(NilCheck (SelectN [0] call:(StaticLECall _ _)) _)
```

```
 && isSameCall(call.Aux, "runtime.newobject")
 && warnRule(fe.Debug_checknil(), v, "removed nil check")
 => (Invalid)

(NilCheck (OffPtr (SelectN [0] call:(StaticLECall _ _))) _)
 && isSameCall(call.Aux, "runtime.newobject")
 && warnRule(fe.Debug_checknil(), v, "removed nil check")
 => (Invalid)

// for late-expanded calls, recognize memequal applied to a single constant byte
// Support is limited by 1, 2, 4, 8 byte sizes
(StaticLECall {callAux} sptr (Addr {scon} (SB)) (Const64 [1]) mem)
 && isSameCall(callAux, "runtime.memequal")
 && symIsRO(scon)
 => (MakeResult
 (Eq8 (Load <typ.Int8> sptr mem) (Const8 <typ.Int8> [int8(read8(scon,0))])) mem)

(StaticLECall {callAux} sptr (Addr {scon} (SB)) (Const64 [2]) mem)
 && isSameCall(callAux, "runtime.memequal")
 && symIsRO(scon)
 && canLoadUnaligned(config)
 => (MakeResult (Eq16 (Load <typ.Int16> sptr mem) (Const16 <typ.Int16>
[int16(read16(scon,0,config.ctxt.Arch.ByteOrder))])) mem)

(StaticLECall {callAux} sptr (Addr {scon} (SB)) (Const64 [4]) mem)
 && isSameCall(callAux, "runtime.memequal")
 && symIsRO(scon)
 && canLoadUnaligned(config)
 => (MakeResult (Eq32 (Load <typ.Int32> sptr mem) (Const32 <typ.Int32>
[int32(read32(scon,0,config.ctxt.Arch.ByteOrder))])) mem)

(StaticLECall {callAux} sptr (Addr {scon} (SB)) (Const64 [8]) mem)
 && isSameCall(callAux, "runtime.memequal")
 && symIsRO(scon)
 && canLoadUnaligned(config) && config.PtrSize == 8
 => (MakeResult (Eq64 (Load <typ.Int64> sptr mem) (Const64 <typ.Int64>
[int64(read64(scon,0,config.ctxt.Arch.ByteOrder))])) mem)

// Evaluate constant
 address comparisons.
(EqPtr  x x) => (ConstBool [true])
(NeqPtr x x) => (ConstBool [false])
(EqPtr  (Addr {x} _) (Addr {y} _)) => (ConstBool [x == y])
(EqPtr  (Addr {x} _) (OffPtr [o] (Addr {y} _))) => (ConstBool [x == y && o == 0])
(EqPtr  (OffPtr [o1] (Addr {x} _)) (OffPtr [o2] (Addr {y} _))) => (ConstBool [x == y && o1 == o2])
(NeqPtr (Addr {x} _) (Addr {y} _)) => (ConstBool [x != y])
(NeqPtr (Addr {x} _) (OffPtr [o] (Addr {y} _))) => (ConstBool [x != y || o != 0])
(NeqPtr (OffPtr [o1] (Addr {x} _)) (OffPtr [o2] (Addr {y} _))) => (ConstBool [x != y || o1 != o2])
```

```
(EqPtr  (LocalAddr {x} _ _) (LocalAddr {y} _ _)) => (ConstBool [x == y])
(EqPtr  (LocalAddr {x} _ _) (OffPtr [o] (LocalAddr {y} _ _))) => (ConstBool [x == y && o == 0])
(EqPtr  (OffPtr [o1] (LocalAddr {x} _ _)) (OffPtr [o2] (LocalAddr {y} _ _))) => (ConstBool [x == y && o1 == o2])
(NeqPtr (LocalAddr {x} _ _) (LocalAddr {y} _ _)) => (ConstBool [x != y])
(NeqPtr (LocalAddr {x} _ _) (OffPtr [o] (LocalAddr {y} _ _))) => (ConstBool
 [x != y || o != 0])
(NeqPtr (OffPtr [o1] (LocalAddr {x} _ _)) (OffPtr [o2] (LocalAddr {y} _ _))) => (ConstBool [x != y || o1 != o2])
(EqPtr  (OffPtr [o1] p1) p2) && isSamePtr(p1, p2) => (ConstBool [o1 == 0])
(NeqPtr (OffPtr [o1] p1) p2) && isSamePtr(p1, p2) => (ConstBool [o1 != 0])
(EqPtr  (OffPtr [o1] p1) (OffPtr [o2] p2)) && isSamePtr(p1, p2) => (ConstBool [o1 == o2])
(NeqPtr (OffPtr [o1] p1) (OffPtr [o2] p2)) && isSamePtr(p1, p2) => (ConstBool [o1 != o2])
(EqPtr  (Const(32|64) [c]) (Const(32|64) [d])) => (ConstBool [c == d])
(NeqPtr (Const(32|64) [c]) (Const(32|64) [d])) => (ConstBool [c != d])

(EqPtr  (LocalAddr _ _) (Addr _)) => (ConstBool [false])
(EqPtr  (OffPtr (LocalAddr _ _)) (Addr _)) => (ConstBool [false])
(EqPtr  (LocalAddr _ _) (OffPtr (Addr _))) => (ConstBool [false])
(EqPtr  (OffPtr (LocalAddr _ _)) (OffPtr (Addr _))) => (ConstBool [false])
(NeqPtr (LocalAddr _ _) (Addr _)) => (ConstBool [true])
(NeqPtr (OffPtr (LocalAddr _ _)) (Addr _)) => (ConstBool [true])
(NeqPtr
 (LocalAddr _ _) (OffPtr (Addr _))) => (ConstBool [true])
(NeqPtr (OffPtr (LocalAddr _ _)) (OffPtr (Addr _))) => (ConstBool [true])

// Simplify address comparisons.
(EqPtr  (AddPtr p1 o1) p2) && isSamePtr(p1, p2) => (Not (IsNonNil o1))
(NeqPtr (AddPtr p1 o1) p2) && isSamePtr(p1, p2) => (IsNonNil o1)
(EqPtr  (Const(32|64) [0]) p) => (Not (IsNonNil p))
(NeqPtr (Const(32|64) [0]) p) => (IsNonNil p)
(EqPtr  (ConstNil) p) => (Not (IsNonNil p))
(NeqPtr (ConstNil) p) => (IsNonNil p)

// Evaluate constant user nil checks.
(IsNonNil (ConstNil)) => (ConstBool [false])
(IsNonNil (Const(32|64) [c])) => (ConstBool [c != 0])
(IsNonNil (Addr _)) => (ConstBool [true])
(IsNonNil (LocalAddr _ _)) => (ConstBool [true])

// Inline small or disjoint runtime.memmove calls with constant length.
// See the comment in op Move in genericOps.go for discussion of the type.
//
// Note that we've lost any knowledge of the type and alignment requirements
// of the source and destination. We only know the size,
 and that the type
// contains no pointers.
// The type of the move is not necessarily v.Args[0].Type().Elem()!
// See issue 55122 for details.
//
```

```
// Because expand calls runs after prove, constants useful to this pattern may not appear.
// Both versions need to exist; the memory and register variants.
//
// Match post-expansion calls, memory version.
(SelectN [0] call:(StaticCall {sym} s1:(Store _ (Const(64|32) [sz]) s2:(Store  _ src s3:(Store {t} _ dst mem)))))
 && sz >= 0
 && isSameCall(sym, "runtime.memmove")
 && s1.Uses == 1 && s2.Uses == 1 && s3.Uses == 1
 && isInlinableMemmove(dst, src, int64(sz), config)
 && clobber(s1, s2, s3, call)
 => (Move {types.Types[types.TUINT8]} [int64(sz)] dst src mem)

// Match post-expansion calls, register version.
(SelectN [0] call:(StaticCall {sym} dst src (Const(64|32) [sz]) mem))
 && sz >= 0
 && call.Uses == 1 // this will exclude all calls with results
 && isSameCall(sym, "runtime.memmove")
 && isInlinableMemmove(dst, src, int64(sz), config)
 &&
 clobber(call)
 => (Move {types.Types[types.TUINT8]} [int64(sz)] dst src mem)

// Match pre-expansion calls.
(SelectN [0] call:(StaticLECall {sym} dst src (Const(64|32) [sz]) mem))
 && sz >= 0
 && call.Uses == 1 // this will exclude all calls with results
 && isSameCall(sym, "runtime.memmove")
 && isInlinableMemmove(dst, src, int64(sz), config)
 && clobber(call)
 => (Move {types.Types[types.TUINT8]} [int64(sz)] dst src mem)

// De-virtualize late-expanded interface calls into late-expanded static calls.
// Note that (ITab (IMake)) doesn't get rewritten until after the first opt pass,
// so this rule should trigger reliably.
// devirtLECall removes the first argument, adds the devirtualized symbol to the AuxCall, and changes the opcode
(InterLECall [argsize] {auxCall} (Load (OffPtr [off] (ITab (IMake (Addr {itab} (SB)) _))) _) ___) &&
devirtLESym(v, auxCall, itab, off) !=
   nil => devirtLECall(v, devirtLESym(v, auxCall, itab, off))

// Move and Zero optimizations.
// Move source and
 destination may overlap.

// Convert Moves into Zeros when the source is known to be zeros.
(Move {t} [n] dst1 src mem:(Zero {t} [n] dst2 _)) && isSamePtr(src, dst2)
 => (Zero {t} [n] dst1 mem)
(Move {t} [n] dst1 src mem:(VarDef (Zero {t} [n] dst0 _))) && isSamePtr(src, dst0)
 => (Zero {t} [n] dst1 mem)
```

```
(Move {t} [n] dst (Addr {sym} (SB)) mem) && symIsROZero(sym) => (Zero {t} [n] dst mem)

// Don't Store to variables that are about to be overwritten by Move/Zero.
(Zero {t1} [n] p1 store:(Store {t2} (OffPtr [o2] p2) _ mem))
 && isSamePtr(p1, p2) && store.Uses == 1
 && n >= o2 + t2.Size()
 && clobber(store)
 => (Zero {t1} [n] p1 mem)
(Move {t1} [n] dst1 src1 store:(Store {t2} op:(OffPtr [o2] dst2) _ mem))
 && isSamePtr(dst1, dst2) && store.Uses == 1
 && n >= o2 + t2.Size()
 && disjoint(src1, n, op, t2.Size())
 && clobber(store)
 => (Move {t1} [n] dst1 src1 mem)

// Don't Move to variables that are immediately completely overwritten.
(Zero {t} [n] dst1 move:(Move {t} [n] dst2 _ mem))
 &&
 move.Uses == 1
 && isSamePtr(dst1, dst2)
 && clobber(move)
 => (Zero {t} [n] dst1 mem)
(Move {t} [n] dst1 src1 move:(Move {t} [n] dst2 _ mem))
 && move.Uses == 1
 && isSamePtr(dst1, dst2) && disjoint(src1, n, dst2, n)
 && clobber(move)
 => (Move {t} [n] dst1 src1 mem)
(Zero {t} [n] dst1 vardef:(VarDef {x} move:(Move {t} [n] dst2 _ mem)))
 && move.Uses == 1 && vardef.Uses == 1
 && isSamePtr(dst1, dst2)
 && clobber(move, vardef)
 => (Zero {t} [n] dst1 (VarDef {x} mem))
(Move {t} [n] dst1 src1 vardef:(VarDef {x} move:(Move {t} [n] dst2 _ mem)))
 && move.Uses == 1 && vardef.Uses == 1
 && isSamePtr(dst1, dst2) && disjoint(src1, n, dst2, n)
 && clobber(move, vardef)
 => (Move {t} [n] dst1 src1 (VarDef {x} mem))
(Store {t1} op1:(OffPtr [o1] p1) d1
 m2:(Store {t2} op2:(OffPtr [0] p2) d2
  m3:(Move [n] p3 _ mem)))
 && m2.Uses == 1 && m3.Uses == 1
 && o1 == t2.Size()
 && n == t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 && clobber(m2, m3)
 => (Store {t1} op1 d1 (Store {t2}
 op2 d2 mem))
(Store {t1} op1:(OffPtr [o1] p1) d1
```

```
 m2:(Store {t2} op2:(OffPtr [o2] p2) d2
  m3:(Store {t3} op3:(OffPtr [0] p3) d3
   m4:(Move [n] p4 _ mem))))
 && m2.Uses == 1 && m3.Uses == 1 && m4.Uses == 1
 && o2 == t3.Size()
 && o1-o2 == t2.Size()
 && n == t3.Size() + t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && clobber(m2, m3, m4)
 => (Store {t1} op1 d1 (Store {t2} op2 d2 (Store {t3} op3 d3 mem)))
(Store {t1} op1:(OffPtr [o1] p1) d1
 m2:(Store {t2} op2:(OffPtr [o2] p2) d2
  m3:(Store {t3} op3:(OffPtr [o3] p3) d3
   m4:(Store {t4} op4:(OffPtr [0] p4) d4
    m5:(Move [n] p5 _ mem)))))
 && m2.Uses == 1 && m3.Uses == 1 && m4.Uses == 1 && m5.Uses == 1
 && o3 == t4.Size()
 && o2-o3 == t3.Size()
 && o1-o2 == t2.Size()
 && n == t4.Size() + t3.Size() + t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && clobber(m2, m3, m4, m5)
 => (Store {t1} op1 d1 (Store {t2} op2 d2 (Store {t3} op3 d3 (Store
 {t4} op4 d4 mem))))

// Don't Zero variables that are immediately completely overwritten
// before being accessed.
(Move {t} [n] dst1 src1 zero:(Zero {t} [n] dst2 mem))
 && zero.Uses == 1
 && isSamePtr(dst1, dst2) && disjoint(src1, n, dst2, n)
 && clobber(zero)
 => (Move {t} [n] dst1 src1 mem)
(Move {t} [n] dst1 src1 vardef:(VarDef {x} zero:(Zero {t} [n] dst2 mem)))
 && zero.Uses == 1 && vardef.Uses == 1
 && isSamePtr(dst1, dst2) && disjoint(src1, n, dst2, n)
 && clobber(zero, vardef)
 => (Move {t} [n] dst1 src1 (VarDef {x} mem))
(Store {t1} op1:(OffPtr [o1] p1) d1
 m2:(Store {t2} op2:(OffPtr [0] p2) d2
  m3:(Zero [n] p3 mem)))
 && m2.Uses == 1 && m3.Uses == 1
 && o1 == t2.Size()
 && n == t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 && clobber(m2, m3)
 => (Store {t1} op1 d1 (Store {t2} op2 d2 mem))
(Store {t1} op1:(OffPtr [o1] p1) d1
 m2:(Store {t2} op2:(OffPtr [o2] p2) d2
```

```
 m3:(Store {t3} op3:(OffPtr [0] p3) d3
  m4:(Zero [n] p4 mem))))
 && m2.Uses == 1 &&
 m3.Uses == 1 && m4.Uses == 1
 && o2 == t3.Size()
 && o1-o2 == t2.Size()
 && n == t3.Size() + t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && clobber(m2, m3, m4)
 => (Store {t1} op1 d1 (Store {t2} op2 d2 (Store {t3} op3 d3 mem)))
(Store {t1} op1:(OffPtr [o1] p1) d1
 m2:(Store {t2} op2:(OffPtr [o2] p2) d2
  m3:(Store {t3} op3:(OffPtr [o3] p3) d3
   m4:(Store {t4} op4:(OffPtr [0] p4) d4
    m5:(Zero [n] p5 mem)))))
 && m2.Uses == 1 && m3.Uses == 1 && m4.Uses == 1 && m5.Uses == 1
 && o3 == t4.Size()
 && o2-o3 == t3.Size()
 && o1-o2 == t2.Size()
 && n == t4.Size() + t3.Size() + t2.Size() + t1.Size()
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && clobber(m2, m3, m4, m5)
 => (Store {t1} op1 d1 (Store {t2} op2 d2 (Store {t3} op3 d3 (Store {t4} op4 d4 mem))))

// Don't Move from memory if the values are likely to already be
// in registers.
(Move {t1} [n] dst p1
 mem:(Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
  (Store
 {t3} op3:(OffPtr <tt3> [0] p3) d2 _)))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && o2 == t3.Size()
 && n == t2.Size() + t3.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [0] dst) d2 mem))
(Move {t1} [n] dst p1
 mem:(Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
  (Store {t3} op3:(OffPtr <tt3> [o3] p3) d2
   (Store {t4} op4:(OffPtr <tt4> [0] p4) d3 _))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
```

```
 && registerizable(b, t3)
 && registerizable(b, t4)
 && o3 == t4.Size()
 && o2-o3 == t3.Size()
 && n == t2.Size() + t3.Size() + t4.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [0] dst) d3 mem)))
(Move {t1} [n]
 dst p1
 mem:(Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
  (Store {t3} op3:(OffPtr <tt3> [o3] p3) d2
   (Store {t4} op4:(OffPtr <tt4> [o4] p4) d3
    (Store {t5} op5:(OffPtr <tt5> [0] p5) d4 _)))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && registerizable(b, t5)
 && o4 == t5.Size()
 && o3-o4 == t4.Size()
 && o2-o3 == t3.Size()
 && n == t2.Size() + t3.Size() + t4.Size() + t5.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Store {t5} (OffPtr <tt5> [0] dst) d4 mem))))

// Same thing but with VarDef in the middle.
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
   (Store {t3} op3:(OffPtr <tt3> [0] p3) d2
 _))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && o2 == t3.Size()
 && n == t2.Size() + t3.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [0] dst) d2 mem))
(Move {t1} [n] dst p1
```

```
 mem:(VarDef
  (Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
   (Store {t3} op3:(OffPtr <tt3> [o3] p3) d2
    (Store {t4} op4:(OffPtr <tt4> [0] p4) d3 _)))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && o3 == t4.Size()
 && o2-o3 == t3.Size()
 && n == t2.Size() + t3.Size() + t4.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [0] dst) d3 mem)))
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store
 {t2} op2:(OffPtr <tt2> [o2] p2) d1
   (Store {t3} op3:(OffPtr <tt3> [o3] p3) d2
    (Store {t4} op4:(OffPtr <tt4> [o4] p4) d3
     (Store {t5} op5:(OffPtr <tt5> [0] p5) d4 _))))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && registerizable(b, t5)
 && o4 == t5.Size()
 && o3-o4 == t4.Size()
 && o2-o3 == t3.Size()
 && n == t2.Size() + t3.Size() + t4.Size() + t5.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Store {t5} (OffPtr <tt5> [0] dst) d4 mem))))

// Prefer to Zero and Store than to Move.
(Move {t1} [n] dst p1
 mem:(Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
  (Zero {t3} [n] p3 _)))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 &&
```

```
 t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && n >= o2 + t2.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Zero {t1} [n] dst mem))
(Move {t1} [n] dst p1
 mem:(Store {t2} (OffPtr <tt2> [o2] p2) d1
  (Store {t3} (OffPtr <tt3> [o3] p3) d2
   (Zero {t4} [n] p4 _))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Zero {t1} [n] dst mem)))
(Move {t1} [n] dst p1
 mem:(Store {t2} (OffPtr <tt2> [o2] p2) d1
  (Store {t3} (OffPtr <tt3> [o3] p3) d2
   (Store {t4} (OffPtr <tt4> [o4] p4) d3
    (Zero {t5} [n] p5 _)))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && t2.Alignment() <= t1.Alignment()
 &&
 t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 && n >= o4 + t4.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Zero {t1} [n] dst mem))))
(Move {t1} [n] dst p1
 mem:(Store {t2} (OffPtr <tt2> [o2] p2) d1
  (Store {t3} (OffPtr <tt3> [o3] p3) d2
   (Store {t4} (OffPtr <tt4> [o4] p4) d3
    (Store {t5} (OffPtr <tt5> [o5] p5) d4
     (Zero {t6} [n] p6 _))))))
```

```
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5) && isSamePtr(p5, p6)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && t6.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b,
 t4)
 && registerizable(b, t5)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 && n >= o4 + t4.Size()
 && n >= o5 + t5.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Store {t5} (OffPtr <tt5> [o5] dst) d4
     (Zero {t1} [n] dst mem)))))
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store {t2} op2:(OffPtr <tt2> [o2] p2) d1
   (Zero {t3} [n] p3 _))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && n >= o2 + t2.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Zero {t1} [n] dst mem))
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store {t2} (OffPtr <tt2> [o2] p2) d1
   (Store {t3} (OffPtr <tt3> [o3] p3) d2
    (Zero {t4} [n] p4 _)))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 &&
 registerizable(b, t2)
 && registerizable(b, t3)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Zero {t1} [n] dst mem)))
```

```
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store {t2} (OffPtr <tt2> [o2] p2) d1
   (Store {t3} (OffPtr <tt3> [o3] p3) d2
    (Store {t4} (OffPtr <tt4> [o4] p4) d3
     (Zero {t5} [n] p5 _))))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 && n >= o4 + t4.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Zero {t1} [n] dst mem))))
(Move {t1} [n] dst p1
 mem:(VarDef
  (Store {t2} (OffPtr
 <tt2> [o2] p2) d1
   (Store {t3} (OffPtr <tt3> [o3] p3) d2
    (Store {t4} (OffPtr <tt4> [o4] p4) d3
     (Store {t5} (OffPtr <tt5> [o5] p5) d4
      (Zero {t6} [n] p6 _)))))))
 && isSamePtr(p1, p2) && isSamePtr(p2, p3) && isSamePtr(p3, p4) && isSamePtr(p4, p5) && isSamePtr(p5, p6)
 && t2.Alignment() <= t1.Alignment()
 && t3.Alignment() <= t1.Alignment()
 && t4.Alignment() <= t1.Alignment()
 && t5.Alignment() <= t1.Alignment()
 && t6.Alignment() <= t1.Alignment()
 && registerizable(b, t2)
 && registerizable(b, t3)
 && registerizable(b, t4)
 && registerizable(b, t5)
 && n >= o2 + t2.Size()
 && n >= o3 + t3.Size()
 && n >= o4 + t4.Size()
 && n >= o5 + t5.Size()
 => (Store {t2} (OffPtr <tt2> [o2] dst) d1
  (Store {t3} (OffPtr <tt3> [o3] dst) d2
   (Store {t4} (OffPtr <tt4> [o4] dst) d3
    (Store {t5} (OffPtr <tt5> [o5] dst) d4
     (Zero {t1} [n] dst mem)))))
```

```
(SelectN [0] call:(StaticLECall {sym} a x)) && needRaceCleanup(sym, call) && clobber(call) => x
(SelectN [0] call:(StaticLECall
 {sym} x)) && needRaceCleanup(sym, call) && clobber(call) => x

// Collapse moving A -> B -> C into just A -> C.
// Later passes (deadstore, elim unread auto) will remove the A -> B move, if possible.
// This happens most commonly when B is an autotmp inserted earlier
// during compilation to ensure correctness.
// Take care that overlapping moves are preserved.
// Restrict this optimization to the stack, to avoid duplicating loads from the heap;
// see CL 145208 for discussion.
(Move {t1} [s] dst tmp1 midmem:(Move {t2} [s] tmp2 src _))
 && t1.Compare(t2) == types.CMPeq
 && isSamePtr(tmp1, tmp2)
 && isStackPtr(src) && !isVolatile(src)
 && disjoint(src, s, tmp2, s)
 && (disjoint(src, s, dst, s) || isInlinableMemmove(dst, src, s, config))
 => (Move {t1} [s] dst src midmem)

// Same, but for large types that require VarDefs.
(Move {t1} [s] dst tmp1 midmem:(VarDef (Move {t2} [s] tmp2 src _)))
 && t1.Compare(t2) == types.CMPeq
 && isSamePtr(tmp1, tmp2)
 && isStackPtr(src) && !isVolatile(src)
 &&
 disjoint(src, s, tmp2, s)
 && (disjoint(src, s, dst, s) || isInlinableMemmove(dst, src, s, config))
 => (Move {t1} [s] dst src midmem)

// Don't zero the same bits twice.
(Zero {t} [s] dst1 zero:(Zero {t} [s] dst2 _)) && isSamePtr(dst1, dst2) => zero
(Zero {t} [s] dst1 vardef:(VarDef (Zero {t} [s] dst2 _))) && isSamePtr(dst1, dst2) => vardef

// Elide self-moves. This only happens rarely (e.g test/fixedbugs/bug277.go).
// However, this rule is needed to prevent the previous rule from looping forever in such cases.
(Move dst src mem) && isSamePtr(dst, src) => mem

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/generic.rules
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Found in path(s):
* /compile-zip/compile/internal/amd64/ssa.go
* /compile-zip/compile/internal/syntax/printer.go
* /compile-zip/compile/internal/ssa/cse_test.go
```

* /compile-zip/compile/internal/ssa/sizeof_test.go
* /compile-zip/compile/internal/syntax/dumper_test.go
* /compile-zip/compile/internal/ssa/rewrite_test.go
* /compile-zip/compile/internal/mips/galign.go
* /compile-zip/compile/internal/ssa/lca.go
* /compile-zip/compile/internal/arm64/ssa.go
* /compile-zip/compile/internal/test/testdata/phi_test.go
* /compile-zip/compile/internal/riscv64/galign.go
* /compile-zip/compile/internal/typecheck/builtin_test.go
* /compile-zip/compile/internal/ssa/lca_test.go
* /compile-zip/compile/internal/s390x/ssa.go
* /compile-zip/compile/internal/test/testdata/flowgraph_generator1.go
* /compile-zip/compile/internal/syntax/tokens.go
* /compile-zip/compile/internal/test/fixedbugs_test.go
*
 /compile-zip/compile/internal/importer/testdata/issue15920.go
* /compile-zip/compile/internal/syntax/printer_test.go
* /compile-zip/compile/internal/types/alg.go
* /compile-zip/compile/internal/ssa/gen/ARM64Ops.go
* /compile-zip/compile/internal/ssa/gen/386Ops.go
* /compile-zip/compile/internal/noder/lex_test.go
* /compile-zip/compile/internal/importer/testdata/p.go
* /compile-zip/compile/internal/ssa/writebarrier.go
* /compile-zip/compile/internal/ssa/likelyadjust.go
* /compile-zip/compile/internal/riscv64/ggen.go
* /compile-zip/compile/internal/test/iface_test.go
* /compile-zip/compile/internal/ssa/gen/PPC64Ops.go
* /compile-zip/compile/internal/ssa/loopreschedchecks.go
* /compile-zip/compile/internal/importer/testdata/versions/test.go
* /compile-zip/compile/internal/ssa/stackframe.go
* /compile-zip/compile/internal/types2/testdata/check/conversions1.go
* /compile-zip/compile/internal/ssa/magic.go
* /compile-zip/compile/internal/types2/testdata/check/decls4.go
* /compile-zip/compile/internal/syntax/dumper.go
*
 /compile-zip/compile/internal/s390x/galign.go
* /compile-zip/compile/internal/syntax/parser.go
* /compile-zip/compile/internal/riscv64/ssa.go
* /compile-zip/compile/internal/test/testdata/namedReturn_test.go
* /compile-zip/compile/internal/ssa/copyelim_test.go
* /compile-zip/compile/internal/noder/noder.go
* /compile-zip/compile/internal/test/testdata/gen/arithConstGen.go
* /compile-zip/compile/internal/ssa/shortcircuit_test.go
* /compile-zip/compile/internal/ssa/gen/dec64Ops.go
* /compile-zip/compile/internal/ir/sizeof_test.go
* /compile-zip/compile/internal/ssa/gen/ARMOps.go
* /compile-zip/compile/internal/importer/testdata/a.go
* /compile-zip/compile/internal/mips/ggen.go

* /compile-zip/compile/internal/ppc64/ssa.go
* /compile-zip/compile/internal/ssa/checkbce.go
* /compile-zip/compile/internal/typecheck/mkbuiltin.go
* /compile-zip/compile/internal/syntax/scanner.go
* /compile-zip/compile/internal/test/float_test.go
* /compile-zip/compile/internal/ssa/trim.go
*
 /compile-zip/compile/internal/syntax/source.go
* /compile-zip/compile/internal/s390x/ggen.go
* /compile-zip/compile/internal/test/testdata/sqrtConst_test.go
* /compile-zip/compile/internal/mips64/ssa.go
* /compile-zip/compile/internal/types2/object_test.go
* /compile-zip/compile/internal/importer/testdata/b.go
* /compile-zip/compile/internal/ssa/gen/RISCV64Ops.go
* /compile-zip/compile/internal/ssa/phiopt.go
* /compile-zip/compile/internal/ssa/shortcircuit.go
* /compile-zip/compile/internal/arm/ssa.go
* /compile-zip/compile/internal/ssa/gen/MIPS64Ops.go
* /compile-zip/compile/internal/riscv64/gsubr.go
* /compile-zip/compile/internal/test/testdata/dupLoad_test.go
* /compile-zip/compile/internal/syntax/nodes.go
* /compile-zip/compile/internal/test/shift_test.go
* /compile-zip/compile/internal/gc/trace.go
* /compile-zip/compile/internal/mips/ssa.go
* /compile-zip/compile/internal/ssa/prove.go
* /compile-zip/compile/internal/ssa/gen/MIPSOps.go
* /compile-zip/compile/internal/reflectdata/alg.go
*
 /compile-zip/compile/internal/test/testdata/gen/constFoldGen.go
* /compile-zip/compile/internal/syntax/scanner_test.go
* /compile-zip/compile/internal/dwarfgen/scope_test.go
* /compile-zip/compile/internal/ssa/gen/S390XOps.go
* /compile-zip/compile/internal/test/divconst_test.go
* /compile-zip/compile/internal/types2/sizes_test.go
* /compile-zip/compile/internal/syntax/syntax.go
* /compile-zip/compile/internal/ssagen/phi.go
* /compile-zip/compile/internal/ssa/writebarrier_test.go
* /compile-zip/compile/internal/x86/ssa.go
* /compile-zip/compile/internal/syntax/parser_test.go
* /compile-zip/compile/internal/base/timings.go
* /compile-zip/compile/internal/ssa/zcse.go
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// Optimizations TODO:

```
// * Use SLTI and SLTIU for comparisons to constants, instead of SLT/SLTU with constants in registers
// * Use the zero register instead of moving 0 into a register.
// * Add rules to avoid generating a temp bool value for (If (SLT[U] ...) ...).
// * Arrange for non-trivial Zero and Move lowerings to use aligned loads and stores.
// * Avoid using Neq32 for writeBarrier.enabled checks.

// Lowering arithmetic
(Add64 ...) => (ADD ...)
(AddPtr ...) => (ADD ...)
(Add32 ...) => (ADD ...)
(Add16 ...) => (ADD ...)
(Add8 ...) => (ADD ...)
(Add32F ...) => (FADDS ...)
(Add64F ...) => (FADDD ...)

(Sub64 ...) => (SUB ...)
(SubPtr ...) => (SUB ...)
(Sub32 ...) => (SUB ...)
(Sub16 ...) => (SUB ...)
(Sub8 ...) => (SUB ...)
(Sub32F ...) => (FSUBS ...)
(Sub64F
 ...) => (FSUBD ...)

(Mul64 ...) => (MUL  ...)
(Mul64uhilo ...) => (LoweredMuluhilo ...)
(Mul64uover ...) => (LoweredMuluover ...)
(Mul32 ...) => (MULW ...)
(Mul16 x y) => (MULW (SignExt16to32 x) (SignExt16to32 y))
(Mul8 x y)  => (MULW (SignExt8to32 x)  (SignExt8to32 y))
(Mul32F ...) => (FMULS ...)
(Mul64F ...) => (FMULD ...)

(Div32F ...) => (FDIVS ...)
(Div64F ...) => (FDIVD ...)

(Div64 x y [false])  => (DIV x y)
(Div64u ...) => (DIVU ...)
(Div32 x y [false])  => (DIVW x y)
(Div32u ...) => (DIVUW ...)
(Div16 x y [false])  => (DIVW  (SignExt16to32 x) (SignExt16to32 y))
(Div16u x y) => (DIVUW (ZeroExt16to32 x) (ZeroExt16to32 y))
(Div8 x y)   => (DIVW  (SignExt8to32 x)  (SignExt8to32 y))
(Div8u x y)  => (DIVUW (ZeroExt8to32 x)  (ZeroExt8to32 y))

(Hmul64 ...)  => (MULH  ...)
(Hmul64u ...) => (MULHU ...)
(Hmul32 x y)  => (SRAI [32] (MUL  (SignExt32to64 x) (SignExt32to64 y)))
```

(Hmul32u x y) => (SRLI [32] (MUL (ZeroExt32to64 x) (ZeroExt32to64 y)))

// (x + y) / 2 => (x / 2) + (y /
2) + (x & y & 1)
(Avg64u <t> x y) => (ADD (ADD <t> (SRLI <t> [1] x) (SRLI <t> [1] y)) (ANDI <t> [1] (AND <t> x y)))

(Mod64 x y [false]) => (REM x y)
(Mod64u ...) => (REMU ...)
(Mod32 x y [false]) => (REMW x y)
(Mod32u ...) => (REMUW ...)
(Mod16 x y [false]) => (REMW (SignExt16to32 x) (SignExt16to32 y))
(Mod16u x y) => (REMUW (ZeroExt16to32 x) (ZeroExt16to32 y))
(Mod8 x y) => (REMW (SignExt8to32 x) (SignExt8to32 y))
(Mod8u x y) => (REMUW (ZeroExt8to32 x) (ZeroExt8to32 y))

(And64 ...) => (AND ...)
(And32 ...) => (AND ...)
(And16 ...) => (AND ...)
(And8 ...) => (AND ...)

(Or64 ...) => (OR ...)
(Or32 ...) => (OR ...)
(Or16 ...) => (OR ...)
(Or8 ...) => (OR ...)

(Xor64 ...) => (XOR ...)
(Xor32 ...) => (XOR ...)
(Xor16 ...) => (XOR ...)
(Xor8 ...) => (XOR ...)

(Neg64 ...) => (NEG ...)
(Neg32 ...) => (NEG ...)
(Neg16 ...) => (NEG ...)
(Neg8   ...) => (NEG ...)
(Neg32F ...) => (FNEGS ...)
(Neg64F ...) => (FNEGD ...)

(Com64 ...) => (NOT ...)
(Com32 ...) => (NOT ...)
(Com16
 ...) => (NOT ...)
(Com8 ...) => (NOT ...)

(Sqrt ...) => (FSQRTD ...)
(Sqrt32 ...) => (FSQRTS ...)

(Copysign ...) => (FSGNJD ...)

```
(Abs ...) => (FABSD ...)

(FMA ...) => (FMADDD ...)

// Sign and zero extension.

(SignExt8to16  ...) => (MOVBreg ...)
(SignExt8to32  ...) => (MOVBreg ...)
(SignExt8to64  ...) => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)
(SignExt16to64 ...) => (MOVHreg ...)
(SignExt32to64 ...) => (MOVWreg ...)

(ZeroExt8to16  ...) => (MOVBUreg ...)
(ZeroExt8to32  ...) => (MOVBUreg ...)
(ZeroExt8to64  ...) => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)
(ZeroExt16to64 ...) => (MOVHUreg ...)
(ZeroExt32to64 ...) => (MOVWUreg ...)

(Cvt32to32F ...) => (FCVTSW ...)
(Cvt32to64F ...) => (FCVTDW ...)
(Cvt64to32F ...) => (FCVTSL ...)
(Cvt64to64F ...) => (FCVTDL ...)

(Cvt32Fto32 ...) => (FCVTWS ...)
(Cvt32Fto64 ...) => (FCVTLS ...)
(Cvt64Fto32 ...) => (FCVTWD ...)
(Cvt64Fto64 ...) => (FCVTLD ...)

(Cvt32Fto64F ...) => (FCVTDS ...)
(Cvt64Fto32F ...) => (FCVTSD
 ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round32F ...) => (Copy ...)
(Round64F ...) => (Copy ...)

// From genericOps.go:
// "0 if arg0 == 0, -1 if arg0 > 0, undef if arg0<0"
//
// Like other arches, we compute ~((x-1) >> 63), with arithmetic right shift.
// For positive x, bit 63 of x-1 is always 0, so the result is -1.
// For zero x, bit 63 of x-1 is 1, so the result is 0.
//
(Slicemask <t> x) => (NOT (SRAI <t> [63] (ADDI <t> [-1] x)))
```

```
// Truncations
// We ignore the unused high parts of registers, so truncates are just copies.
(Trunc16to8  ...) => (Copy ...)
(Trunc32to8  ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)
(Trunc64to8  ...) => (Copy ...)
(Trunc64to16 ...) => (Copy ...)
(Trunc64to32 ...) => (Copy ...)

// Shifts

// SLL only considers the bottom 6 bits of y. If y > 64, the result should
// always be 0.
//
// Breaking down the operation:
//
// (SLL x y) generates x << (y & 63).
//
// If y < 64, this is the value we want. Otherwise, we want zero.
//
// So, we AND with
 -1 * uint64(y < 64), which is 0xfffff... if y < 64 and 0 otherwise.
(Lsh8x8   <t> x y) => (AND (SLL <t> x y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Lsh8x16  <t> x y) => (AND (SLL <t> x y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Lsh8x32  <t> x y) => (AND (SLL <t> x y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Lsh8x64  <t> x y) => (AND (SLL <t> x y) (Neg8  <t> (SLTIU <t> [64] y)))
(Lsh16x8  <t> x y) => (AND (SLL <t> x y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Lsh16x16 <t> x y) => (AND (SLL <t> x y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Lsh16x32 <t> x y) => (AND (SLL <t> x y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Lsh16x64 <t> x y) => (AND (SLL <t> x y) (Neg16 <t> (SLTIU <t> [64] y)))
(Lsh32x8  <t> x y) => (AND (SLL <t> x y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Lsh32x16 <t> x y) => (AND (SLL <t> x y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Lsh32x32 <t> x y) => (AND (SLL <t> x y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt32to64
 y))))
(Lsh32x64 <t> x y) => (AND (SLL <t> x y) (Neg32 <t> (SLTIU <t> [64] y)))
(Lsh64x8  <t> x y) => (AND (SLL <t> x y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Lsh64x16 <t> x y) => (AND (SLL <t> x y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Lsh64x32 <t> x y) => (AND (SLL <t> x y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Lsh64x64 <t> x y) => (AND (SLL <t> x y) (Neg64 <t> (SLTIU <t> [64] y)))

// SRL only considers the bottom 6 bits of y. If y > 64, the result should
// always be 0. See Lsh above for a detailed description.
(Rsh8Ux8   <t> x y) => (AND (SRL <t> (ZeroExt8to64  x) y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Rsh8Ux16  <t> x y) => (AND (SRL <t> (ZeroExt8to64  x) y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Rsh8Ux32  <t> x y) => (AND (SRL <t> (ZeroExt8to64  x) y) (Neg8  <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Rsh8Ux64  <t> x y) => (AND (SRL <t> (ZeroExt8to64  x) y) (Neg8  <t> (SLTIU <t> [64] y)))
(Rsh16Ux8  <t> x y) => (AND
```

```
 (SRL <t> (ZeroExt16to64 x) y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Rsh16Ux16 <t> x y) => (AND (SRL <t> (ZeroExt16to64 x) y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Rsh16Ux32 <t> x y) => (AND (SRL <t> (ZeroExt16to64 x) y) (Neg16 <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Rsh16Ux64 <t> x y) => (AND (SRL <t> (ZeroExt16to64 x) y) (Neg16 <t> (SLTIU <t> [64] y)))
(Rsh32Ux8  <t> x y) => (AND (SRL <t> (ZeroExt32to64 x) y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Rsh32Ux16 <t> x y) => (AND (SRL <t> (ZeroExt32to64 x) y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Rsh32Ux32 <t> x y) => (AND (SRL <t> (ZeroExt32to64 x) y) (Neg32 <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Rsh32Ux64 <t> x y) => (AND (SRL <t> (ZeroExt32to64 x) y) (Neg32 <t> (SLTIU <t> [64] y)))
(Rsh64Ux8  <t> x y) => (AND (SRL <t> x               y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt8to64  y))))
(Rsh64Ux16 <t> x y) => (AND (SRL <t> x               y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt16to64 y))))
(Rsh64Ux32
 <t> x y) => (AND (SRL <t> x               y) (Neg64 <t> (SLTIU <t> [64] (ZeroExt32to64 y))))
(Rsh64Ux64 <t> x y) => (AND (SRL <t> x               y) (Neg64 <t> (SLTIU <t> [64] y)))

// SRA only considers the bottom 6 bits of y. If y > 64, the result should
// be either 0 or -1 based on the sign bit.
//
// We implement this by performing the max shift (-1) if y >= 64.
//
// We OR (uint64(y < 64) - 1) into y before passing it to SRA. This leaves
// us with -1 (0xffff...) if y >= 64.
//
// We don't need to sign-extend the OR result, as it will be at minimum 8 bits,
// more than the 6 bits SRA cares about.
(Rsh8x8   <t> x y) => (SRA <t> (SignExt8to64  x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt8to64  y)))))
(Rsh8x16  <t> x y) => (SRA <t> (SignExt8to64  x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt16to64 y)))))
(Rsh8x32  <t> x y) => (SRA <t> (SignExt8to64  x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt32to64 y)))))
(Rsh8x64
  <t> x y) => (SRA <t> (SignExt8to64  x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64] y))))
(Rsh16x8  <t> x y) => (SRA <t> (SignExt16to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt8to64  y)))))
(Rsh16x16 <t> x y) => (SRA <t> (SignExt16to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt16to64 y)))))
(Rsh16x32 <t> x y) => (SRA <t> (SignExt16to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt32to64 y)))))
(Rsh16x64 <t> x y) => (SRA <t> (SignExt16to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
y))))
(Rsh32x8  <t> x y) => (SRA <t> (SignExt32to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt8to64  y)))))
(Rsh32x16 <t> x y) => (SRA <t> (SignExt32to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt16to64 y)))))
(Rsh32x32 <t> x y) => (SRA <t> (SignExt32to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt32to64 y)))))
(Rsh32x64
```

```
 <t> x y) => (SRA <t> (SignExt32to64 x) (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64] y))))
(Rsh64x8  <t> x y) => (SRA <t> x               (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt8to64  y)))))
(Rsh64x16 <t> x y) => (SRA <t> x               (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt16to64 y)))))
(Rsh64x32 <t> x y) => (SRA <t> x               (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64]
(ZeroExt32to64 y)))))
(Rsh64x64 <t> x y) => (SRA <t> x               (OR <y.Type> y (ADDI <y.Type> [-1] (SLTIU <y.Type> [64] y))))

// Rotates.
(RotateLeft8  <t> x (MOVDconst [c])) => (Or8  (Lsh8x64  <t> x (MOVDconst [c&7]))  (Rsh8Ux64  <t> x
(MOVDconst [-c&7])))
(RotateLeft16 <t> x (MOVDconst [c])) => (Or16 (Lsh16x64 <t> x (MOVDconst [c&15])) (Rsh16Ux64 <t> x
(MOVDconst [-c&15])))
(RotateLeft32 <t> x (MOVDconst [c])) => (Or32 (Lsh32x64 <t> x (MOVDconst [c&31])) (Rsh32Ux64 <t> x
(MOVDconst [-c&31])))
(RotateLeft64 <t> x (MOVDconst [c]))
 => (Or64 (Lsh64x64 <t> x (MOVDconst [c&63])) (Rsh64Ux64 <t> x (MOVDconst [-c&63])))

(Less64  ...) => (SLT  ...)
(Less32  x y) => (SLT  (SignExt32to64 x) (SignExt32to64 y))
(Less16  x y) => (SLT  (SignExt16to64 x) (SignExt16to64 y))
(Less8   x y) => (SLT  (SignExt8to64  x) (SignExt8to64  y))
(Less64U ...) => (SLTU ...)
(Less32U x y) => (SLTU (ZeroExt32to64 x) (ZeroExt32to64 y))
(Less16U x y) => (SLTU (ZeroExt16to64 x) (ZeroExt16to64 y))
(Less8U  x y) => (SLTU (ZeroExt8to64  x) (ZeroExt8to64  y))
(Less64F ...) => (FLTD ...)
(Less32F ...) => (FLTS ...)

// Convert x <= y to !(y > x).
(Leq64  x y) => (Not (Less64  y x))
(Leq32  x y) => (Not (Less32  y x))
(Leq16  x y) => (Not (Less16  y x))
(Leq8   x y) => (Not (Less8   y x))
(Leq64U x y) => (Not (Less64U y x))
(Leq32U x y) => (Not (Less32U y x))
(Leq16U x y) => (Not (Less16U y x))
(Leq8U  x y) => (Not (Less8U  y x))
(Leq64F ...) => (FLED ...)
(Leq32F ...) => (FLES ...)

(EqPtr x y) => (SEQZ (SUB <typ.Uintptr> x y))
(Eq64  x y) => (SEQZ
 (SUB <x.Type> x y))
(Eq32  x y) => (SEQZ (SUB <x.Type> (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Eq16  x y) => (SEQZ (SUB <x.Type> (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Eq8   x y) => (SEQZ (SUB <x.Type> (ZeroExt8to64  x) (ZeroExt8to64  y)))
```

```
(Eq64F ...) => (FEQD ...)
(Eq32F ...) => (FEQS ...)

(NeqPtr x y) => (SNEZ (SUB <typ.Uintptr> x y))
(Neq64  x y) => (SNEZ (SUB <x.Type> x y))
(Neq32  x y) => (SNEZ (SUB <x.Type> (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Neq16  x y) => (SNEZ (SUB <x.Type> (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Neq8   x y) => (SNEZ (SUB <x.Type> (ZeroExt8to64  x) (ZeroExt8to64  y)))
(Neq64F ...) => (FNED ...)
(Neq32F ...) => (FNES ...)

// Loads
(Load <t> ptr mem) &&  t.IsBoolean()                => (MOVBUload ptr mem)
(Load <t> ptr mem) && ( is8BitInt(t) &&  isSigned(t)) => (MOVBload  ptr mem)
(Load <t> ptr mem) && ( is8BitInt(t) && !isSigned(t)) => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) &&  isSigned(t)) => (MOVHload  ptr mem)
(Load <t> ptr mem) &&
 (is16BitInt(t) && !isSigned(t)) => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) &&  isSigned(t)) => (MOVWload  ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && !isSigned(t)) => (MOVWUload ptr mem)
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t))     => (MOVDload  ptr mem)
(Load <t> ptr mem) &&  is32BitFloat(t)              => (FMOVWload ptr mem)
(Load <t> ptr mem) &&  is64BitFloat(t)              => (FMOVDload ptr mem)

// Stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && !is64BitFloat(val.Type) => (MOVDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 &&  is32BitFloat(val.Type) => (FMOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 &&  is64BitFloat(val.Type) => (FMOVDstore ptr val mem)

// We need to fold MOVaddr into
 the LD/MOVDstore ops so that the live variable analysis
// knows what variables are being read/written by the ops.
(MOVBUload [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBUload [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVBload  [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVHUload [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVHUload [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVHload  [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVHload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVWUload [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
```

```
canMergeSym(sym1, sym2) =>
 (MOVWUload [off1+off2] {mergeSym(sym1,sym2)}
 base mem)
(MOVWload  [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVWload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVDload  [off1] {sym1} (MOVaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVDload  [off1+off2] {mergeSym(sym1,sym2)} base mem)

(MOVBstore [off1] {sym1} (MOVaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVHstore [off1] {sym1} (MOVaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVHstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVWstore [off1] {sym1} (MOVaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVWstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVDstore [off1] {sym1} (MOVaddr [off2] {sym2}
 base) val mem) && is32Bit(int64(off1)+int64(off2)) && canMergeSym(sym1, sym2) =>
 (MOVDstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVBstorezero [off1] {sym1} (MOVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVBstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHstorezero [off1] {sym1} (MOVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVHstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWstorezero [off1] {sym1} (MOVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVWstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDstorezero [off1] {sym1} (MOVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVDstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

(MOVBUload [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVBUload [off1+int32(off2)] {sym}
 base mem)
(MOVBload  [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVBload  [off1+int32(off2)] {sym} base mem)
(MOVHUload [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVHUload [off1+int32(off2)] {sym} base mem)
(MOVHload  [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVHload  [off1+int32(off2)] {sym} base mem)
(MOVWUload [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVWUload [off1+int32(off2)] {sym} base mem)
(MOVWload  [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVWload  [off1+int32(off2)] {sym} base mem)
```

```
(MOVDload  [off1] {sym} (ADDI [off2] base) mem) && is32Bit(int64(off1)+off2) =>
 (MOVDload  [off1+int32(off2)] {sym} base mem)

(MOVBstore [off1] {sym} (ADDI [off2] base) val mem) && is32Bit(int64(off1)+off2) =>
 (MOVBstore [off1+int32(off2)] {sym} base val mem)
(MOVHstore [off1] {sym} (ADDI [off2] base) val mem) && is32Bit(int64(off1)+off2) =>
 (MOVHstore
 [off1+int32(off2)] {sym} base val mem)
(MOVWstore [off1] {sym} (ADDI [off2] base) val mem) && is32Bit(int64(off1)+off2) =>
 (MOVWstore [off1+int32(off2)] {sym} base val mem)
(MOVDstore [off1] {sym} (ADDI [off2] base) val mem) && is32Bit(int64(off1)+off2) =>
 (MOVDstore [off1+int32(off2)] {sym} base val mem)
(MOVBstorezero [off1] {sym} (ADDI [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBstorezero
[off1+int32(off2)] {sym} ptr mem)
(MOVHstorezero [off1] {sym} (ADDI [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHstorezero
[off1+int32(off2)] {sym} ptr mem)
(MOVWstorezero [off1] {sym} (ADDI [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWstorezero
[off1+int32(off2)] {sym} ptr mem)
(MOVDstorezero [off1] {sym} (ADDI [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVDstorezero
[off1+int32(off2)] {sym} ptr mem)

// Similarly, fold ADDI into MOVaddr to avoid confusing live variable analysis
// with OffPtr -> ADDI.
(ADDI [c] (MOVaddr [d] {s} x)) && is32Bit(c+int64(d))
 => (MOVaddr [int32(c)+d] {s} x)

// Small zeroing
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVDconst [0]) mem)
(Zero [2] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore ptr (MOVDconst [0]) mem)
(Zero [2] ptr mem) =>
 (MOVBstore [1] ptr (MOVDconst [0])
  (MOVBstore ptr (MOVDconst [0]) mem))
(Zero [4] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore ptr (MOVDconst [0]) mem)
(Zero [4] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] ptr (MOVDconst [0])
  (MOVHstore ptr (MOVDconst [0]) mem))
(Zero [4] ptr mem) =>
 (MOVBstore [3] ptr (MOVDconst [0])
  (MOVBstore [2] ptr (MOVDconst [0])
   (MOVBstore [1] ptr (MOVDconst [0])
    (MOVBstore ptr (MOVDconst [0]) mem))))
(Zero [8] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVDstore ptr (MOVDconst [0]) mem)
(Zero [8] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] ptr (MOVDconst [0])
```

```
  (MOVWstore ptr (MOVDconst [0]) mem))
(Zero [8] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] ptr (MOVDconst
 [0])
  (MOVHstore [4] ptr (MOVDconst [0])
   (MOVHstore [2] ptr (MOVDconst [0])
    (MOVHstore ptr (MOVDconst [0]) mem))))

(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVDconst [0])
  (MOVBstore [1] ptr (MOVDconst [0])
   (MOVBstore ptr (MOVDconst [0]) mem)))
(Zero [6] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] ptr (MOVDconst [0])
  (MOVHstore [2] ptr (MOVDconst [0])
   (MOVHstore ptr (MOVDconst [0]) mem)))
(Zero [12] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] ptr (MOVDconst [0])
  (MOVWstore [4] ptr (MOVDconst [0])
   (MOVWstore ptr (MOVDconst [0]) mem)))
(Zero [16] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [8] ptr (MOVDconst [0])
  (MOVDstore ptr (MOVDconst [0]) mem))
(Zero [24] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [16] ptr (MOVDconst [0])
  (MOVDstore [8] ptr (MOVDconst [0])
   (MOVDstore ptr (MOVDconst [0]) mem)))
(Zero [32] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [24] ptr (MOVDconst [0])
  (MOVDstore [16] ptr (MOVDconst
 [0])
   (MOVDstore [8] ptr (MOVDconst [0])
    (MOVDstore ptr (MOVDconst [0]) mem))))

// Medium 8-aligned zeroing uses a Duff's device
// 8 and 128 are magic constants, see runtime/mkduff.go
(Zero [s] {t} ptr mem)
 && s%8 == 0 && s <= 8*128
 && t.Alignment()%8 == 0 && !config.noDuffDevice =>
 (DUFFZERO [8 * (128 - s/8)] ptr mem)

// Generic zeroing uses a loop
(Zero [s] {t} ptr mem) =>
 (LoweredZero [t.Alignment()]
  ptr
  (ADD <ptr.Type> ptr (MOVDconst [s-moveSize(t.Alignment(), config)]))
  mem)
```

```
(Convert ...) => (MOVconvert ...)

// Checks
(IsNonNil ...) => (SNEZ ...)
(IsInBounds ...) => (Less64U ...)
(IsSliceInBounds ...) => (Leq64U ...)

// Trivial lowering
(NilCheck ...) => (LoweredNilCheck ...)
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds
 [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// Small moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBload src mem) mem)
(Move [2] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore dst (MOVHload src mem) mem)
(Move [2] dst src mem) =>
 (MOVBstore [1] dst (MOVBload [1] src mem)
  (MOVBstore dst (MOVBload src mem) mem))
(Move [4] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore dst (MOVWload src mem) mem)
(Move [4] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] dst (MOVHload [2] src mem)
  (MOVHstore dst (MOVHload src mem) mem))
(Move [4] dst src mem) =>
 (MOVBstore [3] dst (MOVBload [3] src mem)
  (MOVBstore [2] dst (MOVBload [2] src mem)
   (MOVBstore [1] dst (MOVBload [1] src mem)
    (MOVBstore dst (MOVBload src mem) mem))))
(Move [8] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVDstore dst
 (MOVDload src mem) mem)
(Move [8] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [8] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] dst (MOVHload [6] src mem)
  (MOVHstore [4] dst (MOVHload [4] src mem)
```

```
  (MOVHstore [2] dst (MOVHload [2] src mem)
   (MOVHstore dst (MOVHload src mem) mem))))

(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBload [2] src mem)
  (MOVBstore [1] dst (MOVBload [1] src mem)
   (MOVBstore dst (MOVBload src mem) mem)))
(Move [6] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] dst (MOVHload [4] src mem)
  (MOVHstore [2] dst (MOVHload [2] src mem)
   (MOVHstore dst (MOVHload src mem) mem)))
(Move [12] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] dst (MOVWload [8] src mem)
  (MOVWstore [4] dst (MOVWload [4] src mem)
   (MOVWstore dst (MOVWload src mem) mem)))
(Move [16] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [8] dst
 (MOVDload [8] src mem)
  (MOVDstore dst (MOVDload src mem) mem))
(Move [24] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [16] dst (MOVDload [16] src mem)
  (MOVDstore [8] dst (MOVDload [8] src mem)
   (MOVDstore dst (MOVDload src mem) mem)))
(Move [32] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVDstore [24] dst (MOVDload [24] src mem)
  (MOVDstore [16] dst (MOVDload [16] src mem)
   (MOVDstore [8] dst (MOVDload [8] src mem)
    (MOVDstore dst (MOVDload src mem) mem))))

// Medium 8-aligned move uses a Duff's device
// 16 and 128 are magic constants, see runtime/mkduff.go
(Move [s] {t} dst src mem)
 && s%8 == 0 && s <= 8*128 && t.Alignment()%8 == 0
 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (DUFFCOPY [16 * (128 - s/8)] dst src mem)

// Generic move uses a loop
(Move [s] {t} dst src mem) && (s <= 16 || logLargeCopy(v, s)) =>
 (LoweredMove [t.Alignment()]
  dst
  src
  (ADDI <src.Type> [s-moveSize(t.Alignment(), config)] src)
  mem)

// Boolean ops; 0=false, 1=true
(AndB
 ...) => (AND ...)
(OrB  ...) => (OR  ...)
```

```
(EqB  x y) => (SEQZ (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not  ...) => (SEQZ ...)

// Lowering pointer arithmetic
// TODO: Special handling for SP offsets, like ARM
(OffPtr [off] ptr:(SP)) && is32Bit(off) => (MOVaddr [int32(off)] ptr)
(OffPtr [off] ptr) && is32Bit(off) => (ADDI [off] ptr)
(OffPtr [off] ptr) => (ADD (MOVDconst [off]) ptr)

(Const8  [val]) => (MOVDconst [int64(val)])
(Const16 [val]) => (MOVDconst [int64(val)])
(Const32 [val]) => (MOVDconst [int64(val)])
(Const64 [val]) => (MOVDconst [int64(val)])
(Const32F [val]) => (FMVSX (MOVDconst [int64(math.Float32bits(val))]))
(Const64F [val]) => (FMVDX (MOVDconst [int64(math.Float64bits(val))]))
(ConstNil) => (MOVDconst [0])
(ConstBool [val]) => (MOVDconst [int64(b2i(val))])

(Addr {sym} base) => (MOVaddr {sym} [0] base)
(LocalAddr {sym} base _) => (MOVaddr {sym} base)

// Calls
(StaticCall  ...) => (CALLstatic  ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall   ...)
 => (CALLinter   ...)
(TailCall ...) => (CALLtail ...)

// Atomic Intrinsics
(AtomicLoad8   ...) => (LoweredAtomicLoad8  ...)
(AtomicLoad32  ...) => (LoweredAtomicLoad32 ...)
(AtomicLoad64  ...) => (LoweredAtomicLoad64 ...)
(AtomicLoadPtr ...) => (LoweredAtomicLoad64 ...)

(AtomicStore8       ...) => (LoweredAtomicStore8  ...)
(AtomicStore32      ...) => (LoweredAtomicStore32 ...)
(AtomicStore64      ...) => (LoweredAtomicStore64 ...)
(AtomicStorePtrNoWB ...) => (LoweredAtomicStore64 ...)

(AtomicAdd32 ...) => (LoweredAtomicAdd32 ...)
(AtomicAdd64 ...) => (LoweredAtomicAdd64 ...)

// AtomicAnd8(ptr,val) => LoweredAtomicAnd32(ptr&^3, ^((uint8(val) ^ 0xff) << ((ptr & 3) * 8)))
(AtomicAnd8 ptr val mem) =>
 (LoweredAtomicAnd32 (ANDI <typ.Uintptr> [^3] ptr)
  (NOT <typ.UInt32> (SLL <typ.UInt32> (XORI <typ.UInt32> [0xff] (ZeroExt8to32 val))
   (SLLI <typ.UInt64> [3] (ANDI <typ.UInt64> [3] ptr)))) mem)
```

```
(AtomicAnd32 ...) => (LoweredAtomicAnd32 ...)

(AtomicCompareAndSwap32 ptr old new mem) =>
 (LoweredAtomicCas32 ptr (SignExt32to64 old) new mem)
(AtomicCompareAndSwap64 ...) => (LoweredAtomicCas64 ...)

(AtomicExchange32 ...) => (LoweredAtomicExchange32 ...)
(AtomicExchange64 ...) => (LoweredAtomicExchange64 ...)

// AtomicOr8(ptr,val)  => LoweredAtomicOr32(ptr&^3, uint32(val)<<((ptr&3)*8))
(AtomicOr8 ptr val mem) =>
 (LoweredAtomicOr32 (ANDI <typ.Uintptr> [^3] ptr)
  (SLL <typ.UInt32> (ZeroExt8to32 val)
   (SLLI <typ.UInt64> [3] (ANDI <typ.UInt64> [3] ptr))) mem)

(AtomicOr32  ...) => (LoweredAtomicOr32  ...)

// Conditional branches
(If cond yes no) => (BNEZ (MOVBUreg <typ.UInt64> cond) yes no)

// Optimizations

// Absorb SEQZ/SNEZ into branch.
(BEQZ (SEQZ x) yes no) => (BNEZ x yes no)
(BEQZ (SNEZ x) yes no) => (BEQZ x yes no)
(BNEZ (SEQZ x) yes no) => (BEQZ x yes no)
(BNEZ (SNEZ x) yes no) => (BNEZ x yes no)

// Absorb NEG into branch when possible.
(BEQZ x:(NEG y) yes no) && x.Uses == 1 => (BEQZ y yes no)
(BNEZ x:(NEG y) yes no) && x.Uses == 1 => (BNEZ y yes no)

// Convert
 BEQZ/BNEZ into more optimal branch conditions.
(BEQZ (SUB x y) yes no) => (BEQ x y yes no)
(BNEZ (SUB x y) yes no) => (BNE x y yes no)
(BEQZ (SLT x y) yes no) => (BGE x y yes no)
(BNEZ (SLT x y) yes no) => (BLT x y yes no)
(BEQZ (SLTU x y) yes no) => (BGEU x y yes no)
(BNEZ (SLTU x y) yes no) => (BLTU x y yes no)

// Convert branch with zero to more optimal branch zero.
(BEQ (MOVDconst [0]) cond yes no) => (BEQZ cond yes no)
(BEQ cond (MOVDconst [0]) yes no) => (BEQZ cond yes no)
(BNE (MOVDconst [0]) cond yes no) => (BNEZ cond yes no)
(BNE cond (MOVDconst [0]) yes no) => (BNEZ cond yes no)
(BLT (MOVDconst [0]) cond yes no) => (BGTZ cond yes no)
```

```
(BLT cond (MOVDconst [0]) yes no) => (BLTZ cond yes no)
(BGE (MOVDconst [0]) cond yes no) => (BLEZ cond yes no)
(BGE cond (MOVDconst [0]) yes no) => (BGEZ cond yes no)

// Store zero
(MOVBstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVBstorezero [off] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVHstorezero [off]
 {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVWstorezero [off] {sym} ptr mem)
(MOVDstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVDstorezero [off] {sym} ptr mem)

// Boolean ops are already extended.
(MOVBUreg x:((SEQZ|SNEZ) _)) => x
(MOVBUreg x:((SLT|SLTU) _ _)) => x

// Avoid sign/zero extension for consts.
(MOVBreg  (MOVDconst [c])) => (MOVDconst [int64(int8(c))])
(MOVHreg  (MOVDconst [c])) => (MOVDconst [int64(int16(c))])
(MOVWreg  (MOVDconst [c])) => (MOVDconst [int64(int32(c))])
(MOVBUreg (MOVDconst [c])) => (MOVDconst [int64(uint8(c))])
(MOVHUreg (MOVDconst [c])) => (MOVDconst [int64(uint16(c))])
(MOVWUreg (MOVDconst [c])) => (MOVDconst [int64(uint32(c))])

// Avoid sign/zero extension after properly typed load.
(MOVBreg  x:(MOVBload  _ _)) => (MOVDreg x)
(MOVHreg  x:(MOVBload  _ _)) => (MOVDreg x)
(MOVHreg  x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHreg  x:(MOVHload  _ _)) => (MOVDreg x)
(MOVWreg  x:(MOVBload  _ _)) => (MOVDreg x)
(MOVWreg  x:(MOVBUload _
 _)) => (MOVDreg x)
(MOVWreg  x:(MOVHload  _ _)) => (MOVDreg x)
(MOVWreg  x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWreg  x:(MOVWload  _ _)) => (MOVDreg x)
(MOVBUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUload _ _)) => (MOVDreg x)

// Fold double extensions.
(MOVBreg  x:(MOVBreg  _)) => (MOVDreg x)
(MOVHreg  x:(MOVBreg  _)) => (MOVDreg x)
(MOVHreg  x:(MOVBUreg _)) => (MOVDreg x)
(MOVHreg  x:(MOVHreg  _)) => (MOVDreg x)
(MOVWreg  x:(MOVBreg  _)) => (MOVDreg x)
(MOVWreg  x:(MOVBUreg _)) => (MOVDreg x)
```

```
(MOVWreg  x:(MOVHreg  _)) => (MOVDreg x)
(MOVWreg  x:(MOVWreg  _)) => (MOVDreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVDreg x)
(MOVWUreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUreg _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUreg _))
 => (MOVDreg x)

// Do not extend before store.
(MOVBstore [off] {sym} ptr (MOVBreg  x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg  x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWreg  x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg  x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWreg  x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWreg  x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWUreg x) mem) =>
 (MOVWstore [off] {sym} ptr x mem)

// Replace extend after load with alternate load where possible.
(MOVBreg  <t> x:(MOVBUload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block (MOVBload
<t> [off] {sym} ptr mem)
(MOVHreg  <t> x:(MOVHUload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVHload  <t> [off] {sym} ptr mem)
(MOVWreg  <t> x:(MOVWUload [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVWload  <t> [off] {sym} ptr mem)
(MOVBUreg <t> x:(MOVBload  [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVBUload <t> [off] {sym} ptr mem)
(MOVHUreg <t> x:(MOVHload  [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVHUload <t> [off] {sym} ptr mem)
(MOVWUreg <t> x:(MOVWload  [off] {sym} ptr mem)) && x.Uses == 1 && clobber(x) => @x.Block
(MOVWUload <t> [off] {sym} ptr mem)

// If a register move has only 1 use, just use the same register without emitting instruction
// MOVnop does not emit an instruction, only for
 ensuring the type.
(MOVDreg x) && x.Uses == 1 => (MOVDnop x)

// TODO: we should be able to get rid of MOVDnop all together.
// But for now, this is enough to get rid of lots of them.
(MOVDnop (MOVDconst [c])) => (MOVDconst [c])
```

```
// Fold constant into immediate instructions where possible.
(ADD (MOVDconst [val]) x) && is32Bit(val) => (ADDI [val] x)
(AND (MOVDconst [val]) x) && is32Bit(val) => (ANDI [val] x)
(OR  (MOVDconst [val]) x) && is32Bit(val) => (ORI  [val] x)
(XOR (MOVDconst [val]) x) && is32Bit(val) => (XORI [val] x)
(SLL x (MOVDconst [val])) => (SLLI [int64(val&63)] x)
(SRL x (MOVDconst [val])) => (SRLI [int64(val&63)] x)
(SRA x (MOVDconst [val])) => (SRAI [int64(val&63)] x)

// Convert subtraction of a const into ADDI with negative immediate, where possible.
(SUB x (MOVDconst [val])) && is32Bit(-val) => (ADDI [-val] x)

// Subtraction of zero.
(SUB  x (MOVDconst [0])) => x
(SUBW x (MOVDconst [0])) => (ADDIW [0] x)

// Subtraction from zero.
(SUB  (MOVDconst [0]) x) => (NEG x)
(SUBW
 (MOVDconst [0]) x) => (NEGW x)

// Addition of zero or two constants.
(ADDI [0] x) => x
(ADDI [x] (MOVDconst [y])) && is32Bit(x + y) => (MOVDconst [x + y])

// ANDI with all zeros, all ones or two constants.
(ANDI [0]  x) => (MOVDconst [0])
(ANDI [-1] x) => x
(ANDI [x] (MOVDconst [y])) => (MOVDconst [x & y])

// ORI with all zeroes, all ones or two constants.
(ORI [0]  x) => x
(ORI [-1] x) => (MOVDconst [-1])
(ORI [x] (MOVDconst [y])) => (MOVDconst [x | y])

// Negation of a constant.
(NEG  (MOVDconst [x])) => (MOVDconst [-x])
(NEGW (MOVDconst [x])) => (MOVDconst [int64(int32(-x))])

// Shift of a constant.
(SLLI [x] (MOVDconst [y])) && is32Bit(y << uint32(x)) => (MOVDconst [y << uint32(x)])
(SRLI [x] (MOVDconst [y])) => (MOVDconst [int64(uint64(y) >> uint32(x))])
(SRAI [x] (MOVDconst [y])) => (MOVDconst [int64(y) >> uint32(x)])

// SLTI/SLTIU with constants.
(SLTI  [x] (MOVDconst [y])) => (MOVDconst [b2i(int64(y) < int64(x))])
(SLTIU [x] (MOVDconst [y])) => (MOVDconst [b2i(uint64(y)
```

< uint64(x))])

// Merge negation into fused multiply-add and multiply-subtract.
//
// Key:
//
//   [+ -](x * y) [+ -] z.
//   _ N   A S
//   D U
//   D B
//
// Note: multiplication commutativity handled by rule generator.
(F(MADD|NMADD|MSUB|NMSUB)D neg:(FNEGD x) y z) && neg.Uses == 1 =>
(F(NMADD|MADD|NMSUB|MSUB)D x y z)
(F(MADD|NMADD|MSUB|NMSUB)D x y neg:(FNEGD z)) && neg.Uses == 1 =>
(F(MSUB|NMSUB|MADD|NMADD)D x y z)

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/RISCV64.rules
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// See the top of AMD64splitload.rules for discussion of these rules.

(CMP(L|W|B)load {sym} [off] ptr x mem) => (CMP(L|W|B) (MOV(L|W|B)load {sym} [off] ptr mem) x)

(CMPLconstload {sym} [vo] ptr mem) => (CMPLconst (MOVLload {sym} [vo.Off()] ptr mem) [vo.Val()])
(CMPWconstload {sym} [vo] ptr mem) => (CMPWconst (MOVWload {sym} [vo.Off()] ptr mem) [vo.Val16()])
(CMPBconstload {sym} [vo] ptr mem) => (CMPBconst (MOVBload {sym} [vo.Off()] ptr mem) [vo.Val8()])

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(Add(Ptr|64|32|16|8) ...) => (ADD ...)
(Add(32F|64F) ...) => (FADD(S|D) ...)

(Sub(Ptr|64|32|16|8) ...) => (SUB ...)
(Sub(32F|64F) ...) => (FSUB(S|D) ...)

(Mul64 ...) => (MUL ...)

```
(Mul(32|16|8) ...) => (MULW ...)
(Mul(32F|64F) ...) => (FMUL(S|D) ...)

(Hmul64 ...) => (MULH ...)
(Hmul64u ...) => (UMULH ...)
(Hmul32 x y) => (SRAconst (MULL <typ.Int64> x y) [32])
(Hmul32u x y) => (SRAconst (UMULL <typ.UInt64> x y) [32])
(Mul64uhilo ...) => (LoweredMuluhilo ...)

(Div64 [false] x y) => (DIV x y)
(Div64u ...) => (UDIV ...)
(Div32 [false] x y) => (DIVW x y)
(Div32u ...) => (UDIVW ...)
(Div16 [false] x y) => (DIVW (SignExt16to32 x) (SignExt16to32 y))
(Div16u x y) => (UDIVW (ZeroExt16to32 x) (ZeroExt16to32 y))
(Div8 x y) => (DIVW (SignExt8to32 x) (SignExt8to32 y))
(Div8u
 x y) => (UDIVW (ZeroExt8to32 x) (ZeroExt8to32 y))
(Div32F ...) => (FDIVS ...)
(Div64F ...) => (FDIVD ...)

(Mod64 x y) => (MOD x y)
(Mod64u ...) => (UMOD ...)
(Mod32 x y) => (MODW x y)
(Mod32u ...) => (UMODW ...)
(Mod16 x y) => (MODW (SignExt16to32 x) (SignExt16to32 y))
(Mod16u x y) => (UMODW (ZeroExt16to32 x) (ZeroExt16to32 y))
(Mod8 x y) => (MODW (SignExt8to32 x) (SignExt8to32 y))
(Mod8u x y) => (UMODW (ZeroExt8to32 x) (ZeroExt8to32 y))

// (x + y) / 2 with x>=y    =>    (x - y) / 2 + y
(Avg64u <t> x y) => (ADD (SRLconst <t> (SUB <t> x y) [1]) y)

(And(64|32|16|8) ...) => (AND ...)
(Or(64|32|16|8) ...) => (OR ...)
(Xor(64|32|16|8) ...) => (XOR ...)

// unary ops
(Neg(64|32|16|8) ...) => (NEG ...)
(Neg(32F|64F) ...) => (FNEG(S|D) ...)
(Com(64|32|16|8) ...) => (MVN ...)

// math package intrinsics
(Abs ...) => (FABSD ...)
(Sqrt ...) => (FSQRTD ...)
(Ceil ...) => (FRINTPD ...)
(Floor ...) => (FRINTMD ...)
(Round ...) => (FRINTAD ...)
```

```
(RoundToEven ...) => (FRINTND ...)
(Trunc ...) =>
 (FRINTZD ...)
(FMA x y z) => (FMADDD z x y)

(Sqrt32 ...) => (FSQRTS ...)

// lowering rotates
(RotateLeft8 <t> x (MOVDconst [c])) => (Or8 (Lsh8x64 <t> x (MOVDconst [c&7])) (Rsh8Ux64 <t> x
(MOVDconst [-c&7])))
(RotateLeft16 <t> x (MOVDconst [c])) => (Or16 (Lsh16x64 <t> x (MOVDconst [c&15])) (Rsh16Ux64 <t> x
(MOVDconst [-c&15])))
(RotateLeft32 x y) => (RORW x (NEG <y.Type> y))
(RotateLeft64 x y) => (ROR x (NEG <y.Type> y))

(Ctz(64|32|16|8)NonZero ...) => (Ctz(64|32|32|32) ...)

(Ctz64 <t> x) => (CLZ (RBIT <t> x))
(Ctz32 <t> x) => (CLZW (RBITW <t> x))
(Ctz16 <t> x) => (CLZW <t> (RBITW <typ.UInt32> (ORconst <typ.UInt32> [0x10000] x)))
(Ctz8 <t> x) => (CLZW <t> (RBITW <typ.UInt32> (ORconst <typ.UInt32> [0x100] x)))

(PopCount64 <t> x) => (FMOVDfpgp <t> (VUADDLV <typ.Float64> (VCNT <typ.Float64> (FMOVDgpfp
<typ.Float64> x))))
(PopCount32 <t> x) => (FMOVDfpgp <t> (VUADDLV <typ.Float64> (VCNT <typ.Float64> (FMOVDgpfp
<typ.Float64> (ZeroExt32to64 x)))))
(PopCount16 <t> x) => (FMOVDfpgp <t>
 (VUADDLV <typ.Float64> (VCNT <typ.Float64> (FMOVDgpfp <typ.Float64> (ZeroExt16to64 x)))))

// Load args directly into the register class where it will be used.
(FMOVDgpfp <t> (Arg [off] {sym})) => @b.Func.Entry (Arg <t> [off] {sym})
(FMOVDfpgp <t> (Arg [off] {sym})) => @b.Func.Entry (Arg <t> [off] {sym})

// Similarly for stores, if we see a store after FPR <=> GPR move, then redirect store to use the other register set.
(MOVDstore [off] {sym} ptr (FMOVDfpgp val) mem) => (FMOVDstore [off] {sym} ptr val mem)
(FMOVDstore [off] {sym} ptr (FMOVDgpfp val) mem) => (MOVDstore [off] {sym} ptr val mem)
(MOVWstore [off] {sym} ptr (FMOVSfpgp val) mem) => (FMOVSstore [off] {sym} ptr val mem)
(FMOVSstore [off] {sym} ptr (FMOVSgpfp val) mem) => (MOVWstore [off] {sym} ptr val mem)

// float <=> int register moves, with no conversion.
// These come up when compiling math.{Float64bits, Float64frombits, Float32bits, Float32frombits}.
(MOVDload [off] {sym} ptr (FMOVDstore [off] {sym} ptr val _)) => (FMOVDfpgp
 val)
(FMOVDload [off] {sym} ptr (MOVDstore [off] {sym} ptr val _)) => (FMOVDgpfp val)
(MOVWUload [off] {sym} ptr (FMOVSstore [off] {sym} ptr val _)) => (FMOVSfpgp val)
(FMOVSload [off] {sym} ptr (MOVWstore [off] {sym} ptr val _)) => (FMOVSgpfp val)

(BitLen64 x) => (SUB (MOVDconst [64]) (CLZ <typ.Int> x))
```

```
(BitLen32 x) => (SUB (MOVDconst [32]) (CLZW <typ.Int> x))

(Bswap64 ...) => (REV ...)
(Bswap32 ...) => (REVW ...)

(BitRev64 ...) => (RBIT ...)
(BitRev32 ...) => (RBITW ...)
(BitRev16 x) => (SRLconst [48] (RBIT <typ.UInt64> x))
(BitRev8 x) => (SRLconst [56] (RBIT <typ.UInt64> x))

// In fact, UMOD will be translated into UREM instruction, and UREM is originally translated into
// UDIV and MSUB instructions. But if there is already an identical UDIV instruction just before or
// after UREM (case like quo, rem := z/y, z%y), then the second UDIV instruction becomes redundant.
// The purpose of this rule is to have this extra UDIV instruction removed in CSE pass.
(UMOD <typ.UInt64>
 x y) => (MSUB <typ.UInt64> x y (UDIV <typ.UInt64> x y))
(UMODW <typ.UInt32> x y) => (MSUBW <typ.UInt32> x y (UDIVW <typ.UInt32> x y))

// 64-bit addition with carry.
(Select0 (Add64carry x y c)) => (Select0 <typ.UInt64> (ADCSflags x y (Select1 <types.TypeFlags>
(ADDSconstflags [-1] c))))
(Select1 (Add64carry x y c)) => (ADCzerocarry <typ.UInt64> (Select1 <types.TypeFlags> (ADCSflags x y (Select1
<types.TypeFlags> (ADDSconstflags [-1] c)))))

// 64-bit subtraction with borrowing.
(Select0 (Sub64borrow x y bo)) => (Select0 <typ.UInt64> (SBCSflags x y (Select1 <types.TypeFlags> (NEGSflags
bo))))
(Select1 (Sub64borrow x y bo)) => (NEG <typ.UInt64> (NGCzerocarry <typ.UInt64> (Select1 <types.TypeFlags>
(SBCSflags x y (Select1 <types.TypeFlags> (NEGSflags bo))))))

// boolean ops -- booleans are represented with 0=false, 1=true
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(EqB x y) => (XOR (MOVDconst [1]) (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not x) => (XOR (MOVDconst [1]) x)

// shifts
//
 hardware instruction uses only the low 6 bits of the shift
// we compare to 64 to ensure Go semantics for large shifts
// Rules about rotates with non-const shift are based on the following rules,
// if the following rules change, please also modify the rules based on them.
(Lsh64x64 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x y) (Const64 <t> [0]) (CMPconst [64] y))
(Lsh64x32 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt32to64 y)) (Const64 <t> [0])
(CMPconst [64] (ZeroExt32to64 y)))
(Lsh64x16 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt16to64 y)) (Const64 <t> [0])
(CMPconst [64] (ZeroExt16to64 y)))
```

(Lsh64x8 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Lsh32x64 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x y) (Const64 <t> [0]) (CMPconst [64] y))
(Lsh32x32 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Lsh32x16
<t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Lsh32x8 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Lsh16x64 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x y) (Const64 <t> [0]) (CMPconst [64] y))
(Lsh16x32 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Lsh16x16 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Lsh16x8 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Lsh8x64 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x y) (Const64 <t> [0]) (CMPconst [64] y))
(Lsh8x32 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Lsh8x16 <t> x y) => (CSEL
[OpARM64LessThanU] (SLL <t> x (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Lsh8x8 <t> x y) => (CSEL [OpARM64LessThanU] (SLL <t> x (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Rsh64Ux64 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> x y) (Const64 <t> [0]) (CMPconst [64] y))
(Rsh64Ux32 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> x (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Rsh64Ux16 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> x (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Rsh64Ux8 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> x (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Rsh32Ux64 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt32to64 x) y) (Const64 <t> [0]) (CMPconst [64] y))
(Rsh32Ux32 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt32to64 x) (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Rsh32Ux16
<t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt32to64 x) (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Rsh32Ux8 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt32to64 x) (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Rsh16Ux64 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt16to64 x) y) (Const64 <t> [0]) (CMPconst [64] y))

(Rsh16Ux32 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt16to64 x) (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Rsh16Ux16 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt16to64 x) (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Rsh16Ux8 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt16to64 x) (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Rsh8Ux64 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt8to64 x) y) (Const64 <t> [0]) (CMPconst [64] y))
(Rsh8Ux32 <t> x y) => (CSEL [OpARM64LessThanU]
(SRL <t> (ZeroExt8to64 x) (ZeroExt32to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt32to64 y)))
(Rsh8Ux16 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt8to64 x) (ZeroExt16to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt16to64 y)))
(Rsh8Ux8 <t> x y) => (CSEL [OpARM64LessThanU] (SRL <t> (ZeroExt8to64 x) (ZeroExt8to64 y)) (Const64 <t> [0]) (CMPconst [64] (ZeroExt8to64 y)))

(Rsh64x64 x y) => (SRA x (CSEL [OpARM64LessThanU] <y.Type> y (Const64 <y.Type> [63]) (CMPconst [64] y)))
(Rsh64x32 x y) => (SRA x (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt32to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt32to64 y))))
(Rsh64x16 x y) => (SRA x (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt16to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt16to64 y))))
(Rsh64x8 x y) => (SRA x (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt8to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt8to64 y))))

(Rsh32x64 x y) => (SRA (SignExt32to64 x) (CSEL [OpARM64LessThanU] <y.Type> y (Const64 <y.Type> [63]) (CMPconst [64] y)))
(Rsh32x32 x y) => (SRA (SignExt32to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt32to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt32to64 y))))
(Rsh32x16 x y) => (SRA (SignExt32to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt16to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt16to64 y))))
(Rsh32x8 x y) => (SRA (SignExt32to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt8to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt8to64 y))))

(Rsh16x64 x y) => (SRA (SignExt16to64 x) (CSEL [OpARM64LessThanU] <y.Type> y (Const64 <y.Type> [63]) (CMPconst [64] y)))
(Rsh16x32 x y) => (SRA (SignExt16to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt32to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt32to64 y))))
(Rsh16x16 x y) => (SRA (SignExt16to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt16to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt16to64 y))))
(Rsh16x8 x y) => (SRA (SignExt16to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt8to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt8to64 y))))

(Rsh8x64 x y) => (SRA (SignExt8to64 x) (CSEL [OpARM64LessThanU] <y.Type> y (Const64 <y.Type> [63]) (CMPconst [64] y)))
(Rsh8x32 x y) => (SRA (SignExt8to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt32to64 y) (Const64 <y.Type> [63]) (CMPconst [64] (ZeroExt32to64 y))))
(Rsh8x16 x y) => (SRA (SignExt8to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt16to64 y) (Const64

<y.Type> [63]) (CMPconst [64] (ZeroExt16to64 y))))
(Rsh8x8 x y) => (SRA (SignExt8to64 x) (CSEL [OpARM64LessThanU] <y.Type> (ZeroExt8to64 y) (Const64
<y.Type> [63]) (CMPconst [64] (ZeroExt8to64 y))))

// constants
(Const(64|32|16|8) [val]) => (MOVDconst [int64(val)])
(Const(32F|64F) [val]) => (FMOV(S|D)const [float64(val)])
(ConstNil) => (MOVDconst [0])
(ConstBool [t]) => (MOVDconst [b2i(t)])

(Slicemask <t> x) => (SRAconst (NEG <t> x) [63])

// truncations
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8 ...) => (Copy
 ...)
(Trunc32to8 ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)
(Trunc64to8 ...) => (Copy ...)
(Trunc64to16 ...) => (Copy ...)
(Trunc64to32 ...) => (Copy ...)

// Zero-/Sign-extensions
(ZeroExt8to16 ...) => (MOVBUreg ...)
(ZeroExt8to32 ...) => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)
(ZeroExt8to64 ...) => (MOVBUreg ...)
(ZeroExt16to64 ...) => (MOVHUreg ...)
(ZeroExt32to64 ...) => (MOVWUreg ...)

(SignExt8to16 ...) => (MOVBreg ...)
(SignExt8to32 ...) => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)
(SignExt8to64 ...) => (MOVBreg ...)
(SignExt16to64 ...) => (MOVHreg ...)
(SignExt32to64 ...) => (MOVWreg ...)

// float <=> int conversion
(Cvt32to32F ...) => (SCVTFWS ...)
(Cvt32to64F ...) => (SCVTFWD ...)
(Cvt64to32F ...) => (SCVTFS ...)
(Cvt64to64F ...) => (SCVTFD ...)
(Cvt32Uto32F ...) => (UCVTFWS ...)
(Cvt32Uto64F ...) => (UCVTFWD ...)
(Cvt64Uto32F ...) => (UCVTFS ...)
(Cvt64Uto64F ...) => (UCVTFD ...)
(Cvt32Fto32 ...) => (FCVTZSSW ...)
(Cvt64Fto32 ...) => (FCVTZSDW

```
 ...)
(Cvt32Fto64 ...) => (FCVTZSS ...)
(Cvt64Fto64 ...) => (FCVTZSD ...)
(Cvt32Fto32U ...) => (FCVTZUSW ...)
(Cvt64Fto32U ...) => (FCVTZUDW ...)
(Cvt32Fto64U ...) => (FCVTZUS ...)
(Cvt64Fto64U ...) => (FCVTZUD ...)
(Cvt32Fto64F ...) => (FCVTSD ...)
(Cvt64Fto32F ...) => (FCVTDS ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round32F ...) => (LoweredRound32F ...)
(Round64F ...) => (LoweredRound64F ...)

// comparisons
(Eq8 x y)  => (Equal (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Eq16 x y) => (Equal (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Eq32 x y) => (Equal (CMPW x y))
(Eq64 x y) => (Equal (CMP x y))
(EqPtr x y) => (Equal (CMP x y))
(Eq32F x y) => (Equal (FCMPS x y))
(Eq64F x y) => (Equal (FCMPD x y))

(Neq8 x y)  => (NotEqual (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Neq16 x y) => (NotEqual (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Neq32 x y) => (NotEqual (CMPW x y))
(Neq64 x y) => (NotEqual (CMP x y))
(NeqPtr x y) => (NotEqual (CMP x y))
(Neq32F x y) => (NotEqual (FCMPS x y))
(Neq64F
 x y) => (NotEqual (FCMPD x y))

(Less8 x y)  => (LessThan (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Less16 x y) => (LessThan (CMPW (SignExt16to32 x) (SignExt16to32 y)))
(Less32 x y) => (LessThan (CMPW x y))
(Less64 x y) => (LessThan (CMP x y))

// Set condition flags for floating-point comparisons "x < y"
// and "x <= y". Because if either or both of the operands are
// NaNs, all three of (x < y), (x == y) and (x > y) are false,
// and ARM Manual says FCMP instruction sets PSTATE.<N,Z,C,V>
// of this case to (0, 0, 1, 1).
(Less32F x y) => (LessThanF (FCMPS x y))
(Less64F x y) => (LessThanF (FCMPD x y))

// For an unsigned integer x, the following rules are useful when combining branch
// 0 <  x  =>  x != 0
```

```
// x <= 0  =>  x == 0
// x <  1  =>  x == 0
// 1 <= x  =>  x != 0
(Less(8U|16U|32U|64U) zero:(MOVDconst [0]) x) => (Neq(8|16|32|64) zero x)
(Leq(8U|16U|32U|64U) x zero:(MOVDconst [0]))  => (Eq(8|16|32|64) x zero)
(Less(8U|16U|32U|64U) x (MOVDconst [1])) => (Eq(8|16|32|64) x
 (MOVDconst [0]))
(Leq(8U|16U|32U|64U) (MOVDconst [1]) x)  => (Neq(8|16|32|64) (MOVDconst [0]) x)

(Less8U x y)  => (LessThanU (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Less16U x y) => (LessThanU (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Less32U x y) => (LessThanU (CMPW x y))
(Less64U x y) => (LessThanU (CMP x y))

(Leq8 x y)  => (LessEqual (CMPW (SignExt8to32 x) (SignExt8to32 y)))
(Leq16 x y) => (LessEqual (CMPW (SignExt16to32 x) (SignExt16to32 y)))
(Leq32 x y) => (LessEqual (CMPW x y))
(Leq64 x y) => (LessEqual (CMP x y))

// Refer to the comments for op Less64F above.
(Leq32F x y) => (LessEqualF (FCMPS x y))
(Leq64F x y) => (LessEqualF (FCMPD x y))

(Leq8U x y)  => (LessEqualU (CMPW (ZeroExt8to32 x) (ZeroExt8to32 y)))
(Leq16U x y) => (LessEqualU (CMPW (ZeroExt16to32 x) (ZeroExt16to32 y)))
(Leq32U x y) => (LessEqualU (CMPW x y))
(Leq64U x y) => (LessEqualU (CMP x y))

// Optimize comparison between a floating-point value and 0.0 with "FCMP $(0.0), Fn"
(FCMPS x (FMOVSconst [0])) =>
 (FCMPS0 x)
(FCMPS (FMOVSconst [0]) x) => (InvertFlags (FCMPS0 x))
(FCMPD x (FMOVDconst [0])) => (FCMPD0 x)
(FCMPD (FMOVDconst [0]) x) => (InvertFlags (FCMPD0 x))

// CSEL needs a flag-generating argument. Synthesize a TSTW if necessary.
(CondSelect x y boolval) && flagArg(boolval) != nil => (CSEL [boolval.Op] x y flagArg(boolval))
(CondSelect x y boolval) && flagArg(boolval) == nil => (CSEL [OpARM64NotEqual] x y (TSTWconst [1]
boolval))

(OffPtr [off] ptr:(SP)) && is32Bit(off) => (MOVDaddr [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDconst [off] ptr)

(Addr {sym} base) => (MOVDaddr {sym} base)
(LocalAddr {sym} base _) => (MOVDaddr {sym} base)

// loads
(Load <t> ptr mem) && t.IsBoolean() => (MOVBUload ptr mem)
```

```
(Load <t> ptr mem) && (is8BitInt(t)  && isSigned(t))  => (MOVBload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t)  && !isSigned(t)) => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && isSigned(t))  => (MOVHload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && !isSigned(t))
 => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && isSigned(t))  => (MOVWload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && !isSigned(t)) => (MOVWUload ptr mem)
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t)) => (MOVDload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (FMOVSload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (FMOVDload ptr mem)

// stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && !is64BitFloat(val.Type) => (MOVDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (FMOVSstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (FMOVDstore ptr val mem)

// zeroing
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVDconst [0]) mem)
(Zero
 [2] ptr mem) => (MOVHstore ptr (MOVDconst [0]) mem)
(Zero [4] ptr mem) => (MOVWstore ptr (MOVDconst [0]) mem)
(Zero [8] ptr mem) => (MOVDstore ptr (MOVDconst [0]) mem)

(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVDconst [0])
  (MOVHstore ptr (MOVDconst [0]) mem))
(Zero [5] ptr mem) =>
 (MOVBstore [4] ptr (MOVDconst [0])
  (MOVWstore ptr (MOVDconst [0]) mem))
(Zero [6] ptr mem) =>
 (MOVHstore [4] ptr (MOVDconst [0])
  (MOVWstore ptr (MOVDconst [0]) mem))
(Zero [7] ptr mem) =>
 (MOVBstore [6] ptr (MOVDconst [0])
  (MOVHstore [4] ptr (MOVDconst [0])
   (MOVWstore ptr (MOVDconst [0]) mem)))
(Zero [9] ptr mem) =>
 (MOVBstore [8] ptr (MOVDconst [0])
  (MOVDstore ptr (MOVDconst [0]) mem))
(Zero [10] ptr mem) =>
 (MOVHstore [8] ptr (MOVDconst [0])
  (MOVDstore ptr (MOVDconst [0]) mem))
(Zero [11] ptr mem) =>
 (MOVBstore [10] ptr (MOVDconst [0])
```

```
  (MOVHstore [8] ptr (MOVDconst [0])
   (MOVDstore ptr (MOVDconst [0]) mem)))
(Zero [12] ptr mem) =>
 (MOVWstore [8] ptr (MOVDconst [0])
  (MOVDstore
 ptr (MOVDconst [0]) mem))
(Zero [13] ptr mem) =>
 (MOVBstore [12] ptr (MOVDconst [0])
  (MOVWstore [8] ptr (MOVDconst [0])
   (MOVDstore ptr (MOVDconst [0]) mem)))
(Zero [14] ptr mem) =>
 (MOVHstore [12] ptr (MOVDconst [0])
  (MOVWstore [8] ptr (MOVDconst [0])
   (MOVDstore ptr (MOVDconst [0]) mem)))
(Zero [15] ptr mem) =>
 (MOVBstore [14] ptr (MOVDconst [0])
  (MOVHstore [12] ptr (MOVDconst [0])
   (MOVWstore [8] ptr (MOVDconst [0])
    (MOVDstore ptr (MOVDconst [0]) mem))))
(Zero [16] ptr mem) =>
 (STP [0] ptr (MOVDconst [0]) (MOVDconst [0]) mem)

(Zero [32] ptr mem) =>
 (STP [16] ptr (MOVDconst [0]) (MOVDconst [0])
  (STP [0] ptr (MOVDconst [0]) (MOVDconst [0]) mem))

(Zero [48] ptr mem) =>
 (STP [32] ptr (MOVDconst [0]) (MOVDconst [0])
  (STP [16] ptr (MOVDconst [0]) (MOVDconst [0])
   (STP [0] ptr (MOVDconst [0]) (MOVDconst [0]) mem)))

(Zero [64] ptr mem) =>
 (STP [48] ptr (MOVDconst [0]) (MOVDconst [0])
  (STP [32] ptr (MOVDconst [0]) (MOVDconst [0])
   (STP [16] ptr (MOVDconst
 [0]) (MOVDconst [0])
    (STP [0] ptr (MOVDconst [0]) (MOVDconst [0]) mem))))

// strip off fractional word zeroing
(Zero [s] ptr mem) && s%16 != 0 && s%16 <= 8 && s > 16 =>
 (Zero [8]
  (OffPtr <ptr.Type> ptr [s-8])
  (Zero [s-s%16] ptr mem))
(Zero [s] ptr mem) && s%16 != 0 && s%16 > 8 && s > 16 =>
 (Zero [16]
  (OffPtr <ptr.Type> ptr [s-16])
  (Zero [s-s%16] ptr mem))
```

```
// medium zeroing uses a duff device
// 4, 16, and 64 are magic constants, see runtime/mkduff.go
(Zero [s] ptr mem)
 && s%16 == 0 && s > 64 && s <= 16*64
 && !config.noDuffDevice =>
 (DUFFZERO [4 * (64 - s/16)] ptr mem)

// large zeroing uses a loop
(Zero [s] ptr mem)
 && s%16 == 0 && (s > 16*64 || config.noDuffDevice) =>
 (LoweredZero
  ptr
  (ADDconst <ptr.Type> [s-16] ptr)
  mem)

// moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBUload src mem) mem)
(Move [2] dst src mem) => (MOVHstore dst (MOVHUload src mem) mem)
(Move [4] dst src mem) => (MOVWstore dst (MOVWUload src mem) mem)
(Move
 [8] dst src mem) => (MOVDstore dst (MOVDload src mem) mem)

(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBUload [2] src mem)
  (MOVHstore dst (MOVHUload src mem) mem))
(Move [5] dst src mem) =>
 (MOVBstore [4] dst (MOVBUload [4] src mem)
  (MOVWstore dst (MOVWUload src mem) mem))
(Move [6] dst src mem) =>
 (MOVHstore [4] dst (MOVHUload [4] src mem)
  (MOVWstore dst (MOVWUload src mem) mem))
(Move [7] dst src mem) =>
 (MOVBstore [6] dst (MOVBUload [6] src mem)
  (MOVHstore [4] dst (MOVHUload [4] src mem)
   (MOVWstore dst (MOVWUload src mem) mem)))
(Move [12] dst src mem) =>
 (MOVWstore [8] dst (MOVWUload [8] src mem)
  (MOVDstore dst (MOVDload src mem) mem))
(Move [16] dst src mem) =>
 (MOVDstore [8] dst (MOVDload [8] src mem)
  (MOVDstore dst (MOVDload src mem) mem))
(Move [24] dst src mem) =>
 (MOVDstore [16] dst (MOVDload [16] src mem)
  (MOVDstore [8] dst (MOVDload [8] src mem)
   (MOVDstore dst (MOVDload src mem) mem)))

// strip off fractional word move
```

```
(Move [s] dst src mem)
 && s%8 != 0 && s > 8 =>
 (Move [s%8]
  (OffPtr <dst.Type> dst [s-s%8])
  (OffPtr <src.Type> src [s-s%8])
  (Move [s-s%8] dst src mem))

// medium move uses a duff device
(Move [s] dst src mem)
 && s > 32 && s <= 16*64 && s%16 == 8
 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (MOVDstore [int32(s-8)] dst (MOVDload [int32(s-8)] src mem)
  (DUFFCOPY <types.TypeMem> [8*(64-(s-8)/16)] dst src mem))
(Move [s] dst src mem)
 && s > 32 && s <= 16*64 && s%16 == 0
 && !config.noDuffDevice && logLargeCopy(v, s) =>
 (DUFFCOPY [8 * (64 - s/16)] dst src mem)
// 8 is the number of bytes to encode:
//
// LDP.P   16(R16), (R26, R27)
// STP.P   (R26, R27), 16(R17)
//
// 64 is number of these blocks. See runtime/duff_arm64.s:duffcopy

// large move uses a loop
(Move [s] dst src mem)
 && s > 24 && s%8 == 0 && logLargeCopy(v, s) =>
 (LoweredMove
  dst
  src
  (ADDconst <src.Type> src [s-8])
  mem)

// calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...)
 => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// checks
(NilCheck ...) => (LoweredNilCheck ...)
(IsNonNil ptr) => (NotEqual (CMPconst [0] ptr))
(IsInBounds idx len) => (LessThanU (CMP idx len))
(IsSliceInBounds idx len) => (LessEqualU (CMP idx len))

// pseudo-ops
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
```

```
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

// Absorb pseudo-ops into blocks.
(If (Equal cc) yes no) => (EQ cc yes no)
(If (NotEqual cc) yes no) => (NE cc yes no)
(If (LessThan cc) yes no) => (LT cc yes no)
(If (LessThanU cc) yes no) => (ULT cc yes no)
(If (LessEqual cc) yes no) => (LE cc yes no)
(If (LessEqualU cc) yes no) => (ULE cc yes no)
(If (GreaterThan cc) yes no) => (GT cc yes no)
(If (GreaterThanU cc) yes no) => (UGT cc yes no)
(If (GreaterEqual cc) yes no) => (GE cc yes no)
(If (GreaterEqualU cc) yes no) => (UGE cc yes no)
(If (LessThanF cc) yes no) => (FLT cc yes no)
(If (LessEqualF cc) yes no) => (FLE cc yes no)
(If
 (GreaterThanF cc) yes no) => (FGT cc yes no)
(If (GreaterEqualF cc) yes no) => (FGE cc yes no)

(If cond yes no) => (TBNZ [0] cond yes no)

(JumpTable idx) => (JUMPTABLE {makeJumpTableSym(b)} idx (MOVDaddr <typ.Uintptr>
{makeJumpTableSym(b)} (SB)))

// atomic intrinsics
// Note: these ops do not accept offset.
(AtomicLoad8   ...) => (LDARB ...)
(AtomicLoad32  ...) => (LDARW ...)
(AtomicLoad64  ...) => (LDAR  ...)
(AtomicLoadPtr ...) => (LDAR  ...)

(AtomicStore8       ...) => (STLRB ...)
(AtomicStore32      ...) => (STLRW ...)
(AtomicStore64      ...) => (STLR  ...)
(AtomicStorePtrNoWB ...) => (STLR  ...)

(AtomicExchange(32|64)       ...) => (LoweredAtomicExchange(32|64) ...)
(AtomicAdd(32|64)            ...) => (LoweredAtomicAdd(32|64) ...)
(AtomicCompareAndSwap(32|64) ...) => (LoweredAtomicCas(32|64) ...)

(AtomicAdd(32|64)Variant            ...) => (LoweredAtomicAdd(32|64)Variant      ...)
(AtomicExchange(32|64)Variant       ...) => (LoweredAtomicExchange(32|64)Variant ...)
(AtomicCompareAndSwap(32|64)Variant
 ...) => (LoweredAtomicCas(32|64)Variant      ...)

// Currently the updated value is not used, but we need a register to temporarily hold it.
(AtomicAnd8  ptr val mem) => (Select1 (LoweredAtomicAnd8  ptr val mem))
```

```
(AtomicAnd32 ptr val mem) => (Select1 (LoweredAtomicAnd32 ptr val mem))
(AtomicOr8   ptr val mem) => (Select1 (LoweredAtomicOr8   ptr val mem))
(AtomicOr32  ptr val mem) => (Select1 (LoweredAtomicOr32  ptr val mem))

(AtomicAnd8Variant  ptr val mem) => (Select1 (LoweredAtomicAnd8Variant  ptr val mem))
(AtomicAnd32Variant ptr val mem) => (Select1 (LoweredAtomicAnd32Variant ptr val mem))
(AtomicOr8Variant   ptr val mem) => (Select1 (LoweredAtomicOr8Variant   ptr val mem))
(AtomicOr32Variant  ptr val mem) => (Select1 (LoweredAtomicOr32Variant  ptr val mem))

// Write barrier.
(WB ...) => (LoweredWB ...)

// Publication barrier (0xe is ST option)
(PubBarrier mem) => (DMB [0xe] mem)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA
 [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// Optimizations

// Absorb boolean tests into block
(NZ (Equal cc) yes no) => (EQ cc yes no)
(NZ (NotEqual cc) yes no) => (NE cc yes no)
(NZ (LessThan cc) yes no) => (LT cc yes no)
(NZ (LessThanU cc) yes no) => (ULT cc yes no)
(NZ (LessEqual cc) yes no) => (LE cc yes no)
(NZ (LessEqualU cc) yes no) => (ULE cc yes no)
(NZ (GreaterThan cc) yes no) => (GT cc yes no)
(NZ (GreaterThanU cc) yes no) => (UGT cc yes no)
(NZ (GreaterEqual cc) yes no) => (GE cc yes no)
(NZ (GreaterEqualU cc) yes no) => (UGE cc yes no)
(NZ (LessThanF cc) yes no) => (FLT cc yes no)
(NZ (LessEqualF cc) yes no) => (FLE cc yes no)
(NZ (GreaterThanF cc) yes no) => (FGT cc yes no)
(NZ (GreaterEqualF cc) yes no) => (FGE cc yes no)

(TBNZ [0] (Equal cc) yes no) => (EQ cc yes no)
(TBNZ [0] (NotEqual cc) yes
 no) => (NE cc yes no)
(TBNZ [0] (LessThan cc) yes no) => (LT cc yes no)
(TBNZ [0] (LessThanU cc) yes no) => (ULT cc yes no)
(TBNZ [0] (LessEqual cc) yes no) => (LE cc yes no)
(TBNZ [0] (LessEqualU cc) yes no) => (ULE cc yes no)
(TBNZ [0] (GreaterThan cc) yes no) => (GT cc yes no)
(TBNZ [0] (GreaterThanU cc) yes no) => (UGT cc yes no)
(TBNZ [0] (GreaterEqual cc) yes no) => (GE cc yes no)
```

(TBNZ [0] (GreaterEqualU cc) yes no) => (UGE cc yes no)
(TBNZ [0] (LessThanF cc) yes no) => (FLT cc yes no)
(TBNZ [0] (LessEqualF cc) yes no) => (FLE cc yes no)
(TBNZ [0] (GreaterThanF cc) yes no) => (FGT cc yes no)
(TBNZ [0] (GreaterEqualF cc) yes no) => (FGE cc yes no)

(EQ (CMPWconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (EQ (TSTWconst [int32(c)] y) yes no)
(NE (CMPWconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (NE (TSTWconst [int32(c)] y) yes no)
(LT (CMPWconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (LT (TSTWconst [int32(c)] y) yes no)
(LE (CMPWconst [0] x:(ANDconst
[c] y)) yes no) && x.Uses == 1 => (LE (TSTWconst [int32(c)] y) yes no)
(GT (CMPWconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (GT (TSTWconst [int32(c)] y) yes no)
(GE (CMPWconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (GE (TSTWconst [int32(c)] y) yes no)

(EQ (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (EQ (TST x y) yes no)
(NE (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (NE (TST x y) yes no)
(LT (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (LT (TST x y) yes no)
(LE (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (LE (TST x y) yes no)
(GT (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (GT (TST x y) yes no)
(GE (CMPconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (GE (TST x y) yes no)

(EQ (CMPWconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (EQ (TSTW x y) yes no)
(NE (CMPWconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (NE (TSTW x y) yes no)
(LT (CMPWconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (LT (TSTW x y) yes no)
(LE (CMPWconst
[0] z:(AND x y)) yes no) && z.Uses == 1 => (LE (TSTW x y) yes no)
(GT (CMPWconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (GT (TSTW x y) yes no)
(GE (CMPWconst [0] z:(AND x y)) yes no) && z.Uses == 1 => (GE (TSTW x y) yes no)

(EQ (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (EQ (TSTconst [c] y) yes no)
(NE (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (NE (TSTconst [c] y) yes no)
(LT (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (LT (TSTconst [c] y) yes no)
(LE (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (LE (TSTconst [c] y) yes no)
(GT (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (GT (TSTconst [c] y) yes no)
(GE (CMPconst [0] x:(ANDconst [c] y)) yes no) && x.Uses == 1 => (GE (TSTconst [c] y) yes no)

(EQ (CMPconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (EQ (CMNconst [c] y) yes no)
(NE (CMPconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (NE (CMNconst [c] y) yes no)
(LT (CMPconst [0]
x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (LTnoov (CMNconst [c] y) yes no)
(LE (CMPconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (LEnoov (CMNconst [c] y) yes no)
(GT (CMPconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (GTnoov (CMNconst [c] y) yes no)
(GE (CMPconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (GEnoov (CMNconst [c] y) yes no)

(EQ (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (EQ (CMNWconst [int32(c)] y) yes no)
(NE (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (NE (CMNWconst [int32(c)] y) yes no)
(LT (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (LTnoov (CMNWconst [int32(c)] y) yes no)
(LE (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (LEnoov (CMNWconst [int32(c)] y) yes no)

(GT (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (GTnoov (CMNWconst [int32(c)] y) yes no)
(GE (CMPWconst [0] x:(ADDconst [c] y)) yes no) && x.Uses == 1 => (GEnoov (CMNWconst [int32(c)] y) yes no)

(EQ
 (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (EQ (CMN x y) yes no)
(NE (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (NE (CMN x y) yes no)
(LT (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (LTnoov (CMN x y) yes no)
(LE (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (LEnoov (CMN x y) yes no)
(GT (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (GTnoov (CMN x y) yes no)
(GE (CMPconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (GEnoov (CMN x y) yes no)

(EQ (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (EQ (CMNW x y) yes no)
(NE (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (NE (CMNW x y) yes no)
(LT (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (LTnoov (CMNW x y) yes no)
(LE (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (LEnoov (CMNW x y) yes no)
(GT (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (GTnoov (CMNW x y) yes no)
(GE (CMPWconst [0] z:(ADD x y)) yes no) && z.Uses == 1 => (GEnoov (CMNW x y) yes no)

// CMP(x,-y)
 -> CMN(x,y) is only valid for unordered comparison, if y can be -1<<63
(EQ (CMP x z:(NEG y)) yes no) && z.Uses == 1 => (EQ (CMN x y) yes no)
(NE (CMP x z:(NEG y)) yes no) && z.Uses == 1 => (NE (CMN x y) yes no)

// CMPW(x,-y) -> CMNW(x,y) is only valid for unordered comparison, if y can be -1<<31
(EQ (CMPW x z:(NEG y)) yes no) && z.Uses == 1 => (EQ (CMNW x y) yes no)
(NE (CMPW x z:(NEG y)) yes no) && z.Uses == 1 => (NE (CMNW x y) yes no)

(EQ (CMPconst [0] x) yes no) => (Z x yes no)
(NE (CMPconst [0] x) yes no) => (NZ x yes no)
(EQ (CMPWconst [0] x) yes no) => (ZW x yes no)
(NE (CMPWconst [0] x) yes no) => (NZW x yes no)

(EQ (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (EQ (CMN a (MUL <x.Type> x y)) yes no)
(NE (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (NE (CMN a (MUL <x.Type> x y)) yes no)
(LT (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (LTnoov (CMN a (MUL <x.Type> x y)) yes no)
(LE (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (LEnoov
 (CMN a (MUL <x.Type> x y)) yes no)
(GT (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (GTnoov (CMN a (MUL <x.Type> x y)) yes no)
(GE (CMPconst [0] z:(MADD a x y)) yes no) && z.Uses==1 => (GEnoov (CMN a (MUL <x.Type> x y)) yes no)

(EQ (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (EQ (CMP a (MUL <x.Type> x y)) yes no)
(NE (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (NE (CMP a (MUL <x.Type> x y)) yes no)
(LE (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (LEnoov (CMP a (MUL <x.Type> x y)) yes no)
(LT (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (LTnoov (CMP a (MUL <x.Type> x y)) yes no)
(GE (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (GEnoov (CMP a (MUL <x.Type> x y)) yes no)
(GT (CMPconst [0] z:(MSUB a x y)) yes no) && z.Uses==1 => (GTnoov (CMP a (MUL <x.Type> x y)) yes no)

```
(EQ (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1 => (EQ (CMNW a (MULW <x.Type> x y)) yes no)
(NE (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1
 => (NE (CMNW a (MULW <x.Type> x y)) yes no)
(LE (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1 => (LEnoov (CMNW a (MULW <x.Type> x y)) yes no)
(LT (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1 => (LTnoov (CMNW a (MULW <x.Type> x y)) yes no)
(GE (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1 => (GEnoov (CMNW a (MULW <x.Type> x y)) yes no)
(GT (CMPWconst [0] z:(MADDW a x y)) yes no) && z.Uses==1 => (GTnoov (CMNW a (MULW <x.Type> x y)) yes no)

(EQ (CMPWconst [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (EQ (CMPW a (MULW <x.Type> x y)) yes no)
(NE (CMPWconst [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (NE (CMPW a (MULW <x.Type> x y)) yes no)
(LE (CMPWconst [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (LEnoov (CMPW a (MULW <x.Type> x y)) yes no)
(LT (CMPWconst [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (LTnoov (CMPW a (MULW <x.Type> x y)) yes no)
(GE (CMPWconst [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (GEnoov (CMPW a (MULW <x.Type> x y)) yes no)
(GT (CMPWconst
 [0] z:(MSUBW a x y)) yes no) && z.Uses==1 => (GTnoov (CMPW a (MULW <x.Type> x y)) yes no)

// Absorb bit-tests into block
(Z  (ANDconst [c] x) yes no) && oneBit(c) => (TBZ  [int64(ntz64(c))] x yes no)
(NZ (ANDconst [c] x) yes no) && oneBit(c) => (TBNZ [int64(ntz64(c))] x yes no)
(ZW  (ANDconst [c] x) yes no) && oneBit(int64(uint32(c))) => (TBZ  [int64(ntz64(int64(uint32(c))))] x yes no)
(NZW (ANDconst [c] x) yes no) && oneBit(int64(uint32(c))) => (TBNZ [int64(ntz64(int64(uint32(c))))] x yes no)
(EQ (TSTconst [c] x) yes no) && oneBit(c) => (TBZ  [int64(ntz64(c))] x yes no)
(NE (TSTconst [c] x) yes no) && oneBit(c) => (TBNZ [int64(ntz64(c))] x yes no)
(EQ (TSTWconst [c] x) yes no) && oneBit(int64(uint32(c))) => (TBZ  [int64(ntz64(int64(uint32(c))))] x yes no)
(NE (TSTWconst [c] x) yes no) && oneBit(int64(uint32(c))) => (TBNZ [int64(ntz64(int64(uint32(c))))] x yes no)

// Test sign-bit for signed comparisons against zero
(GE (CMPWconst [0] x) yes no) => (TBZ  [31] x yes no)
(GE (CMPconst
 [0] x) yes no) => (TBZ  [63] x yes no)
(LT (CMPWconst [0] x) yes no) => (TBNZ  [31] x yes no)
(LT (CMPconst [0] x) yes no) => (TBNZ  [63] x yes no)

// fold offset into address
(ADDconst [off1] (MOVDaddr [off2] {sym} ptr)) && is32Bit(off1+int64(off2)) =>
  (MOVDaddr [int32(off1)+off2] {sym} ptr)
```

```
// fold address into load/store
(MOVBload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBload [off1+int32(off2)] {sym} ptr mem)
(MOVBUload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBUload [off1+int32(off2)] {sym} ptr mem)
(MOVHload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHload [off1+int32(off2)] {sym} ptr mem)
(MOVHUload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHUload
 [off1+int32(off2)] {sym} ptr mem)
(MOVWload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWload [off1+int32(off2)] {sym} ptr mem)
(MOVWUload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWUload [off1+int32(off2)] {sym} ptr mem)
(MOVDload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVDload [off1+int32(off2)] {sym} ptr mem)
(FMOVSload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVSload [off1+int32(off2)] {sym} ptr mem)
(FMOVDload [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVDload [off1+int32(off2)] {sym} ptr mem)

// register indexed load
(MOVDload  [off] {sym} (ADD ptr idx) mem) && off
 == 0 && sym == nil => (MOVDloadidx ptr idx mem)
(MOVWUload [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVWUloadidx ptr idx mem)
(MOVWload  [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVWloadidx ptr idx mem)
(MOVHUload [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVHUloadidx ptr idx mem)
(MOVHload  [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVHloadidx ptr idx mem)
(MOVBUload [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVBUloadidx ptr idx mem)
(MOVBload  [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVBloadidx ptr idx mem)
(FMOVSload [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (FMOVSloadidx ptr idx mem)
(FMOVDload [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (FMOVDloadidx ptr idx mem)
(MOVDloadidx  ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVDload  [int32(c)] ptr mem)
(MOVDloadidx  (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVDload  [int32(c)] ptr
 mem)
(MOVWUloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVWUload [int32(c)] ptr mem)
(MOVWUloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVWUload [int32(c)] ptr mem)
(MOVWloadidx  ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVWload  [int32(c)] ptr mem)
(MOVWloadidx  (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVWload  [int32(c)] ptr mem)
```

(MOVHUloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVHUload [int32(c)] ptr mem)
(MOVHUloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVHUload [int32(c)] ptr mem)
(MOVHloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVHload [int32(c)] ptr mem)
(MOVHloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVHload [int32(c)] ptr mem)
(MOVBUloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVBUload [int32(c)] ptr mem)
(MOVBUloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (MOVBUload [int32(c)] ptr mem)
(MOVBloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVBload [int32(c)] ptr mem)
(MOVBloadidx (MOVDconst [c]) ptr mem)
&& is32Bit(c) => (MOVBload [int32(c)] ptr mem)
(FMOVSloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (FMOVSload [int32(c)] ptr mem)
(FMOVSloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (FMOVSload [int32(c)] ptr mem)
(FMOVDloadidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (FMOVDload [int32(c)] ptr mem)
(FMOVDloadidx (MOVDconst [c]) ptr mem) && is32Bit(c) => (FMOVDload [int32(c)] ptr mem)

// shifted register indexed load
(MOVDload [off] {sym} (ADDshiftLL [3] ptr idx) mem) && off == 0 && sym == nil => (MOVDloadidx8 ptr idx mem)
(MOVWUload [off] {sym} (ADDshiftLL [2] ptr idx) mem) && off == 0 && sym == nil => (MOVWUloadidx4 ptr idx mem)
(MOVWload [off] {sym} (ADDshiftLL [2] ptr idx) mem) && off == 0 && sym == nil => (MOVWloadidx4 ptr idx mem)
(MOVHUload [off] {sym} (ADDshiftLL [1] ptr idx) mem) && off == 0 && sym == nil => (MOVHUloadidx2 ptr idx mem)
(MOVHload [off] {sym} (ADDshiftLL [1] ptr idx) mem) && off == 0 && sym == nil => (MOVHloadidx2 ptr idx mem)
(MOVDloadidx ptr (SLLconst
[3] idx) mem) => (MOVDloadidx8 ptr idx mem)
(MOVWloadidx ptr (SLLconst [2] idx) mem) => (MOVWloadidx4 ptr idx mem)
(MOVWUloadidx ptr (SLLconst [2] idx) mem) => (MOVWUloadidx4 ptr idx mem)
(MOVHloadidx ptr (SLLconst [1] idx) mem) => (MOVHloadidx2 ptr idx mem)
(MOVHUloadidx ptr (SLLconst [1] idx) mem) => (MOVHUloadidx2 ptr idx mem)
(MOVHloadidx ptr (ADD idx idx) mem) => (MOVHloadidx2 ptr idx mem)
(MOVHUloadidx ptr (ADD idx idx) mem) => (MOVHUloadidx2 ptr idx mem)
(MOVDloadidx (SLLconst [3] idx) ptr mem) => (MOVDloadidx8 ptr idx mem)
(MOVWloadidx (SLLconst [2] idx) ptr mem) => (MOVWloadidx4 ptr idx mem)
(MOVWUloadidx (SLLconst [2] idx) ptr mem) => (MOVWUloadidx4 ptr idx mem)
(MOVHloadidx (ADD idx idx) ptr mem) => (MOVHloadidx2 ptr idx mem)
(MOVHUloadidx (ADD idx idx) ptr mem) => (MOVHUloadidx2 ptr idx mem)
(MOVDloadidx8 ptr (MOVDconst [c]) mem) && is32Bit(c<<3) => (MOVDload [int32(c)<<3] ptr mem)
(MOVWUloadidx4 ptr (MOVDconst [c]) mem) && is32Bit(c<<2) => (MOVWUload [int32(c)<<2]
ptr mem)
(MOVWloadidx4 ptr (MOVDconst [c]) mem) && is32Bit(c<<2) => (MOVWload [int32(c)<<2] ptr mem)
(MOVHUloadidx2 ptr (MOVDconst [c]) mem) && is32Bit(c<<1) => (MOVHUload [int32(c)<<1] ptr mem)
(MOVHloadidx2 ptr (MOVDconst [c]) mem) && is32Bit(c<<1) => (MOVHload [int32(c)<<1] ptr mem)

(FMOVDload [off] {sym} (ADDshiftLL [3] ptr idx) mem) && off == 0 && sym == nil => (FMOVDloadidx8 ptr idx mem)
(FMOVSload [off] {sym} (ADDshiftLL [2] ptr idx) mem) && off == 0 && sym == nil => (FMOVSloadidx4 ptr

```
idx mem)
(FMOVDloadidx ptr (SLLconst [3] idx) mem) => (FMOVDloadidx8 ptr idx mem)
(FMOVSloadidx ptr (SLLconst [2] idx) mem) => (FMOVSloadidx4 ptr idx mem)
(FMOVDloadidx (SLLconst [3] idx) ptr mem) => (FMOVDloadidx8 ptr idx mem)
(FMOVSloadidx (SLLconst [2] idx) ptr mem) => (FMOVSloadidx4 ptr idx mem)
(FMOVDloadidx8 ptr (MOVDconst [c]) mem) && is32Bit(c<<3) => (FMOVDload ptr [int32(c)<<3] mem)
(FMOVSloadidx4 ptr (MOVDconst [c]) mem) && is32Bit(c<<2) => (FMOVSload ptr [int32(c)<<2] mem)

(MOVBstore
 [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBstore [off1+int32(off2)] {sym} ptr val mem)
(MOVHstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHstore [off1+int32(off2)] {sym} ptr val mem)
(MOVWstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWstore [off1+int32(off2)] {sym} ptr val mem)
(MOVDstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVDstore [off1+int32(off2)] {sym} ptr val mem)
(STP [off1] {sym} (ADDconst [off2] ptr) val1 val2 mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (STP [off1+int32(off2)] {sym} ptr val1 val2 mem)
(FMOVSstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 &&
 (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVSstore [off1+int32(off2)] {sym} ptr val mem)
(FMOVDstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVDstore [off1+int32(off2)] {sym} ptr val mem)
(MOVBstorezero [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVHstorezero [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVWstorezero [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVDstorezero [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVDstorezero
 [off1+int32(off2)] {sym} ptr mem)
(MOVQstorezero [off1] {sym} (ADDconst [off2] ptr) mem) && is32Bit(int64(off1)+off2)
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVQstorezero [off1+int32(off2)] {sym} ptr mem)
```

// register indexed store
(MOVDstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (MOVDstoreidx ptr idx val mem)
(MOVWstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (MOVWstoreidx ptr idx val mem)
(MOVHstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (MOVHstoreidx ptr idx val mem)
(MOVBstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (MOVBstoreidx ptr idx val mem)
(FMOVDstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (FMOVDstoreidx ptr idx val mem)
(FMOVSstore [off] {sym} (ADD ptr idx) val mem) && off == 0 && sym == nil => (FMOVSstoreidx ptr idx val mem)
(MOVDstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (MOVDstore [int32(c)] ptr val mem)
(MOVDstoreidx
 (MOVDconst [c]) idx val mem) && is32Bit(c) => (MOVDstore [int32(c)] idx val mem)
(MOVWstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (MOVWstore [int32(c)] ptr val mem)
(MOVWstoreidx (MOVDconst [c]) idx val mem) && is32Bit(c) => (MOVWstore [int32(c)] idx val mem)
(MOVHstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (MOVHstore [int32(c)] ptr val mem)
(MOVHstoreidx (MOVDconst [c]) idx val mem) && is32Bit(c) => (MOVHstore [int32(c)] idx val mem)
(MOVBstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (MOVBstore [int32(c)] ptr val mem)
(MOVBstoreidx (MOVDconst [c]) idx val mem) && is32Bit(c) => (MOVBstore [int32(c)] idx val mem)
(FMOVDstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (FMOVDstore [int32(c)] ptr val mem)
(FMOVDstoreidx (MOVDconst [c]) idx val mem) && is32Bit(c) => (FMOVDstore [int32(c)] idx val mem)
(FMOVSstoreidx ptr (MOVDconst [c]) val mem) && is32Bit(c) => (FMOVSstore [int32(c)] ptr val mem)
(FMOVSstoreidx (MOVDconst [c]) idx val mem) &&
 is32Bit(c) => (FMOVSstore [int32(c)] idx val mem)

// shifted register indexed store
(MOVDstore [off] {sym} (ADDshiftLL [3] ptr idx) val mem) && off == 0 && sym == nil => (MOVDstoreidx8 ptr idx val mem)
(MOVWstore [off] {sym} (ADDshiftLL [2] ptr idx) val mem) && off == 0 && sym == nil => (MOVWstoreidx4 ptr idx val mem)
(MOVHstore [off] {sym} (ADDshiftLL [1] ptr idx) val mem) && off == 0 && sym == nil => (MOVHstoreidx2 ptr idx val mem)
(MOVDstoreidx ptr (SLLconst [3] idx) val mem) => (MOVDstoreidx8 ptr idx val mem)
(MOVWstoreidx ptr (SLLconst [2] idx) val mem) => (MOVWstoreidx4 ptr idx val mem)
(MOVHstoreidx ptr (SLLconst [1] idx) val mem) => (MOVHstoreidx2 ptr idx val mem)
(MOVHstoreidx ptr (ADD idx idx) val mem) => (MOVHstoreidx2 ptr idx val mem)
(MOVDstoreidx (SLLconst [3] idx) ptr val mem) => (MOVDstoreidx8 ptr idx val mem)
(MOVWstoreidx (SLLconst [2] idx) ptr val mem) => (MOVWstoreidx4 ptr idx val mem)
(MOVHstoreidx (SLLconst [1] idx) ptr val mem) => (MOVHstoreidx2 ptr idx val mem)
(MOVHstoreidx
 (ADD idx idx) ptr val mem) => (MOVHstoreidx2 ptr idx val mem)
(MOVDstoreidx8 ptr (MOVDconst [c]) val mem) && is32Bit(c<<3) => (MOVDstore [int32(c)<<3] ptr val mem)
(MOVWstoreidx4 ptr (MOVDconst [c]) val mem) && is32Bit(c<<2) => (MOVWstore [int32(c)<<2] ptr val mem)
(MOVHstoreidx2 ptr (MOVDconst [c]) val mem) && is32Bit(c<<1) => (MOVHstore [int32(c)<<1] ptr val mem)

```
(FMOVDstore [off] {sym} (ADDshiftLL [3] ptr idx) val mem) && off == 0 && sym == nil => (FMOVDstoreidx8 ptr idx val mem)
(FMOVSstore [off] {sym} (ADDshiftLL [2] ptr idx) val mem) && off == 0 && sym == nil => (FMOVSstoreidx4 ptr idx val mem)
(FMOVDstoreidx ptr (SLLconst [3] idx) val mem) => (FMOVDstoreidx8 ptr idx val mem)
(FMOVSstoreidx ptr (SLLconst [2] idx) val mem) => (FMOVSstoreidx4 ptr idx val mem)
(FMOVDstoreidx (SLLconst [3] idx) ptr val mem) => (FMOVDstoreidx8 ptr idx val mem)
(FMOVSstoreidx (SLLconst [2] idx) ptr val mem) => (FMOVSstoreidx4 ptr idx val mem)
(FMOVDstoreidx8 ptr (MOVDconst [c]) val mem)
 && is32Bit(c<<3) => (FMOVDstore [int32(c)<<3] ptr val mem)
(FMOVSstoreidx4 ptr (MOVDconst [c]) val mem) && is32Bit(c<<2) => (FMOVSstore [int32(c)<<2] ptr val mem)

(MOVBload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVBUload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHUload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared)
 =>
 (MOVHUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWUload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWUload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVDload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(FMOVSload [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVSload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(FMOVDload
 [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
```

```
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVDload [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

(MOVBstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVDstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2)
 && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVDstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(STP [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val1 val2 mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (STP [off1+off2] {mergeSym(sym1,sym2)} ptr val1 val2 mem)
(FMOVSstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVSstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(FMOVDstore [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) val mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (FMOVDstore [off1+off2] {mergeSym(sym1,sym2)} ptr val mem)
(MOVBstorezero [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 &&
 (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVBstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVHstorezero [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVHstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVWstorezero [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
 (MOVWstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVDstorezero [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared) =>
```

```
 (MOVDstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)
(MOVQstorezero [off1] {sym1} (MOVDaddr [off2] {sym2} ptr) mem)
 && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2))
 && (ptr.Op != OpSB || !config.ctxt.Flag_shared)
 =>
 (MOVQstorezero [off1+off2] {mergeSym(sym1,sym2)} ptr mem)

// store zero
(MOVBstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVBstorezero [off] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVHstorezero [off] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVWstorezero [off] {sym} ptr mem)
(MOVDstore [off] {sym} ptr (MOVDconst [0]) mem) => (MOVDstorezero [off] {sym} ptr mem)
(STP [off] {sym} ptr (MOVDconst [0]) (MOVDconst [0]) mem) => (MOVQstorezero [off] {sym} ptr mem)

// register indexed store zero
(MOVDstorezero [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVDstorezeroidx ptr idx
mem)
(MOVWstorezero [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVWstorezeroidx ptr idx
mem)
(MOVHstorezero [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVHstorezeroidx ptr idx
mem)
(MOVBstorezero [off] {sym} (ADD ptr idx) mem) && off == 0 && sym == nil => (MOVBstorezeroidx ptr idx
mem)
(MOVDstoreidx ptr
 idx (MOVDconst [0]) mem) => (MOVDstorezeroidx ptr idx mem)
(MOVWstoreidx ptr idx (MOVDconst [0]) mem) => (MOVWstorezeroidx ptr idx mem)
(MOVHstoreidx ptr idx (MOVDconst [0]) mem) => (MOVHstorezeroidx ptr idx mem)
(MOVBstoreidx ptr idx (MOVDconst [0]) mem) => (MOVBstorezeroidx ptr idx mem)
(MOVDstorezeroidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVDstorezero [int32(c)] ptr mem)
(MOVDstorezeroidx (MOVDconst [c]) idx mem) && is32Bit(c) => (MOVDstorezero [int32(c)] idx mem)
(MOVWstorezeroidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVWstorezero [int32(c)] ptr mem)
(MOVWstorezeroidx (MOVDconst [c]) idx mem) && is32Bit(c) => (MOVWstorezero [int32(c)] idx mem)
(MOVHstorezeroidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVHstorezero [int32(c)] ptr mem)
(MOVHstorezeroidx (MOVDconst [c]) idx mem) && is32Bit(c) => (MOVHstorezero [int32(c)] idx mem)
(MOVBstorezeroidx ptr (MOVDconst [c]) mem) && is32Bit(c) => (MOVBstorezero [int32(c)] ptr mem)
(MOVBstorezeroidx (MOVDconst [c]) idx mem) &&
 is32Bit(c) => (MOVBstorezero [int32(c)] idx mem)

// shifted register indexed store zero
(MOVDstorezero [off] {sym} (ADDshiftLL [3] ptr idx) mem) && off == 0 && sym == nil =>
(MOVDstorezeroidx8 ptr idx mem)
(MOVWstorezero [off] {sym} (ADDshiftLL [2] ptr idx) mem) && off == 0 && sym == nil =>
(MOVWstorezeroidx4 ptr idx mem)
(MOVHstorezero [off] {sym} (ADDshiftLL [1] ptr idx) mem) && off == 0 && sym == nil =>
(MOVHstorezeroidx2 ptr idx mem)
(MOVDstorezeroidx ptr (SLLconst [3] idx) mem) => (MOVDstorezeroidx8 ptr idx mem)
(MOVWstorezeroidx ptr (SLLconst [2] idx) mem) => (MOVWstorezeroidx4 ptr idx mem)
(MOVHstorezeroidx ptr (SLLconst [1] idx) mem) => (MOVHstorezeroidx2 ptr idx mem)
```

(MOVHstorezeroidx ptr (ADD idx idx) mem) => (MOVHstorezeroidx2 ptr idx mem)
(MOVDstorezeroidx (SLLconst [3] idx) ptr mem) => (MOVDstorezeroidx8 ptr idx mem)
(MOVWstorezeroidx (SLLconst [2] idx) ptr mem) => (MOVWstorezeroidx4 ptr idx mem)
(MOVHstorezeroidx (SLLconst [1] idx) ptr mem) => (MOVHstorezeroidx2 ptr idx
mem)
(MOVHstorezeroidx (ADD idx idx) ptr mem) => (MOVHstorezeroidx2 ptr idx mem)
(MOVDstoreidx8 ptr idx (MOVDconst [0]) mem) => (MOVDstorezeroidx8 ptr idx mem)
(MOVWstoreidx4 ptr idx (MOVDconst [0]) mem) => (MOVWstorezeroidx4 ptr idx mem)
(MOVHstoreidx2 ptr idx (MOVDconst [0]) mem) => (MOVHstorezeroidx2 ptr idx mem)
(MOVDstorezeroidx8 ptr (MOVDconst [c]) mem) && is32Bit(c<<3) => (MOVDstorezero [int32(c<<3)] ptr mem)
(MOVWstorezeroidx4 ptr (MOVDconst [c]) mem) && is32Bit(c<<2) => (MOVWstorezero [int32(c<<2)] ptr mem)
(MOVHstorezeroidx2 ptr (MOVDconst [c]) mem) && is32Bit(c<<1) => (MOVHstorezero [int32(c<<1)] ptr mem)

// replace load from same location as preceding store with zero/sign extension (or copy in case of full width)
// these seem to have bad interaction with other rules, resulting in slower code
//(MOVBload [off] {sym} ptr (MOVBstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> (MOVBreg x)
//(MOVBUload [off] {sym} ptr (MOVBstore [off2] {sym2}
ptr2 x _)) && sym == sym2 && off == off2 && isSamePtr(ptr, ptr2) -> (MOVBUreg x)
//(MOVHload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> (MOVHreg x)
//(MOVHUload [off] {sym} ptr (MOVHstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> (MOVHUreg x)
//(MOVWload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> (MOVWreg x)
//(MOVWUload [off] {sym} ptr (MOVWstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> (MOVWUreg x)
//(MOVDload [off] {sym} ptr (MOVDstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> x
//(FMOVSload [off] {sym} ptr (FMOVSstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> x
//(FMOVDload [off] {sym} ptr (FMOVDstore [off2] {sym2} ptr2 x _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) -> x

(MOVBload
[off] {sym} ptr (MOVBstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 && isSamePtr(ptr,
ptr2) => (MOVDconst [0])
(MOVBUload [off] {sym} ptr (MOVBstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVDconst [0])
(MOVHload [off] {sym} ptr (MOVHstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVDconst [0])
(MOVHUload [off] {sym} ptr (MOVHstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVDconst [0])
(MOVWload [off] {sym} ptr (MOVWstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVDconst [0])
(MOVWUload [off] {sym} ptr (MOVWstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&
isSamePtr(ptr, ptr2) => (MOVDconst [0])
(MOVDload [off] {sym} ptr (MOVDstorezero [off2] {sym2} ptr2 _)) && sym == sym2 && off == off2 &&

```
isSamePtr(ptr, ptr2) => (MOVDconst [0])

(MOVBloadidx ptr idx (MOVBstorezeroidx ptr2
 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVBUloadidx ptr idx (MOVBstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVHloadidx ptr idx (MOVHstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVHUloadidx ptr idx (MOVHstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVWloadidx ptr idx (MOVWstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVWUloadidx ptr idx (MOVWstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])
(MOVDloadidx
 ptr idx (MOVDstorezeroidx ptr2 idx2 _))
 && (isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) || isSamePtr(ptr, idx2) && isSamePtr(idx, ptr2)) =>
(MOVDconst [0])

(MOVHloadidx2 ptr idx (MOVHstorezeroidx2 ptr2 idx2 _)) && isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) =>
(MOVDconst [0])
(MOVHUloadidx2 ptr idx (MOVHstorezeroidx2 ptr2 idx2 _)) && isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) =>
(MOVDconst [0])
(MOVWloadidx4 ptr idx (MOVWstorezeroidx4 ptr2 idx2 _)) && isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) =>
(MOVDconst [0])
(MOVWUloadidx4 ptr idx (MOVWstorezeroidx4 ptr2 idx2 _)) && isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2)
=> (MOVDconst [0])
(MOVDloadidx8 ptr idx (MOVDstorezeroidx8 ptr2 idx2 _)) && isSamePtr(ptr, ptr2) && isSamePtr(idx, idx2) =>
(MOVDconst [0])

// don't extend after proper load
(MOVBreg x:(MOVBload _ _)) => (MOVDreg x)
(MOVBUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHreg x:(MOVBload _ _)) => (MOVDreg x)
(MOVHreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHreg x:(MOVHload
 _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWreg x:(MOVBload _ _)) => (MOVDreg x)
(MOVWreg x:(MOVBUload _ _)) => (MOVDreg x)
```

```
(MOVWreg x:(MOVHload _ _)) => (MOVDreg x)
(MOVWreg x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWreg x:(MOVWload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVBUload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUload _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUload _ _)) => (MOVDreg x)
(MOVBreg x:(MOVBloadidx _  _ _)) => (MOVDreg x)
(MOVBUreg x:(MOVBUloadidx _ _ _)) => (MOVDreg x)
(MOVHreg x:(MOVBloadidx _ _ _)) => (MOVDreg x)
(MOVHreg x:(MOVBUloadidx _ _ _)) => (MOVDreg x)
(MOVHreg x:(MOVHloadidx _ _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVBUloadidx _ _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUloadidx _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVBloadidx _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVBUloadidx _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVHloadidx _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVHUloadidx _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVWloadidx
 _ _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVBUloadidx _ _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUloadidx _ _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUloadidx _ _ _)) => (MOVDreg x)
(MOVHreg x:(MOVHloadidx2 _ _ _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUloadidx2 _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVHloadidx2 _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVHUloadidx2 _ _ _)) => (MOVDreg x)
(MOVWreg x:(MOVWloadidx4 _ _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUloadidx2 _ _ _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUloadidx4 _ _ _)) => (MOVDreg x)

// fold double extensions
(MOVBreg x:(MOVBreg _)) => (MOVDreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVHreg x:(MOVBreg _)) => (MOVDreg x)
(MOVHreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVHreg x:(MOVHreg _)) => (MOVDreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVDreg x)
(MOVWreg x:(MOVBreg _)) => (MOVDreg x)
(MOVWreg x:(MOVBUreg _)) => (MOVDreg x)
(MOVWreg x:(MOVHreg _)) => (MOVDreg x)
(MOVWreg x:(MOVWreg _)) => (MOVDreg x)
(MOVWUreg x:(MOVBUreg
 _)) => (MOVDreg x)
(MOVWUreg x:(MOVHUreg _)) => (MOVDreg x)
(MOVWUreg x:(MOVWUreg _)) => (MOVDreg x)

// don't extend before store
```

```
(MOVBstore [off] {sym} ptr (MOVBreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWreg x) mem) => (MOVWstore
 [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVBstoreidx ptr idx (MOVBreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (MOVBUreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (MOVHreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (MOVHUreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (MOVWreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVBstoreidx ptr idx (MOVWUreg x) mem) => (MOVBstoreidx ptr idx x mem)
(MOVHstoreidx ptr idx (MOVHreg x) mem) => (MOVHstoreidx ptr idx x mem)
(MOVHstoreidx ptr idx (MOVHUreg x) mem) => (MOVHstoreidx ptr idx x mem)
(MOVHstoreidx ptr idx (MOVWreg x) mem) => (MOVHstoreidx ptr idx x mem)
(MOVHstoreidx ptr idx (MOVWUreg x) mem) => (MOVHstoreidx ptr idx x mem)
(MOVWstoreidx ptr idx (MOVWreg x) mem) => (MOVWstoreidx ptr idx x mem)
(MOVWstoreidx ptr idx (MOVWUreg x) mem) => (MOVWstoreidx ptr idx x mem)
(MOVHstoreidx2 ptr idx (MOVHreg
 x) mem) => (MOVHstoreidx2 ptr idx x mem)
(MOVHstoreidx2 ptr idx (MOVHUreg x) mem) => (MOVHstoreidx2 ptr idx x mem)
(MOVHstoreidx2 ptr idx (MOVWreg x) mem) => (MOVHstoreidx2 ptr idx x mem)
(MOVHstoreidx2 ptr idx (MOVWUreg x) mem) => (MOVHstoreidx2 ptr idx x mem)
(MOVWstoreidx4 ptr idx (MOVWreg x) mem) => (MOVWstoreidx4 ptr idx x mem)
(MOVWstoreidx4 ptr idx (MOVWUreg x) mem) => (MOVWstoreidx4 ptr idx x mem)

// if a register move has only 1 use, just use the same register without emitting instruction
// MOVDnop doesn't emit instruction, only for ensuring the type.
(MOVDreg x) && x.Uses == 1 => (MOVDnop x)

// TODO: we should be able to get rid of MOVDnop all together.
// But for now, this is enough to get rid of lots of them.
(MOVDnop (MOVDconst [c])) => (MOVDconst [c])

// fold constant into arithmetic ops
(ADD x (MOVDconst [c])) => (ADDconst [c] x)
(SUB x (MOVDconst [c])) => (SUBconst [c] x)
(AND x (MOVDconst [c])) => (ANDconst [c] x)
(OR  x (MOVDconst [c])) => (ORconst  [c] x)
(XOR
```

```
 x (MOVDconst [c])) => (XORconst [c] x)
(TST x (MOVDconst [c])) => (TSTconst [c] x)
(TSTW x (MOVDconst [c])) => (TSTWconst [int32(c)] x)
(CMN x (MOVDconst [c])) => (CMNconst [c] x)
(CMNW x (MOVDconst [c])) => (CMNWconst [int32(c)] x)
(BIC x (MOVDconst [c])) => (ANDconst [^c] x)
(EON x (MOVDconst [c])) => (XORconst [^c] x)
(ORN x (MOVDconst [c])) => (ORconst  [^c] x)

(SLL x (MOVDconst [c])) => (SLLconst x [c&63]) // Note: I don't think we ever generate bad constant shifts (i.e. c>=64)
(SRL x (MOVDconst [c])) => (SRLconst x [c&63])
(SRA x (MOVDconst [c])) => (SRAconst x [c&63])

(CMP x (MOVDconst [c])) => (CMPconst [c] x)
(CMP (MOVDconst [c]) x) => (InvertFlags (CMPconst [c] x))
(CMPW x (MOVDconst [c])) => (CMPWconst [int32(c)] x)
(CMPW (MOVDconst [c]) x) => (InvertFlags (CMPWconst [int32(c)] x))

(ROR x (MOVDconst [c])) => (RORconst x [c&63])
(RORW x (MOVDconst [c])) => (RORWconst x [c&31])

// Canonicalize the order of arguments to comparisons - helps with CSE.
((CMP|CMPW) x y) && canonLessThan(x,y)
 => (InvertFlags ((CMP|CMPW) y x))

// mul-neg => mneg
(NEG (MUL x y)) => (MNEG x y)
(NEG (MULW x y)) => (MNEGW x y)
(MUL (NEG x) y) => (MNEG x y)
(MULW (NEG x) y) => (MNEGW x y)

// madd/msub
(ADD a l:(MUL  x y)) && l.Uses==1 && clobber(l) => (MADD a x y)
(SUB a l:(MUL  x y)) && l.Uses==1 && clobber(l) => (MSUB a x y)
(ADD a l:(MNEG x y)) && l.Uses==1 && clobber(l) => (MSUB a x y)
(SUB a l:(MNEG x y)) && l.Uses==1 && clobber(l) => (MADD a x y)

(ADD a l:(MULW  x y)) && a.Type.Size() != 8 && l.Uses==1 && clobber(l) => (MADDW a x y)
(SUB a l:(MULW  x y)) && a.Type.Size() != 8 && l.Uses==1 && clobber(l) => (MSUBW a x y)
(ADD a l:(MNEGW x y)) && a.Type.Size() != 8 && l.Uses==1 && clobber(l) => (MSUBW a x y)
(SUB a l:(MNEGW x y)) && a.Type.Size() != 8 && l.Uses==1 && clobber(l) => (MADDW a x y)

// optimize ADCSflags, SBCSflags and friends
(ADCSflags x y (Select1 <types.TypeFlags> (ADDSconstflags [-1] (ADCzerocarry <typ.UInt64> c)))) =>
(ADCSflags x y c)
(ADCSflags x y (Select1
```

<types.TypeFlags> (ADDSconstflags [-1] (MOVDconst [0]))))) => (ADDSflags x y)
(SBCSflags x y (Select1 <types.TypeFlags> (NEGSflags (NEG <typ.UInt64> (NGCzerocarry <typ.UInt64> bo)))))
=> (SBCSflags x y bo)
(SBCSflags x y (Select1 <types.TypeFlags> (NEGSflags (MOVDconst [0])))) => (SUBSflags x y)

// mul by constant
(MUL x (MOVDconst [-1])) => (NEG x)
(MUL _ (MOVDconst [0])) => (MOVDconst [0])
(MUL x (MOVDconst [1])) => x
(MUL x (MOVDconst [c])) && isPowerOfTwo64(c) => (SLLconst [log64(c)] x)
(MUL x (MOVDconst [c])) && isPowerOfTwo64(c-1) && c >= 3 => (ADDshiftLL x x [log64(c-1)])
(MUL x (MOVDconst [c])) && isPowerOfTwo64(c+1) && c >= 7 => (ADDshiftLL (NEG <x.Type> x) x
[log64(c+1)])
(MUL x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) => (SLLconst [log64(c/3)] (ADDshiftLL
<x.Type> x x [1]))
(MUL x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) => (SLLconst [log64(c/5)] (ADDshiftLL
<x.Type> x x [2]))
(MUL x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) => (SLLconst [log64(c/7)]
(ADDshiftLL <x.Type> (NEG <x.Type> x) x [3]))
(MUL x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) => (SLLconst [log64(c/9)] (ADDshiftLL
<x.Type> x x [3]))

(MULW x (MOVDconst [c])) && int32(c)==-1 => (NEG x)
(MULW _ (MOVDconst [c])) && int32(c)==0 => (MOVDconst [0])
(MULW x (MOVDconst [c])) && int32(c)==1 => x
(MULW x (MOVDconst [c])) && isPowerOfTwo64(c) => (SLLconst [log64(c)] x)
(MULW x (MOVDconst [c])) && isPowerOfTwo64(c-1) && int32(c) >= 3 => (ADDshiftLL x x [log64(c-1)])
(MULW x (MOVDconst [c])) && isPowerOfTwo64(c+1) && int32(c) >= 7 => (ADDshiftLL (NEG <x.Type> x) x
[log64(c+1)])
(MULW x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (SLLconst [log64(c/3)]
(ADDshiftLL <x.Type> x x [1]))
(MULW x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (SLLconst [log64(c/5)]
(ADDshiftLL <x.Type> x x [2]))
(MULW x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (SLLconst [log64(c/7)]
(ADDshiftLL <x.Type> (NEG
<x.Type> x) x [3]))
(MULW x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (SLLconst [log64(c/9)]
(ADDshiftLL <x.Type> x x [3]))

// mneg by constant
(MNEG x (MOVDconst [-1])) => x
(MNEG _ (MOVDconst [0])) => (MOVDconst [0])
(MNEG x (MOVDconst [1])) => (NEG x)
(MNEG x (MOVDconst [c])) && isPowerOfTwo64(c) => (NEG (SLLconst <x.Type> [log64(c)] x))
(MNEG x (MOVDconst [c])) && isPowerOfTwo64(c-1) && c >= 3 => (NEG (ADDshiftLL <x.Type> x x
[log64(c-1)]))
(MNEG x (MOVDconst [c])) && isPowerOfTwo64(c+1) && c >= 7 => (NEG (ADDshiftLL <x.Type> (NEG
<x.Type> x) x [log64(c+1)]))

(MNEG x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) => (SLLconst <x.Type> [log64(c/3)] (SUBshiftLL <x.Type> x x [2]))
(MNEG x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) => (NEG (SLLconst <x.Type> [log64(c/5)] (ADDshiftLL <x.Type> x x [2])))
(MNEG x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) => (SLLconst <x.Type> [log64(c/7)] (SUBshiftLL <x.Type> x x [3]))
(MNEG x (MOVDconst
[c])) && c%9 == 0 && isPowerOfTwo64(c/9) => (NEG (SLLconst <x.Type> [log64(c/9)] (ADDshiftLL <x.Type> x x [3])))

(MNEGW x (MOVDconst [c])) && int32(c)==-1 => x
(MNEGW _ (MOVDconst [c])) && int32(c)==0 => (MOVDconst [0])
(MNEGW x (MOVDconst [c])) && int32(c)==1 => (NEG x)
(MNEGW x (MOVDconst [c])) && isPowerOfTwo64(c) => (NEG (SLLconst <x.Type> [log64(c)] x))
(MNEGW x (MOVDconst [c])) && isPowerOfTwo64(c-1) && int32(c) >= 3 => (NEG (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MNEGW x (MOVDconst [c])) && isPowerOfTwo64(c+1) && int32(c) >= 7 => (NEG (ADDshiftLL <x.Type> (NEG <x.Type> x) x [log64(c+1)]))
(MNEGW x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (SLLconst <x.Type> [log64(c/3)] (SUBshiftLL <x.Type> x x [2]))
(MNEGW x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (NEG (SLLconst <x.Type> [log64(c/5)] (ADDshiftLL <x.Type> x x [2])))
(MNEGW x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (SLLconst <x.Type> [log64(c/7)]
(SUBshiftLL <x.Type> x x [3]))
(MNEGW x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (NEG (SLLconst <x.Type> [log64(c/9)] (ADDshiftLL <x.Type> x x [3])))

(MADD a x (MOVDconst [-1])) => (SUB a x)
(MADD a _ (MOVDconst [0])) => a
(MADD a x (MOVDconst [1])) => (ADD a x)
(MADD a x (MOVDconst [c])) && isPowerOfTwo64(c) => (ADDshiftLL a x [log64(c)])
(MADD a x (MOVDconst [c])) && isPowerOfTwo64(c-1) && c>=3 => (ADD a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MADD a x (MOVDconst [c])) && isPowerOfTwo64(c+1) && c>=7 => (SUB a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MADD a x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MADD a x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MADD a x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MADD a x (MOVDconst [c])) && c%9 ==
0 && isPowerOfTwo64(c/9) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

(MADD a (MOVDconst [-1]) x) => (SUB a x)

(MADD a (MOVDconst [0]) _) => a
(MADD a (MOVDconst [1]) x) => (ADD a x)
(MADD a (MOVDconst [c]) x) && isPowerOfTwo64(c) => (ADDshiftLL a x [log64(c)])
(MADD a (MOVDconst [c]) x) && isPowerOfTwo64(c-1) && c>=3 => (ADD a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MADD a (MOVDconst [c]) x) && isPowerOfTwo64(c+1) && c>=7 => (SUB a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MADD a (MOVDconst [c]) x) && c%3 == 0 && isPowerOfTwo64(c/3) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MADD a (MOVDconst [c]) x) && c%5 == 0 && isPowerOfTwo64(c/5) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MADD a (MOVDconst [c]) x) && c%7 == 0 && isPowerOfTwo64(c/7) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MADD a (MOVDconst [c]) x) && c%9 == 0 && isPowerOfTwo64(c/9) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

(MADDW a x
 (MOVDconst [c])) && int32(c)==-1 => (SUB a x)
(MADDW a _ (MOVDconst [c])) && int32(c)==0 => a
(MADDW a x (MOVDconst [c])) && int32(c)==1 => (ADD a x)
(MADDW a x (MOVDconst [c])) && isPowerOfTwo64(c) => (ADDshiftLL a x [log64(c)])
(MADDW a x (MOVDconst [c])) && isPowerOfTwo64(c-1) && int32(c)>=3 => (ADD a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MADDW a x (MOVDconst [c])) && isPowerOfTwo64(c+1) && int32(c)>=7 => (SUB a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MADDW a x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MADDW a x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MADDW a x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MADDW a x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [3])
 [log64(c/9)])

(MADDW a (MOVDconst [c]) x) && int32(c)==-1 => (SUB a x)
(MADDW a (MOVDconst [c]) _) && int32(c)==0 => a
(MADDW a (MOVDconst [c]) x) && int32(c)==1 => (ADD a x)
(MADDW a (MOVDconst [c]) x) && isPowerOfTwo64(c) => (ADDshiftLL a x [log64(c)])
(MADDW a (MOVDconst [c]) x) && isPowerOfTwo64(c-1) && int32(c)>=3 => (ADD a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MADDW a (MOVDconst [c]) x) && isPowerOfTwo64(c+1) && int32(c)>=7 => (SUB a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MADDW a (MOVDconst [c]) x) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (SUBshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MADDW a (MOVDconst [c]) x) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (ADDshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MADDW a (MOVDconst [c]) x) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (SUBshiftLL a

(SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MADDW a (MOVDconst [c]) x) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (ADDshiftLL a (ADDshiftLL
<x.Type> x x [3]) [log64(c/9)])

(MSUB a x (MOVDconst [-1])) => (ADD a x)
(MSUB a _ (MOVDconst [0])) => a
(MSUB a x (MOVDconst [1])) => (SUB a x)
(MSUB a x (MOVDconst [c])) && isPowerOfTwo64(c) => (SUBshiftLL a x [log64(c)])
(MSUB a x (MOVDconst [c])) && isPowerOfTwo64(c-1) && c>=3 => (SUB a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MSUB a x (MOVDconst [c])) && isPowerOfTwo64(c+1) && c>=7 => (ADD a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MSUB a x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) => (ADDshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MSUB a x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) => (SUBshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MSUB a x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) => (ADDshiftLL a (SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MSUB a x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) => (SUBshiftLL a (ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

(MSUB a (MOVDconst [-1]) x) => (ADD a x)
(MSUB a (MOVDconst
[0]) _) => a
(MSUB a (MOVDconst [1]) x) => (SUB a x)
(MSUB a (MOVDconst [c]) x) && isPowerOfTwo64(c) => (SUBshiftLL a x [log64(c)])
(MSUB a (MOVDconst [c]) x) && isPowerOfTwo64(c-1) && c>=3 => (SUB a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MSUB a (MOVDconst [c]) x) && isPowerOfTwo64(c+1) && c>=7 => (ADD a (SUBshiftLL <x.Type> x x [log64(c+1)]))
(MSUB a (MOVDconst [c]) x) && c%3 == 0 && isPowerOfTwo64(c/3) => (ADDshiftLL a (SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MSUB a (MOVDconst [c]) x) && c%5 == 0 && isPowerOfTwo64(c/5) => (SUBshiftLL a (ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MSUB a (MOVDconst [c]) x) && c%7 == 0 && isPowerOfTwo64(c/7) => (ADDshiftLL a (SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MSUB a (MOVDconst [c]) x) && c%9 == 0 && isPowerOfTwo64(c/9) => (SUBshiftLL a (ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

(MSUBW a x (MOVDconst [c])) && int32(c)==-1 => (ADD a x)
(MSUBW a _ (MOVDconst [c])) && int32(c)==0 => a
(MSUBW a x (MOVDconst [c])) && int32(c)==1 => (SUB a
x)
(MSUBW a x (MOVDconst [c])) && isPowerOfTwo64(c) => (SUBshiftLL a x [log64(c)])
(MSUBW a x (MOVDconst [c])) && isPowerOfTwo64(c-1) && int32(c)>=3 => (SUB a (ADDshiftLL <x.Type> x x [log64(c-1)]))
(MSUBW a x (MOVDconst [c])) && isPowerOfTwo64(c+1) && int32(c)>=7 => (ADD a (SUBshiftLL <x.Type>

```
x x [log64(c+1)]))
(MSUBW a x (MOVDconst [c])) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (ADDshiftLL a
(SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MSUBW a x (MOVDconst [c])) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (SUBshiftLL a
(ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MSUBW a x (MOVDconst [c])) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (ADDshiftLL a
(SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MSUBW a x (MOVDconst [c])) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (SUBshiftLL a
(ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

(MSUBW a (MOVDconst [c]) x) && int32(c)==-1 => (ADD a x)
(MSUBW a (MOVDconst [c]) _) && int32(c)==0 => a
(MSUBW a (MOVDconst [c]) x)
 && int32(c)==1 => (SUB a x)
(MSUBW a (MOVDconst [c]) x) && isPowerOfTwo64(c) => (SUBshiftLL a x [log64(c)])
(MSUBW a (MOVDconst [c]) x) && isPowerOfTwo64(c-1) && int32(c)>=3 => (SUB a (ADDshiftLL <x.Type> x
x [log64(c-1)]))
(MSUBW a (MOVDconst [c]) x) && isPowerOfTwo64(c+1) && int32(c)>=7 => (ADD a (SUBshiftLL <x.Type>
x x [log64(c+1)]))
(MSUBW a (MOVDconst [c]) x) && c%3 == 0 && isPowerOfTwo64(c/3) && is32Bit(c) => (ADDshiftLL a
(SUBshiftLL <x.Type> x x [2]) [log64(c/3)])
(MSUBW a (MOVDconst [c]) x) && c%5 == 0 && isPowerOfTwo64(c/5) && is32Bit(c) => (SUBshiftLL a
(ADDshiftLL <x.Type> x x [2]) [log64(c/5)])
(MSUBW a (MOVDconst [c]) x) && c%7 == 0 && isPowerOfTwo64(c/7) && is32Bit(c) => (ADDshiftLL a
(SUBshiftLL <x.Type> x x [3]) [log64(c/7)])
(MSUBW a (MOVDconst [c]) x) && c%9 == 0 && isPowerOfTwo64(c/9) && is32Bit(c) => (SUBshiftLL a
(ADDshiftLL <x.Type> x x [3]) [log64(c/9)])

// div by constant
(UDIV x (MOVDconst [1])) => x
(UDIV x (MOVDconst [c])) && isPowerOfTwo64(c) => (SRLconst
 [log64(c)] x)
(UDIVW x (MOVDconst [c])) && uint32(c)==1 => x
(UDIVW x (MOVDconst [c])) && isPowerOfTwo64(c) && is32Bit(c) => (SRLconst [log64(c)] x)
(UMOD _ (MOVDconst [1])) => (MOVDconst [0])
(UMOD x (MOVDconst [c])) && isPowerOfTwo64(c) => (ANDconst [c-1] x)
(UMODW _ (MOVDconst [c])) && uint32(c)==1 => (MOVDconst [0])
(UMODW x (MOVDconst [c])) && isPowerOfTwo64(c) && is32Bit(c) => (ANDconst [c-1] x)

// generic simplifications
(ADD x (NEG y)) => (SUB x y)
(SUB x x) => (MOVDconst [0])
(AND x x) => x
(OR  x x) => x
(XOR x x) => (MOVDconst [0])
(BIC x x) => (MOVDconst [0])
(EON x x) => (MOVDconst [-1])
(ORN x x) => (MOVDconst [-1])
```

```
(AND x (MVN y)) => (BIC x y)
(XOR x (MVN y)) => (EON x y)
(OR  x (MVN y)) => (ORN x y)
(MVN (XOR x y)) => (EON x y)
(NEG (NEG x)) => x

(CSEL [cc] (MOVDconst [-1]) (MOVDconst [0]) flag) => (CSETM [cc] flag)
(CSEL [cc] (MOVDconst [0]) (MOVDconst [-1]) flag) => (CSETM [arm64Negate(cc)] flag)
(CSEL [cc] x (MOVDconst [0]) flag) => (CSEL0 [cc] x flag)
(CSEL [cc]
 (MOVDconst [0]) y flag) => (CSEL0 [arm64Negate(cc)] y flag)
(CSEL [cc] x (ADDconst [1] a) flag) => (CSINC [cc] x a flag)
(CSEL [cc] (ADDconst [1] a) x flag) => (CSINC [arm64Negate(cc)] x a flag)
(CSEL [cc] x (MVN a) flag) => (CSINV [cc] x a flag)
(CSEL [cc] (MVN a) x flag) => (CSINV [arm64Negate(cc)] x a flag)
(CSEL [cc] x (NEG a) flag) => (CSNEG [cc] x a flag)
(CSEL [cc] (NEG a) x flag) => (CSNEG [arm64Negate(cc)] x a flag)

(SUB x (SUB y z)) => (SUB (ADD <v.Type> x z) y)
(SUB (SUB x y) z) => (SUB x (ADD <y.Type> y z))

// remove redundant *const ops
(ADDconst [0]  x) => x
(SUBconst [0]  x) => x
(ANDconst [0]  _) => (MOVDconst [0])
(ANDconst [-1] x) => x
(ORconst  [0]  x) => x
(ORconst  [-1] _) => (MOVDconst [-1])
(XORconst [0]  x) => x
(XORconst [-1] x) => (MVN x)

// generic constant folding
(ADDconst [c] (MOVDconst [d]))  => (MOVDconst [c+d])
(ADDconst [c] (ADDconst [d] x)) => (ADDconst [c+d] x)
(ADDconst [c] (SUBconst [d] x)) => (ADDconst [c-d] x)
(SUBconst [c] (MOVDconst [d]))
  => (MOVDconst [d-c])
(SUBconst [c] (SUBconst [d] x)) => (ADDconst [-c-d] x)
(SUBconst [c] (ADDconst [d] x)) => (ADDconst [-c+d] x)
(SLLconst [c] (MOVDconst [d]))  => (MOVDconst [d<<uint64(c)])
(SRLconst [c] (MOVDconst [d]))  => (MOVDconst [int64(uint64(d)>>uint64(c))])
(SRAconst [c] (MOVDconst [d]))  => (MOVDconst [d>>uint64(c)])
(MUL   (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c*d])
(MULW  (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [int64(int32(c)*int32(d))])
(MNEG  (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [-c*d])
(MNEGW (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [-int64(int32(c)*int32(d))])
(MADD  (MOVDconst [c]) x y) => (ADDconst [c] (MUL   <x.Type> x y))
(MADDW (MOVDconst [c]) x y) => (ADDconst [c] (MULW  <x.Type> x y))
```

```
(MSUB  (MOVDconst [c]) x y) => (ADDconst [c] (MNEG  <x.Type> x y))
(MSUBW (MOVDconst [c]) x y) => (ADDconst [c] (MNEGW <x.Type> x y))
(MADD  a (MOVDconst [c]) (MOVDconst [d])) => (ADDconst [c*d] a)
(MADDW a (MOVDconst [c]) (MOVDconst [d])) => (ADDconst
 [int64(int32(c)*int32(d))] a)
(MSUB  a (MOVDconst [c]) (MOVDconst [d])) => (SUBconst [c*d] a)
(MSUBW a (MOVDconst [c]) (MOVDconst [d])) => (SUBconst [int64(int32(c)*int32(d))] a)
(DIV   (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [c/d])
(UDIV  (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(uint64(c)/uint64(d))])
(DIVW  (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(int32(c)/int32(d))])
(UDIVW (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(uint32(c)/uint32(d))])
(MOD   (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [c%d])
(UMOD  (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(uint64(c)%uint64(d))])
(MODW  (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(int32(c)%int32(d))])
(UMODW (MOVDconst [c]) (MOVDconst [d])) && d != 0 => (MOVDconst [int64(uint32(c)%uint32(d))])
(ANDconst [c] (MOVDconst [d]))  => (MOVDconst [c&d])
(ANDconst [c] (ANDconst [d] x)) => (ANDconst [c&d] x)
(ANDconst
 [c] (MOVWUreg x)) => (ANDconst [c&(1<<32-1)] x)
(ANDconst [c] (MOVHUreg x)) => (ANDconst [c&(1<<16-1)] x)
(ANDconst [c] (MOVBUreg x)) => (ANDconst [c&(1<<8-1)] x)
(MOVWUreg (ANDconst [c] x)) => (ANDconst [c&(1<<32-1)] x)
(MOVHUreg (ANDconst [c] x)) => (ANDconst [c&(1<<16-1)] x)
(MOVBUreg (ANDconst [c] x)) => (ANDconst [c&(1<<8-1)] x)
(ORconst  [c] (MOVDconst [d]))  => (MOVDconst [c|d])
(ORconst  [c] (ORconst [d] x))  => (ORconst [c|d] x)
(XORconst [c] (MOVDconst [d]))  => (MOVDconst [c^d])
(XORconst [c] (XORconst [d] x)) => (XORconst [c^d] x)
(MVN (MOVDconst [c])) => (MOVDconst [^c])
(NEG (MOVDconst [c])) => (MOVDconst [-c])
(MOVBreg  (MOVDconst [c])) => (MOVDconst [int64(int8(c))])
(MOVBUreg (MOVDconst [c])) => (MOVDconst [int64(uint8(c))])
(MOVHreg  (MOVDconst [c])) => (MOVDconst [int64(int16(c))])
(MOVHUreg (MOVDconst [c])) => (MOVDconst [int64(uint16(c))])
(MOVWreg  (MOVDconst [c])) => (MOVDconst [int64(int32(c))])
(MOVWUreg (MOVDconst [c])) => (MOVDconst [int64(uint32(c))])
(MOVDreg
  (MOVDconst [c])) => (MOVDconst [c])

// constant comparisons
(CMPconst  (MOVDconst [x]) [y]) => (FlagConstant [subFlags64(x,y)])
(CMPWconst (MOVDconst [x]) [y]) => (FlagConstant [subFlags32(int32(x),y)])
(TSTconst  (MOVDconst [x]) [y]) => (FlagConstant [logicFlags64(x&y)])
(TSTWconst (MOVDconst [x]) [y]) => (FlagConstant [logicFlags32(int32(x)&y)])
(CMNconst  (MOVDconst [x]) [y]) => (FlagConstant [addFlags64(x,y)])
(CMNWconst (MOVDconst [x]) [y]) => (FlagConstant [addFlags32(int32(x),y)])

// other known comparisons
```

```
(CMPconst (MOVBUreg _) [c]) && 0xff < c => (FlagConstant [subFlags64(0,1)])
(CMPconst (MOVHUreg _) [c]) && 0xffff < c => (FlagConstant [subFlags64(0,1)])
(CMPconst (MOVWUreg _) [c]) && 0xffffffff < c => (FlagConstant [subFlags64(0,1)])
(CMPconst (ANDconst _ [m]) [n]) && 0 <= m && m < n => (FlagConstant [subFlags64(0,1)])
(CMPconst (SRLconst _ [c]) [n]) && 0 <= n && 0 < c && c <= 63 && (1<<uint64(64-c)) <= uint64(n) =>
(FlagConstant [subFlags64(0,1)])
(CMPWconst (MOVBUreg
 _) [c]) && 0xff < c => (FlagConstant [subFlags64(0,1)])
(CMPWconst (MOVHUreg _) [c]) && 0xffff < c => (FlagConstant [subFlags64(0,1)])

// absorb flag constants into branches
(EQ (FlagConstant [fc]) yes no) &&  fc.eq() => (First yes no)
(EQ (FlagConstant [fc]) yes no) && !fc.eq() => (First no yes)

(NE (FlagConstant [fc]) yes no) &&  fc.ne() => (First yes no)
(NE (FlagConstant [fc]) yes no) && !fc.ne() => (First no yes)

(LT (FlagConstant [fc]) yes no) &&  fc.lt() => (First yes no)
(LT (FlagConstant [fc]) yes no) && !fc.lt() => (First no yes)

(LE (FlagConstant [fc]) yes no) &&  fc.le() => (First yes no)
(LE (FlagConstant [fc]) yes no) && !fc.le() => (First no yes)

(GT (FlagConstant [fc]) yes no) &&  fc.gt() => (First yes no)
(GT (FlagConstant [fc]) yes no) && !fc.gt() => (First no yes)

(GE (FlagConstant [fc]) yes no) &&  fc.ge() => (First yes no)
(GE (FlagConstant [fc]) yes no) && !fc.ge() => (First no yes)

(ULT (FlagConstant [fc]) yes no) &&  fc.ult() => (First yes no)
(ULT
 (FlagConstant [fc]) yes no) && !fc.ult() => (First no yes)

(ULE (FlagConstant [fc]) yes no) &&  fc.ule() => (First yes no)
(ULE (FlagConstant [fc]) yes no) && !fc.ule() => (First no yes)

(UGT (FlagConstant [fc]) yes no) &&  fc.ugt() => (First yes no)
(UGT (FlagConstant [fc]) yes no) && !fc.ugt() => (First no yes)

(UGE (FlagConstant [fc]) yes no) &&  fc.uge() => (First yes no)
(UGE (FlagConstant [fc]) yes no) && !fc.uge() => (First no yes)

(LTnoov (FlagConstant [fc]) yes no) &&  fc.ltNoov() => (First yes no)
(LTnoov (FlagConstant [fc]) yes no) && !fc.ltNoov() => (First no yes)

(LEnoov (FlagConstant [fc]) yes no) &&  fc.leNoov() => (First yes no)
(LEnoov (FlagConstant [fc]) yes no) && !fc.leNoov() => (First no yes)
```

```
(GTnoov (FlagConstant [fc]) yes no) &&  fc.gtNoov() => (First yes no)
(GTnoov (FlagConstant [fc]) yes no) && !fc.gtNoov() => (First no yes)

(GEnoov (FlagConstant [fc]) yes no) &&  fc.geNoov() => (First yes no)
(GEnoov (FlagConstant [fc]) yes no) && !fc.geNoov() => (First
 no yes)

(Z (MOVDconst [0]) yes no) => (First yes no)
(Z (MOVDconst [c]) yes no) && c != 0 => (First no yes)
(NZ (MOVDconst [0]) yes no) => (First no yes)
(NZ (MOVDconst [c]) yes no) && c != 0 => (First yes no)
(ZW (MOVDconst [c]) yes no) && int32(c) == 0 => (First yes no)
(ZW (MOVDconst [c]) yes no) && int32(c) != 0 => (First no yes)
(NZW (MOVDconst [c]) yes no) && int32(c) == 0 => (First no yes)
(NZW (MOVDconst [c]) yes no) && int32(c) != 0 => (First yes no)

// absorb InvertFlags into branches
(LT (InvertFlags cmp) yes no) => (GT cmp yes no)
(GT (InvertFlags cmp) yes no) => (LT cmp yes no)
(LE (InvertFlags cmp) yes no) => (GE cmp yes no)
(GE (InvertFlags cmp) yes no) => (LE cmp yes no)
(ULT (InvertFlags cmp) yes no) => (UGT cmp yes no)
(UGT (InvertFlags cmp) yes no) => (ULT cmp yes no)
(ULE (InvertFlags cmp) yes no) => (UGE cmp yes no)
(UGE (InvertFlags cmp) yes no) => (ULE cmp yes no)
(EQ (InvertFlags cmp) yes no) => (EQ cmp yes no)
(NE (InvertFlags cmp) yes no) => (NE cmp yes
 no)
(FLT (InvertFlags cmp) yes no) => (FGT cmp yes no)
(FGT (InvertFlags cmp) yes no) => (FLT cmp yes no)
(FLE (InvertFlags cmp) yes no) => (FGE cmp yes no)
(FGE (InvertFlags cmp) yes no) => (FLE cmp yes no)
(LTnoov (InvertFlags cmp) yes no) => (GTnoov cmp yes no)
(GEnoov (InvertFlags cmp) yes no) => (LEnoov cmp yes no)
(LEnoov (InvertFlags cmp) yes no) => (GEnoov cmp yes no)
(GTnoov (InvertFlags cmp) yes no) => (LTnoov cmp yes no)

// absorb InvertFlags into conditional instructions
(CSEL [cc] x y (InvertFlags cmp)) => (CSEL [arm64Invert(cc)] x y cmp)
(CSEL0 [cc] x (InvertFlags cmp)) => (CSEL0 [arm64Invert(cc)] x cmp)
(CSETM [cc] (InvertFlags cmp)) => (CSETM [arm64Invert(cc)] cmp)
(CSINC [cc] x y (InvertFlags cmp)) => (CSINC [arm64Invert(cc)] x y cmp)
(CSINV [cc] x y (InvertFlags cmp)) => (CSINV [arm64Invert(cc)] x y cmp)
(CSNEG [cc] x y (InvertFlags cmp)) => (CSNEG [arm64Invert(cc)] x y cmp)

// absorb flag constants into boolean values
(Equal (FlagConstant [fc])) => (MOVDconst [b2i(fc.eq())])
(NotEqual
```

```
 (FlagConstant [fc])) => (MOVDconst [b2i(fc.ne())])
(LessThan (FlagConstant [fc])) => (MOVDconst [b2i(fc.lt())])
(LessThanU (FlagConstant [fc])) => (MOVDconst [b2i(fc.ult())])
(LessEqual (FlagConstant [fc])) => (MOVDconst [b2i(fc.le())])
(LessEqualU (FlagConstant [fc])) => (MOVDconst [b2i(fc.ule())])
(GreaterThan (FlagConstant [fc])) => (MOVDconst [b2i(fc.gt())])
(GreaterThanU (FlagConstant [fc])) => (MOVDconst [b2i(fc.ugt())])
(GreaterEqual (FlagConstant [fc])) => (MOVDconst [b2i(fc.ge())])
(GreaterEqualU (FlagConstant [fc])) => (MOVDconst [b2i(fc.uge())])

// absorb InvertFlags into boolean values
(Equal (InvertFlags x)) => (Equal x)
(NotEqual (InvertFlags x)) => (NotEqual x)
(LessThan (InvertFlags x)) => (GreaterThan x)
(LessThanU (InvertFlags x)) => (GreaterThanU x)
(GreaterThan (InvertFlags x)) => (LessThan x)
(GreaterThanU (InvertFlags x)) => (LessThanU x)
(LessEqual (InvertFlags x)) => (GreaterEqual x)
(LessEqualU (InvertFlags x)) => (GreaterEqualU x)
(GreaterEqual
 (InvertFlags x)) => (LessEqual x)
(GreaterEqualU (InvertFlags x)) => (LessEqualU x)
(LessThanF (InvertFlags x)) => (GreaterThanF x)
(LessEqualF (InvertFlags x)) => (GreaterEqualF x)
(GreaterThanF (InvertFlags x)) => (LessThanF x)
(GreaterEqualF (InvertFlags x)) => (LessEqualF x)

// Boolean-generating instructions (NOTE: NOT all boolean Values) always
// zero upper bit of the register; no need to zero-extend
(MOVBUreg
x:((Equal|NotEqual|LessThan|LessThanU|LessThanF|LessEqual|LessEqualU|LessEqualF|GreaterThan|GreaterThan
U|GreaterThanF|GreaterEqual|GreaterEqualU|GreaterEqualF) _)) => (MOVDreg x)

// absorb flag constants into conditional instructions
(CSEL [cc] x _ flag) && ccARM64Eval(cc, flag) > 0 => x
(CSEL [cc] _ y flag) && ccARM64Eval(cc, flag) < 0 => y
(CSEL0 [cc] x flag) && ccARM64Eval(cc, flag) > 0 => x
(CSEL0 [cc] _ flag) && ccARM64Eval(cc, flag) < 0 => (MOVDconst [0])
(CSNEG [cc] x _ flag) && ccARM64Eval(cc, flag) > 0 => x
(CSNEG [cc] _ y flag) && ccARM64Eval(cc, flag) <
 0 => (NEG y)
(CSINV [cc] x _ flag) && ccARM64Eval(cc, flag) > 0 => x
(CSINV [cc] _ y flag) && ccARM64Eval(cc, flag) < 0 => (Not y)
(CSINC [cc] x _ flag) && ccARM64Eval(cc, flag) > 0 => x
(CSINC [cc] _ y flag) && ccARM64Eval(cc, flag) < 0 => (ADDconst [1] y)
(CSETM [cc] flag) && ccARM64Eval(cc, flag) > 0 => (MOVDconst [-1])
(CSETM [cc] flag) && ccARM64Eval(cc, flag) < 0 => (MOVDconst [0])
```

```
// absorb flags back into boolean CSEL
(CSEL [cc] x y (CMPWconst [0] boolval)) && cc == OpARM64NotEqual && flagArg(boolval) != nil =>
    (CSEL [boolval.Op] x y flagArg(boolval))
(CSEL [cc] x y (CMPWconst [0] boolval)) && cc == OpARM64Equal && flagArg(boolval) != nil =>
    (CSEL [arm64Negate(boolval.Op)] x y flagArg(boolval))
(CSEL0 [cc] x (CMPWconst [0] boolval)) && cc == OpARM64NotEqual && flagArg(boolval) != nil =>
    (CSEL0 [boolval.Op] x flagArg(boolval))
(CSEL0 [cc] x (CMPWconst [0] boolval)) && cc == OpARM64Equal && flagArg(boolval) != nil =>
    (CSEL0 [arm64Negate(boolval.Op)] x flagArg(boolval))

//
 absorb shifts into ops
(NEG x:(SLLconst [c] y)) && clobberIfDead(x) => (NEGshiftLL [c] y)
(NEG x:(SRLconst [c] y)) && clobberIfDead(x) => (NEGshiftRL [c] y)
(NEG x:(SRAconst [c] y)) && clobberIfDead(x) => (NEGshiftRA [c] y)
(MVN x:(SLLconst [c] y)) && clobberIfDead(x) => (MVNshiftLL [c] y)
(MVN x:(SRLconst [c] y)) && clobberIfDead(x) => (MVNshiftRL [c] y)
(MVN x:(SRAconst [c] y)) && clobberIfDead(x) => (MVNshiftRA [c] y)
(MVN x:(RORconst [c] y)) && clobberIfDead(x) => (MVNshiftRO [c] y)
(ADD x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (ADDshiftLL x0 y [c])
(ADD x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (ADDshiftRL x0 y [c])
(ADD x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (ADDshiftRA x0 y [c])
(SUB x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (SUBshiftLL x0 y [c])
(SUB x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (SUBshiftRL x0 y [c])
(SUB x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (SUBshiftRA x0 y [c])
(AND x0 x1:(SLLconst [c] y)) && clobberIfDead(x1)
 => (ANDshiftLL x0 y [c])
(AND x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (ANDshiftRL x0 y [c])
(AND x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (ANDshiftRA x0 y [c])
(AND x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (ANDshiftRO x0 y [c])
(OR  x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (ORshiftLL  x0 y [c]) // useful for combined load
(OR  x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (ORshiftRL  x0 y [c])
(OR  x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (ORshiftRA  x0 y [c])
(OR  x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (ORshiftRO  x0 y [c])
(XOR x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (XORshiftLL x0 y [c])
(XOR x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (XORshiftRL x0 y [c])
(XOR x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (XORshiftRA x0 y [c])
(XOR x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (XORshiftRO x0 y [c])
(BIC x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (BICshiftLL x0 y [c])
(BIC x0 x1:(SRLconst [c] y)) && clobberIfDead(x1)
 => (BICshiftRL x0 y [c])
(BIC x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (BICshiftRA x0 y [c])
(BIC x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (BICshiftRO x0 y [c])
(ORN x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (ORNshiftLL x0 y [c])
(ORN x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (ORNshiftRL x0 y [c])
(ORN x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (ORNshiftRA x0 y [c])
(ORN x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (ORNshiftRO x0 y [c])
(EON x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (EONshiftLL x0 y [c])
```

```
(EON x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (EONshiftRL x0 y [c])
(EON x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (EONshiftRA x0 y [c])
(EON x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (EONshiftRO x0 y [c])
(CMP x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (CMPshiftLL x0 y [c])
(CMP x0:(SLLconst [c] y) x1) && clobberIfDead(x0) => (InvertFlags (CMPshiftLL x1 y [c]))
(CMP x0 x1:(SRLconst [c] y)) && clobberIfDead(x1)
 => (CMPshiftRL x0 y [c])
(CMP x0:(SRLconst [c] y) x1) && clobberIfDead(x0) => (InvertFlags (CMPshiftRL x1 y [c]))
(CMP x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (CMPshiftRA x0 y [c])
(CMP x0:(SRAconst [c] y) x1) && clobberIfDead(x0) => (InvertFlags (CMPshiftRA x1 y [c]))
(CMN x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (CMNshiftLL x0 y [c])
(CMN x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (CMNshiftRL x0 y [c])
(CMN x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (CMNshiftRA x0 y [c])
(TST x0 x1:(SLLconst [c] y)) && clobberIfDead(x1) => (TSTshiftLL x0 y [c])
(TST x0 x1:(SRLconst [c] y)) && clobberIfDead(x1) => (TSTshiftRL x0 y [c])
(TST x0 x1:(SRAconst [c] y)) && clobberIfDead(x1) => (TSTshiftRA x0 y [c])
(TST x0 x1:(RORconst [c] y)) && clobberIfDead(x1) => (TSTshiftRO x0 y [c])

// prefer *const ops to *shift ops
(ADDshiftLL (MOVDconst [c]) x [d]) => (ADDconst [c] (SLLconst <x.Type> x [d]))
(ADDshiftRL (MOVDconst [c]) x [d]) => (ADDconst [c] (SRLconst <x.Type> x [d]))
(ADDshiftRA
 (MOVDconst [c]) x [d]) => (ADDconst [c] (SRAconst <x.Type> x [d]))
(ANDshiftLL (MOVDconst [c]) x [d]) => (ANDconst [c] (SLLconst <x.Type> x [d]))
(ANDshiftRL (MOVDconst [c]) x [d]) => (ANDconst [c] (SRLconst <x.Type> x [d]))
(ANDshiftRA (MOVDconst [c]) x [d]) => (ANDconst [c] (SRAconst <x.Type> x [d]))
(ANDshiftRO (MOVDconst [c]) x [d]) => (ANDconst [c] (RORconst <x.Type> x [d]))
(ORshiftLL  (MOVDconst [c]) x [d]) => (ORconst  [c] (SLLconst <x.Type> x [d]))
(ORshiftRL  (MOVDconst [c]) x [d]) => (ORconst  [c] (SRLconst <x.Type> x [d]))
(ORshiftRA  (MOVDconst [c]) x [d]) => (ORconst  [c] (SRAconst <x.Type> x [d]))
(ORshiftRO  (MOVDconst [c]) x [d]) => (ORconst  [c] (RORconst <x.Type> x [d]))
(XORshiftLL (MOVDconst [c]) x [d]) => (XORconst [c] (SLLconst <x.Type> x [d]))
(XORshiftRL (MOVDconst [c]) x [d]) => (XORconst [c] (SRLconst <x.Type> x [d]))
(XORshiftRA (MOVDconst [c]) x [d]) => (XORconst [c] (SRAconst <x.Type> x [d]))
(XORshiftRO (MOVDconst [c]) x [d]) => (XORconst [c]
 (RORconst <x.Type> x [d]))
(CMPshiftLL (MOVDconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SLLconst <x.Type> x [d])))
(CMPshiftRL (MOVDconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SRLconst <x.Type> x [d])))
(CMPshiftRA (MOVDconst [c]) x [d]) => (InvertFlags (CMPconst [c] (SRAconst <x.Type> x [d])))
(CMNshiftLL (MOVDconst [c]) x [d]) => (CMNconst [c] (SLLconst <x.Type> x [d]))
(CMNshiftRL (MOVDconst [c]) x [d]) => (CMNconst [c] (SRLconst <x.Type> x [d]))
(CMNshiftRA (MOVDconst [c]) x [d]) => (CMNconst [c] (SRAconst <x.Type> x [d]))
(TSTshiftLL (MOVDconst [c]) x [d]) => (TSTconst [c] (SLLconst <x.Type> x [d]))
(TSTshiftRL (MOVDconst [c]) x [d]) => (TSTconst [c] (SRLconst <x.Type> x [d]))
(TSTshiftRA (MOVDconst [c]) x [d]) => (TSTconst [c] (SRAconst <x.Type> x [d]))
(TSTshiftRO (MOVDconst [c]) x [d]) => (TSTconst [c] (RORconst <x.Type> x [d]))

// constant folding in *shift ops
```

(MVNshiftLL (MOVDconst [c]) [d]) => (MOVDconst [^int64(uint64(c)<<uint64(d))])
(MVNshiftRL (MOVDconst [c])
[d]) => (MOVDconst [^int64(uint64(c)>>uint64(d))])
(MVNshiftRA (MOVDconst [c]) [d]) => (MOVDconst [^(c>>uint64(d))])
(MVNshiftRO (MOVDconst [c]) [d]) => (MOVDconst [^rotateRight64(c, d)])
(NEGshiftLL (MOVDconst [c]) [d]) => (MOVDconst [-int64(uint64(c)<<uint64(d))])
(NEGshiftRL (MOVDconst [c]) [d]) => (MOVDconst [-int64(uint64(c)>>uint64(d))])
(NEGshiftRA (MOVDconst [c]) [d]) => (MOVDconst [-(c>>uint64(d))])
(ADDshiftLL x (MOVDconst [c]) [d]) => (ADDconst x [int64(uint64(c)<<uint64(d))])
(ADDshiftRL x (MOVDconst [c]) [d]) => (ADDconst x [int64(uint64(c)>>uint64(d))])
(ADDshiftRA x (MOVDconst [c]) [d]) => (ADDconst x [c>>uint64(d)])
(SUBshiftLL x (MOVDconst [c]) [d]) => (SUBconst x [int64(uint64(c)<<uint64(d))])
(SUBshiftRL x (MOVDconst [c]) [d]) => (SUBconst x [int64(uint64(c)>>uint64(d))])
(SUBshiftRA x (MOVDconst [c]) [d]) => (SUBconst x [c>>uint64(d)])
(ANDshiftLL x (MOVDconst [c]) [d]) => (ANDconst x [int64(uint64(c)<<uint64(d))])
(ANDshiftRL x (MOVDconst [c]) [d]) => (ANDconst x
[int64(uint64(c)>>uint64(d))])
(ANDshiftRA x (MOVDconst [c]) [d]) => (ANDconst x [c>>uint64(d)])
(ANDshiftRO x (MOVDconst [c]) [d]) => (ANDconst x [rotateRight64(c, d)])
(ORshiftLL x (MOVDconst [c]) [d]) => (ORconst x [int64(uint64(c)<<uint64(d))])
(ORshiftRL x (MOVDconst [c]) [d]) => (ORconst x [int64(uint64(c)>>uint64(d))])
(ORshiftRA x (MOVDconst [c]) [d]) => (ORconst x [c>>uint64(d)])
(ORshiftRO x (MOVDconst [c]) [d]) => (ORconst x [rotateRight64(c, d)])
(XORshiftLL x (MOVDconst [c]) [d]) => (XORconst x [int64(uint64(c)<<uint64(d))])
(XORshiftRL x (MOVDconst [c]) [d]) => (XORconst x [int64(uint64(c)>>uint64(d))])
(XORshiftRA x (MOVDconst [c]) [d]) => (XORconst x [c>>uint64(d)])
(XORshiftRO x (MOVDconst [c]) [d]) => (XORconst x [rotateRight64(c, d)])
(BICshiftLL x (MOVDconst [c]) [d]) => (ANDconst x [^int64(uint64(c)<<uint64(d))])
(BICshiftRL x (MOVDconst [c]) [d]) => (ANDconst x [^int64(uint64(c)>>uint64(d))])
(BICshiftRA x (MOVDconst [c]) [d]) => (ANDconst x [^(c>>uint64(d))])
(BICshiftRO
x (MOVDconst [c]) [d]) => (ANDconst x [^rotateRight64(c, d)])
(ORNshiftLL x (MOVDconst [c]) [d]) => (ORconst x [^int64(uint64(c)<<uint64(d))])
(ORNshiftRL x (MOVDconst [c]) [d]) => (ORconst x [^int64(uint64(c)>>uint64(d))])
(ORNshiftRA x (MOVDconst [c]) [d]) => (ORconst x [^(c>>uint64(d))])
(ORNshiftRO x (MOVDconst [c]) [d]) => (ORconst x [^rotateRight64(c, d)])
(EONshiftLL x (MOVDconst [c]) [d]) => (XORconst x [^int64(uint64(c)<<uint64(d))])
(EONshiftRL x (MOVDconst [c]) [d]) => (XORconst x [^int64(uint64(c)>>uint64(d))])
(EONshiftRA x (MOVDconst [c]) [d]) => (XORconst x [^(c>>uint64(d))])
(EONshiftRO x (MOVDconst [c]) [d]) => (XORconst x [^rotateRight64(c, d)])
(CMPshiftLL x (MOVDconst [c]) [d]) => (CMPconst x [int64(uint64(c)<<uint64(d))])
(CMPshiftRL x (MOVDconst [c]) [d]) => (CMPconst x [int64(uint64(c)>>uint64(d))])
(CMPshiftRA x (MOVDconst [c]) [d]) => (CMPconst x [c>>uint64(d)])
(CMNshiftLL x (MOVDconst [c]) [d]) => (CMNconst x [int64(uint64(c)<<uint64(d))])
(CMNshiftRL
x (MOVDconst [c]) [d]) => (CMNconst x [int64(uint64(c)>>uint64(d))])
(CMNshiftRA x (MOVDconst [c]) [d]) => (CMNconst x [c>>uint64(d)])
(TSTshiftLL x (MOVDconst [c]) [d]) => (TSTconst x [int64(uint64(c)<<uint64(d))])

```
(TSTshiftRL x (MOVDconst [c]) [d]) => (TSTconst x [int64(uint64(c)>>uint64(d))])
(TSTshiftRA x (MOVDconst [c]) [d]) => (TSTconst x [c>>uint64(d)])
(TSTshiftRO x (MOVDconst [c]) [d]) => (TSTconst x [rotateRight64(c, d)])

// simplification with *shift ops
(SUBshiftLL (SLLconst x [c]) x [c]) => (MOVDconst [0])
(SUBshiftRL (SRLconst x [c]) x [c]) => (MOVDconst [0])
(SUBshiftRA (SRAconst x [c]) x [c]) => (MOVDconst [0])
(ANDshiftLL y:(SLLconst x [c]) x [c]) => y
(ANDshiftRL y:(SRLconst x [c]) x [c]) => y
(ANDshiftRA y:(SRAconst x [c]) x [c]) => y
(ANDshiftRO y:(RORconst x [c]) x [c]) => y
(ORshiftLL  y:(SLLconst x [c]) x [c]) => y
(ORshiftRL  y:(SRLconst x [c]) x [c]) => y
(ORshiftRA  y:(SRAconst x [c]) x [c]) => y
(ORshiftRO  y:(RORconst x [c]) x [c]) => y
(XORshiftLL
 (SLLconst x [c]) x [c]) => (MOVDconst [0])
(XORshiftRL (SRLconst x [c]) x [c]) => (MOVDconst [0])
(XORshiftRA (SRAconst x [c]) x [c]) => (MOVDconst [0])
(XORshiftRO (RORconst x [c]) x [c]) => (MOVDconst [0])
(BICshiftLL (SLLconst x [c]) x [c]) => (MOVDconst [0])
(BICshiftRL (SRLconst x [c]) x [c]) => (MOVDconst [0])
(BICshiftRA (SRAconst x [c]) x [c]) => (MOVDconst [0])
(BICshiftRO (RORconst x [c]) x [c]) => (MOVDconst [0])
(EONshiftLL (SLLconst x [c]) x [c]) => (MOVDconst [-1])
(EONshiftRL (SRLconst x [c]) x [c]) => (MOVDconst [-1])
(EONshiftRA (SRAconst x [c]) x [c]) => (MOVDconst [-1])
(EONshiftRO (RORconst x [c]) x [c]) => (MOVDconst [-1])
(ORNshiftLL (SLLconst x [c]) x [c]) => (MOVDconst [-1])
(ORNshiftRL (SRLconst x [c]) x [c]) => (MOVDconst [-1])
(ORNshiftRA (SRAconst x [c]) x [c]) => (MOVDconst [-1])
(ORNshiftRO (RORconst x [c]) x [c]) => (MOVDconst [-1])

// Generate rotates with const shift
(ADDshiftLL [c] (SRLconst x [64-c]) x) => (RORconst [64-c] x)
( ORshiftLL [c] (SRLconst
 x [64-c]) x) => (RORconst [64-c] x)
(XORshiftLL [c] (SRLconst x [64-c]) x) => (RORconst [64-c] x)
(ADDshiftRL [c] (SLLconst x [64-c]) x) => (RORconst [   c] x)
( ORshiftRL [c] (SLLconst x [64-c]) x) => (RORconst [   c] x)
(XORshiftRL [c] (SLLconst x [64-c]) x) => (RORconst [   c] x)

(ADDshiftLL <t> [c] (UBFX [bfc] x) x) && c < 32 && t.Size() == 4 && bfc == armBFAuxInt(32-c, c)
 => (RORWconst [32-c] x)
( ORshiftLL <t> [c] (UBFX [bfc] x) x) && c < 32 && t.Size() == 4 && bfc == armBFAuxInt(32-c, c)
 => (RORWconst [32-c] x)
(XORshiftLL <t> [c] (UBFX [bfc] x) x) && c < 32 && t.Size() == 4 && bfc == armBFAuxInt(32-c, c)
```

```
 => (RORWconst [32-c] x)
(ADDshiftRL <t> [c] (SLLconst x [32-c]) (MOVWUreg x)) && c < 32 && t.Size() == 4 => (RORWconst [c] x)
( ORshiftRL <t> [c] (SLLconst x [32-c]) (MOVWUreg x)) && c < 32 && t.Size() == 4 => (RORWconst [c] x)
(XORshiftRL <t> [c] (SLLconst x [32-c]) (MOVWUreg x)) && c < 32 && t.Size() == 4 => (RORWconst [c] x)

(RORconst [c] (RORconst [d] x)) => (RORconst
 [(c+d)&63] x)
(RORWconst [c] (RORWconst [d] x)) => (RORWconst [(c+d)&31] x)

// Generate rotates with non-const shift.
// These rules match the Go source code like
// y &= 63
// x << y | x >> (64-y)
// "|" can also be "^" or "+".
// As arm64 does not have a ROL instruction, so ROL(x, y) is replaced by ROR(x, -y).
((ADD|OR|XOR) (SLL x (ANDconst <t> [63] y))
 (CSEL0 <typ.UInt64> [cc] (SRL <typ.UInt64> x (SUB <t> (MOVDconst [64]) (ANDconst <t> [63] y)))
  (CMPconst [64] (SUB <t> (MOVDconst [64]) (ANDconst <t> [63] y))))) && cc == OpARM64LessThanU
 => (ROR x (NEG <t> y))
((ADD|OR|XOR) (SRL <typ.UInt64> x (ANDconst <t> [63] y))
 (CSEL0 <typ.UInt64> [cc] (SLL x (SUB <t> (MOVDconst [64]) (ANDconst <t> [63] y)))
  (CMPconst [64] (SUB <t> (MOVDconst [64]) (ANDconst <t> [63] y))))) && cc == OpARM64LessThanU
 => (ROR x y)

// These rules match the Go source code like
// y &= 31
// x << y | x >> (32-y)
// "|" can also be "^" or "+".
// As arm64 does not have a ROLW instruction, so ROLW(x,
 y) is replaced by RORW(x, -y).
((ADD|OR|XOR) (SLL x (ANDconst <t> [31] y))
 (CSEL0 <typ.UInt32> [cc] (SRL <typ.UInt32> (MOVWUreg x) (SUB <t> (MOVDconst [32]) (ANDconst <t> [31]
y)))
  (CMPconst [64]  (SUB <t> (MOVDconst [32]) (ANDconst <t> [31] y))))) && cc == OpARM64LessThanU
 => (RORW x (NEG <t> y))
((ADD|OR|XOR) (SRL <typ.UInt32> (MOVWUreg x) (ANDconst <t> [31] y))
 (CSEL0 <typ.UInt32> [cc] (SLL x (SUB <t> (MOVDconst [32]) (ANDconst <t> [31] y)))
  (CMPconst [64]  (SUB <t> (MOVDconst [32]) (ANDconst <t> [31] y))))) && cc == OpARM64LessThanU
 => (RORW x y)

// rev16w | rev16
// ((x>>8) | (x<<8)) => (REV16W x), the type of x is uint16, "|" can also be "^" or "+".
((ADDshiftLL|ORshiftLL|XORshiftLL) <typ.UInt16> [8] (UBFX <typ.UInt16> [armBFAuxInt(8, 8)] x) x) =>
(REV16W x)

// ((x & 0xff00ff00)>>8) | ((x & 0x00ff00ff)<<8), "|" can also be "^" or "+".
((ADDshiftLL|ORshiftLL|XORshiftLL) [8] (UBFX [armBFAuxInt(8, 24)] (ANDconst [c1] x)) (ANDconst [c2] x))
 && uint32(c1) == 0xff00ff00 &&
```

```
 uint32(c2) == 0x00ff00ff
 => (REV16W x)

// ((x & 0xff00ff00ff00ff00)>>8) | ((x & 0x00ff00ff00ff00ff)<<8), "|" can also be "^" or "+".
((ADDshiftLL|ORshiftLL|XORshiftLL) [8] (SRLconst [8] (ANDconst [c1] x)) (ANDconst [c2] x))
 && (uint64(c1) == 0xff00ff00ff00ff00 && uint64(c2) == 0x00ff00ff00ff00ff)
 => (REV16 x)

// ((x & 0xff00ff00)>>8) | ((x & 0x00ff00ff)<<8), "|" can also be "^" or "+".
((ADDshiftLL|ORshiftLL|XORshiftLL) [8] (SRLconst [8] (ANDconst [c1] x)) (ANDconst [c2] x))
 && (uint64(c1) == 0xff00ff00 && uint64(c2) == 0x00ff00ff)
 => (REV16 (ANDconst <x.Type> [0xffffffff] x))

// Extract from reg pair
(ADDshiftLL [c] (SRLconst x [64-c]) x2) => (EXTRconst [64-c] x2 x)
( ORshiftLL [c] (SRLconst x [64-c]) x2) => (EXTRconst [64-c] x2 x)
(XORshiftLL [c] (SRLconst x [64-c]) x2) => (EXTRconst [64-c] x2 x)

(ADDshiftLL <t> [c] (UBFX [bfc] x) x2) && c < 32 && t.Size() == 4 && bfc == armBFAuxInt(32-c, c)
 => (EXTRWconst [32-c] x2 x)
( ORshiftLL <t> [c] (UBFX [bfc] x) x2) && c < 32 && t.Size()
 == 4 && bfc == armBFAuxInt(32-c, c)
 => (EXTRWconst [32-c] x2 x)
(XORshiftLL <t> [c] (UBFX [bfc] x) x2) && c < 32 && t.Size() == 4 && bfc == armBFAuxInt(32-c, c)
 => (EXTRWconst [32-c] x2 x)

// Rewrite special pairs of shifts to AND.
// On ARM64 the bitmask can fit into an instruction.
(SRLconst [c] (SLLconst [c] x)) && 0 < c && c < 64 => (ANDconst [1<<uint(64-c)-1] x) // mask out high bits
(SLLconst [c] (SRLconst [c] x)) && 0 < c && c < 64 => (ANDconst [^(1<<uint(c)-1)] x) // mask out low bits

// Special case setting bit as 1. An example is math.Copysign(c,-1)
(ORconst [c1] (ANDconst [c2] x)) && c2|c1 == ^0  => (ORconst [c1] x)

// If the shift amount is larger than the datasize(32, 16, 8), we can optimize to constant 0.
(MOVWUreg (SLLconst [lc] x)) && lc >= 32 => (MOVDconst [0])
(MOVHUreg (SLLconst [lc] x)) && lc >= 16 => (MOVDconst [0])
(MOVBUreg (SLLconst [lc] x)) && lc >= 8 => (MOVDconst [0])

// After zero extension, the upper (64-datasize(32|16|8)) bits are zero, we can
 optimiza to constant 0.
(SRLconst [rc] (MOVWUreg x)) && rc >= 32 => (MOVDconst [0])
(SRLconst [rc] (MOVHUreg x)) && rc >= 16 => (MOVDconst [0])
(SRLconst [rc] (MOVBUreg x)) && rc >= 8 => (MOVDconst [0])

// bitfield ops

// sbfiz
```

```
// (x << lc) >> rc
(SRAconst [rc] (SLLconst [lc] x)) && lc > rc => (SBFIZ [armBFAuxInt(lc-rc, 64-lc)] x)
// int64(x << lc)
(MOVWreg (SLLconst [lc] x)) && lc < 32 => (SBFIZ [armBFAuxInt(lc, 32-lc)] x)
(MOVHreg (SLLconst [lc] x)) && lc < 16 => (SBFIZ [armBFAuxInt(lc, 16-lc)] x)
(MOVBreg (SLLconst [lc] x)) && lc < 8 => (SBFIZ [armBFAuxInt(lc, 8-lc)] x)
// int64(x) << lc
(SLLconst [lc] (MOVWreg x))  => (SBFIZ [armBFAuxInt(lc, min(32, 64-lc))] x)
(SLLconst [lc] (MOVHreg x))  => (SBFIZ [armBFAuxInt(lc, min(16, 64-lc))] x)
(SLLconst [lc] (MOVBreg x))  => (SBFIZ [armBFAuxInt(lc, min(8, 64-lc))] x)

// sbfx
// (x << lc) >> rc
(SRAconst [rc] (SLLconst [lc] x)) && lc <= rc => (SBFX [armBFAuxInt(rc-lc, 64-rc)] x)
// int64(x) >> rc
(SRAconst [rc] (MOVWreg x)) && rc < 32 =>
 (SBFX [armBFAuxInt(rc, 32-rc)] x)
(SRAconst [rc] (MOVHreg x)) && rc < 16 => (SBFX [armBFAuxInt(rc, 16-rc)] x)
(SRAconst [rc] (MOVBreg x)) && rc < 8 => (SBFX [armBFAuxInt(rc, 8-rc)] x)
// merge sbfx and sign-extension into sbfx
(MOVWreg (SBFX [bfc] x)) && bfc.getARM64BFwidth() <= 32 => (SBFX [bfc] x)
(MOVHreg (SBFX [bfc] x)) && bfc.getARM64BFwidth() <= 16 => (SBFX [bfc] x)
(MOVBreg (SBFX [bfc] x)) && bfc.getARM64BFwidth() <=  8 => (SBFX [bfc] x)

// sbfiz/sbfx combinations: merge shifts into bitfield ops
(SRAconst [sc] (SBFIZ [bfc] x)) && sc < bfc.getARM64BFlsb()
 => (SBFIZ [armBFAuxInt(bfc.getARM64BFlsb()-sc, bfc.getARM64BFwidth())] x)
(SRAconst [sc] (SBFIZ [bfc] x)) && sc >= bfc.getARM64BFlsb()
 && sc < bfc.getARM64BFlsb()+bfc.getARM64BFwidth()
 => (SBFX [armBFAuxInt(sc-bfc.getARM64BFlsb(), bfc.getARM64BFlsb()+bfc.getARM64BFwidth()-sc)] x)

// ubfiz
// (x << lc) >> rc
(SRLconst [rc] (SLLconst [lc] x)) && lc > rc => (UBFIZ [armBFAuxInt(lc-rc, 64-lc)] x)
// uint64(x) << lc
(SLLconst [lc]
 (MOVWUreg x))  => (UBFIZ [armBFAuxInt(lc, min(32, 64-lc))] x)
(SLLconst [lc] (MOVHUreg x))  => (UBFIZ [armBFAuxInt(lc, min(16, 64-lc))] x)
(SLLconst [lc] (MOVBUreg x))  => (UBFIZ [armBFAuxInt(lc, min(8, 64-lc))] x)
// uint64(x << lc)
(MOVWUreg (SLLconst [lc] x)) && lc < 32 => (UBFIZ [armBFAuxInt(lc, 32-lc)] x)
(MOVHUreg (SLLconst [lc] x)) && lc < 16 => (UBFIZ [armBFAuxInt(lc, 16-lc)] x)
(MOVBUreg (SLLconst [lc] x)) && lc < 8 => (UBFIZ [armBFAuxInt(lc, 8-lc)] x)

// merge ANDconst into ubfiz
// (x & ac) << sc
(SLLconst [sc] (ANDconst [ac] x)) && isARM64BFMask(sc, ac, 0)
 => (UBFIZ [armBFAuxInt(sc, arm64BFWidth(ac, 0))] x)
```

```
// (x << sc) & ac
(ANDconst [ac] (SLLconst [sc] x)) && isARM64BFMask(sc, ac, sc)
 => (UBFIZ [armBFAuxInt(sc, arm64BFWidth(ac, sc))] x)

// ubfx
// (x << lc) >> rc
(SRLconst [rc] (SLLconst [lc] x)) && lc < rc => (UBFX [armBFAuxInt(rc-lc, 64-rc)] x)
// uint64(x) >> rc
(SRLconst [rc] (MOVWUreg x)) && rc < 32 => (UBFX [armBFAuxInt(rc, 32-rc)] x)
(SRLconst [rc] (MOVHUreg
 x)) && rc < 16 => (UBFX [armBFAuxInt(rc, 16-rc)] x)
(SRLconst [rc] (MOVBUreg x)) && rc < 8 => (UBFX [armBFAuxInt(rc, 8-rc)] x)
// uint64(x >> rc)
(MOVWUreg (SRLconst [rc] x)) && rc < 32 => (UBFX [armBFAuxInt(rc, 32)] x)
(MOVHUreg (SRLconst [rc] x)) && rc < 16 => (UBFX [armBFAuxInt(rc, 16)] x)
(MOVBUreg (SRLconst [rc] x)) && rc < 8 => (UBFX [armBFAuxInt(rc, 8)] x)
// merge ANDconst into ubfx
// (x >> sc) & ac
(ANDconst [ac] (SRLconst [sc] x)) && isARM64BFMask(sc, ac, 0)
 => (UBFX [armBFAuxInt(sc, arm64BFWidth(ac, 0))] x)
// (x & ac) >> sc
(SRLconst [sc] (ANDconst [ac] x)) && isARM64BFMask(sc, ac, sc)
 => (UBFX [armBFAuxInt(sc, arm64BFWidth(ac, sc))] x)
// merge ANDconst and ubfx into ubfx
(ANDconst [c] (UBFX [bfc] x)) && isARM64BFMask(0, c, 0) =>
 (UBFX [armBFAuxInt(bfc.getARM64BFlsb(), min(bfc.getARM64BFwidth(), arm64BFWidth(c, 0)))] x)
(UBFX [bfc] (ANDconst [c] x)) && isARM64BFMask(0, c, 0) && bfc.getARM64BFlsb() +
bfc.getARM64BFwidth() <= arm64BFWidth(c, 0) =>
 (UBFX [bfc] x)
// merge
 ubfx and zerso-extension into ubfx
(MOVWUreg (UBFX [bfc] x)) && bfc.getARM64BFwidth() <= 32 => (UBFX [bfc] x)
(MOVHUreg (UBFX [bfc] x)) && bfc.getARM64BFwidth() <= 16 => (UBFX [bfc] x)
(MOVBUreg (UBFX [bfc] x)) && bfc.getARM64BFwidth() <=  8 => (UBFX [bfc] x)

// ubfiz/ubfx combinations: merge shifts into bitfield ops
(SRLconst [sc] (UBFX [bfc] x)) && sc < bfc.getARM64BFwidth()
 => (UBFX [armBFAuxInt(bfc.getARM64BFlsb()+sc, bfc.getARM64BFwidth()-sc)] x)
(UBFX [bfc] (SRLconst [sc] x)) && sc+bfc.getARM64BFwidth()+bfc.getARM64BFlsb() < 64
 => (UBFX [armBFAuxInt(bfc.getARM64BFlsb()+sc, bfc.getARM64BFwidth())] x)
(SLLconst [sc] (UBFIZ [bfc] x)) && sc+bfc.getARM64BFwidth()+bfc.getARM64BFlsb() < 64
 => (UBFIZ [armBFAuxInt(bfc.getARM64BFlsb()+sc, bfc.getARM64BFwidth())] x)
(UBFIZ [bfc] (SLLconst [sc] x)) && sc < bfc.getARM64BFwidth()
 => (UBFIZ [armBFAuxInt(bfc.getARM64BFlsb()+sc, bfc.getARM64BFwidth()-sc)] x)
// ((x << c1) >> c2) >> c3
(SRLconst [sc] (UBFIZ [bfc] x)) && sc == bfc.getARM64BFlsb()
 =>
```

```
 (ANDconst [1<<uint(bfc.getARM64BFwidth())-1] x)
(SRLconst [sc] (UBFIZ [bfc] x)) && sc < bfc.getARM64BFlsb()
 => (UBFIZ [armBFAuxInt(bfc.getARM64BFlsb()-sc, bfc.getARM64BFwidth())] x)
(SRLconst [sc] (UBFIZ [bfc] x)) && sc > bfc.getARM64BFlsb()
 && sc < bfc.getARM64BFlsb()+bfc.getARM64BFwidth()
 => (UBFX [armBFAuxInt(sc-bfc.getARM64BFlsb(), bfc.getARM64BFlsb()+bfc.getARM64BFwidth()-sc)] x)
// ((x << c1) << c2) >> c3
(UBFX [bfc] (SLLconst [sc] x)) && sc == bfc.getARM64BFlsb()
 => (ANDconst [1<<uint(bfc.getARM64BFwidth())-1] x)
(UBFX [bfc] (SLLconst [sc] x)) && sc < bfc.getARM64BFlsb()
 => (UBFX [armBFAuxInt(bfc.getARM64BFlsb()-sc, bfc.getARM64BFwidth())] x)
(UBFX [bfc] (SLLconst [sc] x)) && sc > bfc.getARM64BFlsb()
 && sc < bfc.getARM64BFlsb()+bfc.getARM64BFwidth()
 => (UBFIZ [armBFAuxInt(sc-bfc.getARM64BFlsb(), bfc.getARM64BFlsb()+bfc.getARM64BFwidth()-sc)] x)

// bfi
(OR (UBFIZ [bfc] x) (ANDconst [ac] y))
 && ac == ^((1<<uint(bfc.getARM64BFwidth())-1) << uint(bfc.getARM64BFlsb()))
 =>
 (BFI [bfc] y x)
(ORshiftRL [rc] (ANDconst [ac] x) (SLLconst [lc] y))
 && lc > rc && ac == ^((1<<uint(64-lc)-1) << uint64(lc-rc))
 => (BFI [armBFAuxInt(lc-rc, 64-lc)] x y)
// bfxil
(OR (UBFX [bfc] x) (ANDconst [ac] y)) && ac == ^(1<<uint(bfc.getARM64BFwidth())-1)
 => (BFXIL [bfc] y x)
(ORshiftLL [sc] (UBFX [bfc] x) (SRLconst [sc] y)) && sc == bfc.getARM64BFwidth()
 => (BFXIL [bfc] y x)
(ORshiftRL [rc] (ANDconst [ac] y) (SLLconst [lc] x)) && lc < rc && ac == ^((1<<uint(64-rc)-1))
 => (BFXIL [armBFAuxInt(rc-lc, 64-rc)] y x)

// do combined loads
// little endian loads
// b[0] | b[1]<<8 => load 16-bit
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUload [i0] {s} p mem))
 y1:(MOVDnop x1:(MOVBUload [i1] {s} p mem)))
 && i1 == i0+1
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (MOVHUload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem)
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUloadidx ptr0 idx0
 mem))
 y1:(MOVDnop x1:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 && s == nil
```

```
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (MOVHUloadidx <t> ptr0 idx0 mem)
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUloadidx ptr idx mem))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (MOVHUloadidx <t> ptr idx mem)

// b[0] | b[1]<<8 | b[2]<<16 | b[3]<<24 => load 32-bit
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
        x0:(MOVHUload [i0] {s} p mem)
 y1:(MOVDnop x1:(MOVBUload [i2] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i3] {s} p mem)))
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y1.Uses == 1 &&
 y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (MOVWUload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem)
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
        x0:(MOVHUloadidx ptr0 idx0 mem)
 y1:(MOVDnop x1:(MOVBUload [2] {s} p1:(ADD ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [3] {s} p mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (MOVWUloadidx <t> ptr0 idx0 mem)
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
        x0:(MOVHUloadidx ptr idx mem)
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [2] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [3] idx) mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y1.Uses
```

```
 == 1 && y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (MOVWUloadidx <t> ptr idx mem)
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
        x0:(MOVHUloadidx2 ptr0 idx0 mem)
 y1:(MOVDnop x1:(MOVBUload [2] {s} p1:(ADDshiftLL [1] ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [3] {s} p mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (MOVWUloadidx <t> ptr0 (SLLconst <idx0.Type> [1] idx0) mem)

// b[0] | b[1]<<8 | b[2]<<16 | b[3]<<24 | b[4]<<32 | b[5]<<40 | b[6]<<48 | b[7]<<56 => load 64-bit
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
        x0:(MOVWUload [i0] {s} p mem)
 y1:(MOVDnop x1:(MOVBUload [i4] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload
 [i5] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i6] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [i7] {s} p mem)))
 && i4 == i0+4
 && i5 == i0+5
 && i6 == i0+6
 && i7 == i0+7
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && clobber(x0, x1, x2, x3, x4, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (MOVDload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem)
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
        x0:(MOVWUloadidx ptr0 idx0 mem)
 y1:(MOVDnop x1:(MOVBUload [4] {s} p1:(ADD ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [5] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [6] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [7] {s} p mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1 &&
 y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
```

```
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (MOVDloadidx <t> ptr0 idx0 mem)
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
        x0:(MOVWUloadidx4 ptr0 idx0 mem)
 y1:(MOVDnop x1:(MOVBUload [4] {s} p1:(ADDshiftLL [2] ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [5] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [6] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [7] {s} p mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 &&
 isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (MOVDloadidx <t> ptr0 (SLLconst <idx0.Type> [2] idx0) mem)
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
        x0:(MOVWUloadidx ptr idx mem)
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [4] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [5] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr (ADDconst [6] idx) mem)))
 y4:(MOVDnop x4:(MOVBUloadidx ptr (ADDconst [7] idx) mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && clobber(x0, x1, x2, x3, x4, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (MOVDloadidx <t> ptr idx mem)

// b[3]<<24 | b[2]<<16 | b[1]<<8 | b[0] => load 32-bit
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst
 [24]
 y0:(MOVDnop x0:(MOVBUload [i3] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [i2] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i1] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i0] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
```

```
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3) (MOVWUload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem)
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst [24]
 y0:(MOVDnop x0:(MOVBUload [3] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [2] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr0 idx0 mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses
 == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3) (MOVWUloadidx <t> ptr0 idx0 mem)
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst [24]
 y0:(MOVDnop x0:(MOVBUloadidx ptr (ADDconst [3] idx) mem)))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [2] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr idx mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3) (MOVWUloadidx <t> ptr idx mem)

// b[7]<<56 | b[6]<<48 | b[5]<<40 | b[4]<<32 | b[3]<<24
 | b[2]<<16 | b[1]<<8 | b[0] => load 64-bit
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUload [i7] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [i6] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i5] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i4] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [i3] {s} p mem)))
 y5:(MOVDnop x5:(MOVBUload [i2] {s} p mem)))
 y6:(MOVDnop x6:(MOVBUload [i1] {s} p mem)))
 y7:(MOVDnop x7:(MOVBUload [i0] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && i4 == i0+4
 && i5 == i0+5
 && i6 == i0+6
 && i7 == i0+7
```

```
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses == 1 && y5.Uses == 1 && y6.Uses == 1 && y7.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses
 == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (MOVDload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem)
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUload [7] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [6] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [5] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [4] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [3] {s} p mem)))
 y5:(MOVDnop x5:(MOVBUload [2] {s} p mem)))
 y6:(MOVDnop x6:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y7:(MOVDnop x7:(MOVBUloadidx ptr0 idx0 mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses
 == 1 && y5.Uses == 1 && y6.Uses == 1 && y7.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (MOVDloadidx <t> ptr0 idx0 mem)
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUloadidx ptr (ADDconst [7] idx) mem)))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [6] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [5] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr (ADDconst [4] idx) mem)))
 y4:(MOVDnop x4:(MOVBUloadidx ptr (ADDconst [3] idx) mem)))
 y5:(MOVDnop x5:(MOVBUloadidx ptr (ADDconst
 [2] idx) mem)))
 y6:(MOVDnop x6:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y7:(MOVDnop x7:(MOVBUloadidx ptr idx mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses == 1 && y5.Uses == 1 && y6.Uses == 1 && y7.Uses == 1
```

```
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (MOVDloadidx <t> ptr idx mem)

// big endian loads
// b[1] | b[0]<<8 => load 16-bit, reverse
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUload [i1] {s} p mem))
 y1:(MOVDnop x1:(MOVBUload [i0] {s} p mem)))
 && i1 == i0+1
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1)
 != nil
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (REV16W <t> (MOVHUload <t> [i0] {s} p mem))
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem))
 y1:(MOVDnop x1:(MOVBUloadidx ptr0 idx0 mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (REV16W <t> (MOVHUloadidx <t> ptr0 idx0 mem))
(ORshiftLL <t> [8]
 y0:(MOVDnop x0:(MOVBUloadidx ptr (ADDconst [1] idx) mem))
 y1:(MOVDnop x1:(MOVBUloadidx ptr idx mem)))
 && x0.Uses == 1 && x1.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, y0, y1)
 => @mergePoint(b,x0,x1) (REV16W <t> (MOVHUloadidx <t> ptr idx mem))

// b[3] | b[2]<<8 | b[1]<<16 | b[0]<<24 => load 32-bit, reverse
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
 y0:(REV16W  x0:(MOVHUload [i2]
 {s} p mem))
 y1:(MOVDnop x1:(MOVBUload [i1] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i0] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1
 && o0.Uses == 1
```

```
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, y0, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (REVW <t> (MOVWUload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem))
(ORshiftLL <t> [24] o0:(ORshiftLL [16]
 y0:(REV16W  x0:(MOVHUload [2] {s} p mem))
 y1:(MOVDnop x1:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr0 idx0 mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, y0, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (REVW <t> (MOVWUloadidx <t> ptr0 idx0 mem))
(ORshiftLL
 <t> [24] o0:(ORshiftLL [16]
 y0:(REV16W  x0:(MOVHUloadidx ptr (ADDconst [2] idx) mem))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr idx mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1
 && o0.Uses == 1
 && mergePoint(b,x0,x1,x2) != nil
 && clobber(x0, x1, x2, y0, y1, y2, o0)
 => @mergePoint(b,x0,x1,x2) (REVW <t> (MOVWUloadidx <t> ptr idx mem))

// b[7] | b[6]<<8 | b[5]<<16 | b[4]<<24 | b[3]<<32 | b[2]<<40 | b[1]<<48 | b[0]<<56 => load 64-bit, reverse
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
 y0:(REVW    x0:(MOVWUload [i4] {s} p mem))
 y1:(MOVDnop x1:(MOVBUload [i3] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i1] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [i0] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && i4 == i0+4
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && clobber(x0, x1, x2, x3, x4, y0, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (REV <t> (MOVDload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem))
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
 y0:(REVW    x0:(MOVWUload [4] {s} p mem))
```

```
 y1:(MOVDnop x1:(MOVBUload [3] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y4:(MOVDnop x4:(MOVBUloadidx ptr0 idx0 mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0,
 idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, y0, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (REV <t> (MOVDloadidx <t> ptr0 idx0 mem))
(ORshiftLL <t> [56] o0:(ORshiftLL [48] o1:(ORshiftLL [40] o2:(ORshiftLL [32]
 y0:(REVW    x0:(MOVWUloadidx ptr (ADDconst [4] idx) mem))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [3] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [2] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y4:(MOVDnop x4:(MOVBUloadidx ptr idx mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1 && x4.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1 && y4.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4) != nil
 && clobber(x0, x1, x2, x3, x4, y0, y1, y2, y3, y4, o0, o1, o2)
 => @mergePoint(b,x0,x1,x2,x3,x4) (REV <t> (MOVDloadidx <t> ptr idx mem))

// b[0]<<24 | b[1]<<16 | b[2]<<8 | b[3] => load 32-bit,
 reverse
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst [24]
 y0:(MOVDnop x0:(MOVBUload [i0] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [i1] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i3] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3) (REVW <t> (MOVWUload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem))
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst [24]
 y0:(MOVDnop x0:(MOVBUloadidx ptr0 idx0 mem)))
 y1:(MOVDnop x1:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [3] {s} p mem)))
```

```
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses ==
 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3) (REVW <t> (MOVWUloadidx <t> ptr0 idx0 mem))
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] s0:(SLLconst [24]
 y0:(MOVDnop x0:(MOVBUloadidx ptr idx mem)))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [2] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr (ADDconst [3] idx) mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3) != nil
 && clobber(x0, x1, x2, x3, y0, y1, y2, y3, o0, o1, s0)
 => @mergePoint(b,x0,x1,x2,x3)
 (REVW <t> (MOVWUloadidx <t> ptr idx mem))

// b[0]<<56 | b[1]<<48 | b[2]<<40 | b[3]<<32 | b[4]<<24 | b[5]<<16 | b[6]<<8 | b[7] => load 64-bit, reverse
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUload [i0] {s} p mem)))
 y1:(MOVDnop x1:(MOVBUload [i1] {s} p mem)))
 y2:(MOVDnop x2:(MOVBUload [i2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [i3] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [i4] {s} p mem)))
 y5:(MOVDnop x5:(MOVBUload [i5] {s} p mem)))
 y6:(MOVDnop x6:(MOVBUload [i6] {s} p mem)))
 y7:(MOVDnop x7:(MOVBUload [i7] {s} p mem)))
 && i1 == i0+1
 && i2 == i0+2
 && i3 == i0+3
 && i4 == i0+4
 && i5 == i0+5
 && i6 == i0+6
 && i7 == i0+7
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses == 1 && y5.Uses == 1 && y6.Uses == 1
 && y7.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses == 1 && s0.Uses == 1
```

```
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (REV <t> (MOVDload <t> {s} (OffPtr <p.Type> [int64(i0)] p) mem))
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUloadidx ptr0 idx0 mem)))
 y1:(MOVDnop x1:(MOVBUload [1] {s} p1:(ADD ptr1 idx1) mem)))
 y2:(MOVDnop x2:(MOVBUload [2] {s} p mem)))
 y3:(MOVDnop x3:(MOVBUload [3] {s} p mem)))
 y4:(MOVDnop x4:(MOVBUload [4] {s} p mem)))
 y5:(MOVDnop x5:(MOVBUload [5] {s} p mem)))
 y6:(MOVDnop x6:(MOVBUload [6] {s} p mem)))
 y7:(MOVDnop x7:(MOVBUload [7] {s} p mem)))
 && s == nil
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 &&
 x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses == 1 && y5.Uses == 1 && y6.Uses == 1 && y7.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (REV <t> (MOVDloadidx <t> ptr0 idx0 mem))
(OR <t> o0:(ORshiftLL [8] o1:(ORshiftLL [16] o2:(ORshiftLL [24] o3:(ORshiftLL [32] o4:(ORshiftLL [40]
o5:(ORshiftLL [48] s0:(SLLconst [56]
 y0:(MOVDnop x0:(MOVBUloadidx ptr idx mem)))
 y1:(MOVDnop x1:(MOVBUloadidx ptr (ADDconst [1] idx) mem)))
 y2:(MOVDnop x2:(MOVBUloadidx ptr (ADDconst [2] idx) mem)))
 y3:(MOVDnop x3:(MOVBUloadidx ptr (ADDconst [3]
 idx) mem)))
 y4:(MOVDnop x4:(MOVBUloadidx ptr (ADDconst [4] idx) mem)))
 y5:(MOVDnop x5:(MOVBUloadidx ptr (ADDconst [5] idx) mem)))
 y6:(MOVDnop x6:(MOVBUloadidx ptr (ADDconst [6] idx) mem)))
 y7:(MOVDnop x7:(MOVBUloadidx ptr (ADDconst [7] idx) mem)))
 && x0.Uses == 1 && x1.Uses == 1 && x2.Uses == 1 && x3.Uses == 1
 && x4.Uses == 1 && x5.Uses == 1 && x6.Uses == 1 && x7.Uses == 1
 && y0.Uses == 1 && y1.Uses == 1 && y2.Uses == 1 && y3.Uses == 1
 && y4.Uses == 1 && y5.Uses == 1 && y6.Uses == 1 && y7.Uses == 1
 && o0.Uses == 1 && o1.Uses == 1 && o2.Uses == 1 && o3.Uses == 1
 && o4.Uses == 1 && o5.Uses == 1 && s0.Uses == 1
 && mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) != nil
 && clobber(x0, x1, x2, x3, x4, x5, x6, x7, y0, y1, y2, y3, y4, y5, y6, y7, o0, o1, o2, o3, o4, o5, s0)
 => @mergePoint(b,x0,x1,x2,x3,x4,x5,x6,x7) (REV <t> (MOVDloadidx <t> ptr idx mem))

// Combine zero stores into larger (unaligned) stores.
```

```
(MOVBstorezero [i] {s} ptr0 x:(MOVBstorezero [j] {s} ptr1 mem))
 && x.Uses == 1
 &&
 areAdjacentOffsets(int64(i),int64(j),1)
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstorezero [int32(min(int64(i),int64(j)))] {s} ptr0 mem)
(MOVBstorezero [1] {s} (ADD ptr0 idx0) x:(MOVBstorezeroidx ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstorezeroidx ptr1 idx1 mem)
(MOVBstorezeroidx ptr (ADDconst [1] idx) x:(MOVBstorezeroidx ptr idx mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstorezeroidx ptr idx mem)
(MOVHstorezero [i] {s} ptr0 x:(MOVHstorezero [j] {s} ptr1 mem))
 && x.Uses == 1
 && areAdjacentOffsets(int64(i),int64(j),2)
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVWstorezero [int32(min(int64(i),int64(j)))] {s} ptr0 mem)
(MOVHstorezero [2] {s} (ADD ptr0 idx0) x:(MOVHstorezeroidx ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 =>
 (MOVWstorezeroidx ptr1 idx1 mem)
(MOVHstorezeroidx ptr (ADDconst [2] idx) x:(MOVHstorezeroidx ptr idx mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstorezeroidx ptr idx mem)
(MOVHstorezero [2] {s} (ADDshiftLL [1] ptr0 idx0) x:(MOVHstorezeroidx2 ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVWstorezeroidx ptr1 (SLLconst <idx1.Type> [1] idx1) mem)
(MOVWstorezero [i] {s} ptr0 x:(MOVWstorezero [j] {s} ptr1 mem))
 && x.Uses == 1
 && areAdjacentOffsets(int64(i),int64(j),4)
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVDstorezero [int32(min(int64(i),int64(j)))] {s} ptr0 mem)
(MOVWstorezero [4] {s} (ADD ptr0 idx0) x:(MOVWstorezeroidx ptr1 idx1 mem))
 && x.Uses == 1
```

```
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVDstorezeroidx ptr1 idx1 mem)
(MOVWstorezeroidx ptr (ADDconst [4] idx) x:(MOVWstorezeroidx ptr idx mem))
 && x.Uses
 == 1
 && clobber(x)
 => (MOVDstorezeroidx ptr idx mem)
(MOVWstorezero [4] {s} (ADDshiftLL [2] ptr0 idx0) x:(MOVWstorezeroidx4 ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVDstorezeroidx ptr1 (SLLconst <idx1.Type> [2] idx1) mem)
(MOVDstorezero [i] {s} ptr0 x:(MOVDstorezero [j] {s} ptr1 mem))
 && x.Uses == 1
 && areAdjacentOffsets(int64(i),int64(j),8)
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVQstorezero [int32(min(int64(i),int64(j)))] {s} ptr0 mem)
(MOVDstorezero [8] {s} p0:(ADD ptr0 idx0) x:(MOVDstorezeroidx ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVQstorezero [0] {s} p0 mem)
(MOVDstorezero [8] {s} p0:(ADDshiftLL [3] ptr0 idx0) x:(MOVDstorezeroidx8 ptr1 idx1 mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVQstorezero [0]
 {s} p0 mem)

// Combine stores into larger (unaligned) stores.
(MOVBstore [i] {s} ptr0 (SRLconst [8] w) x:(MOVBstore [i-1] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (SRLconst [8] w) x:(MOVBstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr1 idx1 w mem)
(MOVBstoreidx ptr (ADDconst [1] idx) (SRLconst [8] w) x:(MOVBstoreidx ptr idx w mem))
```

```
 && x.Uses == 1
 && clobber(x)
 => (MOVHstoreidx ptr idx w mem)
(MOVBstore [i] {s} ptr0 (UBFX [armBFAuxInt(8, 8)] w) x:(MOVBstore [i-1] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (UBFX [armBFAuxInt(8, 8)] w) x:(MOVBstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0,
 idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr1 idx1 w mem)
(MOVBstore [i] {s} ptr0 (UBFX [armBFAuxInt(8, 24)] w) x:(MOVBstore [i-1] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (UBFX [armBFAuxInt(8, 24)] w) x:(MOVBstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr1 idx1 w mem)
(MOVBstore [i] {s} ptr0 (SRLconst [8] (MOVDreg w)) x:(MOVBstore [i-1] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (SRLconst [8] (MOVDreg w)) x:(MOVBstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 =>
 (MOVHstoreidx ptr1 idx1 w mem)
(MOVBstore [i] {s} ptr0 (SRLconst [j] w) x:(MOVBstore [i-1] {s} ptr1 w0:(SRLconst [j-8] w) mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w0 mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (SRLconst [j] w) x:(MOVBstoreidx ptr1 idx1 w0:(SRLconst [j-8] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
```

```
 => (MOVHstoreidx ptr1 idx1 w0 mem)
(MOVBstore [i] {s} ptr0 (UBFX [bfc] w) x:(MOVBstore [i-1] {s} ptr1 w0:(UBFX [bfc2] w) mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && bfc.getARM64BFwidth() == 32 - bfc.getARM64BFlsb()
 && bfc2.getARM64BFwidth() == 32 - bfc2.getARM64BFlsb()
 && bfc2.getARM64BFlsb() == bfc.getARM64BFlsb() - 8
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w0 mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (UBFX [bfc] w) x:(MOVBstoreidx ptr1 idx1 w0:(UBFX [bfc2] w) mem))
 && x.Uses == 1
 && s == nil
 &&
 (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && bfc.getARM64BFwidth() == 32 - bfc.getARM64BFlsb()
 && bfc2.getARM64BFwidth() == 32 - bfc2.getARM64BFlsb()
 && bfc2.getARM64BFlsb() == bfc.getARM64BFlsb() - 8
 && clobber(x)
 => (MOVHstoreidx ptr1 idx1 w0 mem)
(MOVBstore [i] {s} ptr0 (SRLconst [j] (MOVDreg w)) x:(MOVBstore [i-1] {s} ptr1 w0:(SRLconst [j-8]
(MOVDreg w)) mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr0 w0 mem)
(MOVBstore [1] {s} (ADD ptr0 idx0) (SRLconst [j] (MOVDreg w)) x:(MOVBstoreidx ptr1 idx1 w0:(SRLconst [j-
8] (MOVDreg w)) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr1 idx1 w0 mem)
(MOVHstore [i] {s} ptr0 (SRLconst [16] w) x:(MOVHstore [i-2] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVWstore [i-2] {s} ptr0
 w mem)
(MOVHstore [2] {s} (ADD ptr0 idx0) (SRLconst [16] w) x:(MOVHstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVWstoreidx ptr1 idx1 w mem)
(MOVHstoreidx ptr (ADDconst [2] idx) (SRLconst [16] w) x:(MOVHstoreidx ptr idx w mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWstoreidx ptr idx w mem)
```

```
(MOVHstore [2] {s} (ADDshiftLL [1] ptr0 idx0) (SRLconst [16] w) x:(MOVHstoreidx2 ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVWstoreidx ptr1 (SLLconst <idx1.Type> [1] idx1) w mem)
(MOVHstore [i] {s} ptr0 (UBFX [armBFAuxInt(16, 16)] w) x:(MOVHstore [i-2] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVWstore [i-2] {s} ptr0 w mem)
(MOVHstore [2] {s} (ADD ptr0 idx0) (UBFX [armBFAuxInt(16, 16)] w) x:(MOVHstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 &&
 (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVWstoreidx ptr1 idx1 w mem)
(MOVHstore [2] {s} (ADDshiftLL [1] ptr0 idx0) (UBFX [armBFAuxInt(16, 16)] w) x:(MOVHstoreidx2 ptr1 idx1
w mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVWstoreidx ptr1 (SLLconst <idx1.Type> [1] idx1) w mem)
(MOVHstore [i] {s} ptr0 (SRLconst [16] (MOVDreg w)) x:(MOVHstore [i-2] {s} ptr1 w mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVWstore [i-2] {s} ptr0 w mem)
(MOVHstore [2] {s} (ADD ptr0 idx0) (SRLconst [16] (MOVDreg w)) x:(MOVHstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVWstoreidx ptr1 idx1 w mem)
(MOVHstore [2] {s} (ADDshiftLL [1] ptr0 idx0) (SRLconst [16] (MOVDreg w)) x:(MOVHstoreidx2 ptr1 idx1 w
mem))
 && x.Uses
 == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVWstoreidx ptr1 (SLLconst <idx1.Type> [1] idx1) w mem)
(MOVHstore [i] {s} ptr0 (SRLconst [j] w) x:(MOVHstore [i-2] {s} ptr1 w0:(SRLconst [j-16] w) mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
```

```
 => (MOVWstore [i-2] {s} ptr0 w0 mem)
(MOVHstore [2] {s} (ADD ptr0 idx0) (SRLconst [j] w) x:(MOVHstoreidx ptr1 idx1 w0:(SRLconst [j-16] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVWstoreidx ptr1 idx1 w0 mem)
(MOVHstore [2] {s} (ADDshiftLL [1] ptr0 idx0) (SRLconst [j] w) x:(MOVHstoreidx2 ptr1 idx1 w0:(SRLconst [j-
16] w) mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVWstoreidx ptr1 (SLLconst <idx1.Type> [1] idx1) w0 mem)
(MOVWstore [i] {s} ptr0 (SRLconst [32] w) x:(MOVWstore [i-4] {s} ptr1 w mem))
 && x.Uses ==
 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVDstore [i-4] {s} ptr0 w mem)
(MOVWstore [4] {s} (ADD ptr0 idx0) (SRLconst [32] w) x:(MOVWstoreidx ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVDstoreidx ptr1 idx1 w mem)
(MOVWstoreidx ptr (ADDconst [4] idx) (SRLconst [32] w) x:(MOVWstoreidx ptr idx w mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVDstoreidx ptr idx w mem)
(MOVWstore [4] {s} (ADDshiftLL [2] ptr0 idx0) (SRLconst [32] w) x:(MOVWstoreidx4 ptr1 idx1 w mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVDstoreidx ptr1 (SLLconst <idx1.Type> [2] idx1) w mem)
(MOVWstore [i] {s} ptr0 (SRLconst [j] w) x:(MOVWstore [i-4] {s} ptr1 w0:(SRLconst [j-32] w) mem))
 && x.Uses == 1
 && isSamePtr(ptr0, ptr1)
 && clobber(x)
 => (MOVDstore [i-4] {s} ptr0 w0 mem)
(MOVWstore [4] {s} (ADD ptr0 idx0) (SRLconst [j] w)
 x:(MOVWstoreidx ptr1 idx1 w0:(SRLconst [j-32] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVDstoreidx ptr1 idx1 w0 mem)
```

```
(MOVWstore [4] {s} (ADDshiftLL [2] ptr0 idx0) (SRLconst [j] w) x:(MOVWstoreidx4 ptr1 idx1 w0:(SRLconst [j-32] w) mem))
 && x.Uses == 1
 && s == nil
 && isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1)
 && clobber(x)
 => (MOVDstoreidx ptr1 (SLLconst <idx1.Type> [2] idx1) w0 mem)
(MOVBstore [i] {s} ptr w
 x0:(MOVBstore [i-1] {s} ptr (SRLconst [8] w)
 x1:(MOVBstore [i-2] {s} ptr (SRLconst [16] w)
 x2:(MOVBstore [i-3] {s} ptr (SRLconst [24] w)
 x3:(MOVBstore [i-4] {s} ptr (SRLconst [32] w)
 x4:(MOVBstore [i-5] {s} ptr (SRLconst [40] w)
 x5:(MOVBstore [i-6] {s} ptr (SRLconst [48] w)
 x6:(MOVBstore [i-7] {s} ptr (SRLconst [56] w) mem))))))) 
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && x4.Uses == 1
 && x5.Uses == 1
 && x6.Uses == 1
 &&
 clobber(x0, x1, x2, x3, x4, x5, x6)
 => (MOVDstore [i-7] {s} ptr (REV <typ.UInt64> w) mem)
(MOVBstore [7] {s} p w
 x0:(MOVBstore [6] {s} p (SRLconst [8] w)
 x1:(MOVBstore [5] {s} p (SRLconst [16] w)
 x2:(MOVBstore [4] {s} p (SRLconst [24] w)
 x3:(MOVBstore [3] {s} p (SRLconst [32] w)
 x4:(MOVBstore [2] {s} p (SRLconst [40] w)
 x5:(MOVBstore [1] {s} p1:(ADD ptr1 idx1) (SRLconst [48] w)
 x6:(MOVBstoreidx ptr0 idx0 (SRLconst [56] w) mem))))))) 
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && x4.Uses == 1
 && x5.Uses == 1
 && x6.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2, x3, x4, x5, x6)
 => (MOVDstoreidx ptr0 idx0 (REV <typ.UInt64> w) mem)
(MOVBstore [i] {s} ptr w
 x0:(MOVBstore [i-1] {s} ptr (UBFX [armBFAuxInt(8, 24)] w)
 x1:(MOVBstore [i-2] {s} ptr (UBFX [armBFAuxInt(16, 16)] w)
```

```
 x2:(MOVBstore [i-3] {s} ptr (UBFX [armBFAuxInt(24, 8)]
 w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVWstore [i-3] {s} ptr (REVW <typ.UInt32> w) mem)
(MOVBstore [3] {s} p w
 x0:(MOVBstore [2] {s} p (UBFX [armBFAuxInt(8, 24)] w)
 x1:(MOVBstore [1] {s} p1:(ADD ptr1 idx1) (UBFX [armBFAuxInt(16, 16)] w)
 x2:(MOVBstoreidx ptr0 idx0 (UBFX [armBFAuxInt(24, 8)] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2)
 => (MOVWstoreidx ptr0 idx0 (REVW <typ.UInt32> w) mem)
(MOVBstoreidx ptr (ADDconst [3] idx) w
 x0:(MOVBstoreidx ptr (ADDconst [2] idx) (UBFX [armBFAuxInt(8, 24)] w)
 x1:(MOVBstoreidx ptr (ADDconst [1] idx) (UBFX [armBFAuxInt(16, 16)] w)
 x2:(MOVBstoreidx ptr idx (UBFX [armBFAuxInt(24, 8)] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVWstoreidx ptr idx (REVW <typ.UInt32> w) mem)
(MOVBstoreidx
 ptr idx w
 x0:(MOVBstoreidx ptr (ADDconst [1] idx) (UBFX [armBFAuxInt(8, 24)] w)
 x1:(MOVBstoreidx ptr (ADDconst [2] idx) (UBFX [armBFAuxInt(16, 16)] w)
 x2:(MOVBstoreidx ptr (ADDconst [3] idx) (UBFX [armBFAuxInt(24, 8)] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVWstoreidx ptr idx w mem)
(MOVBstore [i] {s} ptr w
 x0:(MOVBstore [i-1] {s} ptr (SRLconst [8] (MOVDreg w))
 x1:(MOVBstore [i-2] {s} ptr (SRLconst [16] (MOVDreg w))
 x2:(MOVBstore [i-3] {s} ptr (SRLconst [24] (MOVDreg w)) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVWstore [i-3] {s} ptr (REVW <typ.UInt32> w) mem)
(MOVBstore [3] {s} p w
```

```
 x0:(MOVBstore [2] {s} p (SRLconst [8] (MOVDreg w))
 x1:(MOVBstore [1] {s} p1:(ADD ptr1 idx1) (SRLconst [16] (MOVDreg w))
 x2:(MOVBstoreidx ptr0 idx0 (SRLconst [24] (MOVDreg w)) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0,
 idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2)
 => (MOVWstoreidx ptr0 idx0 (REVW <typ.UInt32> w) mem)
(MOVBstore [i] {s} ptr w
 x0:(MOVBstore [i-1] {s} ptr (SRLconst [8] w)
 x1:(MOVBstore [i-2] {s} ptr (SRLconst [16] w)
 x2:(MOVBstore [i-3] {s} ptr (SRLconst [24] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && clobber(x0, x1, x2)
 => (MOVWstore [i-3] {s} ptr (REVW <typ.UInt32> w) mem)
(MOVBstore [3] {s} p w
 x0:(MOVBstore [2] {s} p (SRLconst [8] w)
 x1:(MOVBstore [1] {s} p1:(ADD ptr1 idx1) (SRLconst [16] w)
 x2:(MOVBstoreidx ptr0 idx0 (SRLconst [24] w) mem))))
 && x0.Uses == 1
 && x1.Uses == 1
 && x2.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && isSamePtr(p1, p)
 && clobber(x0, x1, x2)
 => (MOVWstoreidx ptr0 idx0 (REVW <typ.UInt32> w) mem)
(MOVBstore [i] {s} ptr w x:(MOVBstore [i-1] {s} ptr (SRLconst [8] w) mem))
 && x.Uses
 == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr (REV16W <typ.UInt16> w) mem)
(MOVBstore [1] {s} (ADD ptr1 idx1) w x:(MOVBstoreidx ptr0 idx0 (SRLconst [8] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr0 idx0 (REV16W <typ.UInt16> w) mem)
(MOVBstore [i] {s} ptr w x:(MOVBstore [i-1] {s} ptr (UBFX [armBFAuxInt(8, 8)] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr (REV16W <typ.UInt16> w) mem)
```

```
(MOVBstore [1] {s} (ADD ptr1 idx1) w x:(MOVBstoreidx ptr0 idx0 (UBFX [armBFAuxInt(8, 8)] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr0 idx0 (REV16W <typ.UInt16> w) mem)
(MOVBstoreidx ptr (ADDconst [1] idx) w x:(MOVBstoreidx ptr idx (UBFX [armBFAuxInt(8, 8)] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstoreidx ptr idx
 (REV16W <typ.UInt16> w) mem)
(MOVBstoreidx ptr idx w x:(MOVBstoreidx ptr (ADDconst [1] idx) (UBFX [armBFAuxInt(8, 8)] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstoreidx ptr idx w mem)
(MOVBstore [i] {s} ptr w x:(MOVBstore [i-1] {s} ptr (SRLconst [8] (MOVDreg w)) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr (REV16W <typ.UInt16> w) mem)
(MOVBstore [1] {s} (ADD ptr1 idx1) w x:(MOVBstoreidx ptr0 idx0 (SRLconst [8] (MOVDreg w)) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) && isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr0 idx0 (REV16W <typ.UInt16> w) mem)
(MOVBstore [i] {s} ptr w x:(MOVBstore [i-1] {s} ptr (UBFX [armBFAuxInt(8, 24)] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} ptr (REV16W <typ.UInt16> w) mem)
(MOVBstore [1] {s} (ADD ptr1 idx1) w x:(MOVBstoreidx ptr0 idx0 (UBFX [armBFAuxInt(8, 24)] w) mem))
 && x.Uses == 1
 && s == nil
 && (isSamePtr(ptr0, ptr1) &&
 isSamePtr(idx0, idx1) || isSamePtr(ptr0, idx1) && isSamePtr(idx0, ptr1))
 && clobber(x)
 => (MOVHstoreidx ptr0 idx0 (REV16W <typ.UInt16> w) mem)

// FP simplification
(FNEGS (FMULS x y)) => (FNMULS x y)
(FNEGD (FMULD x y)) => (FNMULD x y)
(FMULS (FNEGS x) y) => (FNMULS x y)
(FMULD (FNEGD x) y) => (FNMULD x y)
(FNEGS (FNMULS x y)) => (FMULS x y)
(FNEGD (FNMULD x y)) => (FMULD x y)
(FNMULS (FNEGS x) y) => (FMULS x y)
(FNMULD (FNEGD x) y) => (FMULD x y)
(FADDS a (FMULS x y)) => (FMADDS a x y)
(FADDD a (FMULD x y)) => (FMADDD a x y)
```

```
(FSUBS a (FMULS x y)) => (FMSUBS a x y)
(FSUBD a (FMULD x y)) => (FMSUBD a x y)
(FSUBS (FMULS x y) a) => (FNMSUBS a x y)
(FSUBD (FMULD x y) a) => (FNMSUBD a x y)
(FADDS a (FNMULS x y)) => (FMSUBS a x y)
(FADDD a (FNMULD x y)) => (FMSUBD a x y)
(FSUBS a (FNMULS x y)) => (FMADDS a x y)
(FSUBD a (FNMULD x y)) => (FMADDD a x y)
(FSUBS (FNMULS x y) a) => (FNMADDS a x y)
(FSUBD (FNMULD x y) a) => (FNMADDD a x y)

(MOVBUload [off] {sym} (SB) _) && symIsRO(sym) => (MOVDconst
 [int64(read8(sym, int64(off)))])
(MOVHUload [off] {sym} (SB) _) && symIsRO(sym) => (MOVDconst [int64(read16(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVWUload [off] {sym} (SB) _) && symIsRO(sym) => (MOVDconst [int64(read32(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVDload  [off] {sym} (SB) _) && symIsRO(sym) => (MOVDconst [int64(read64(sym, int64(off),
config.ctxt.Arch.ByteOrder))])

// Prefetch instructions (aux is option: 0 - PLDL1KEEP; 1 - PLDL1STRM)
(PrefetchCache addr mem)          => (PRFM [0] addr mem)
(PrefetchCacheStreamed addr mem) => (PRFM [1] addr mem)

// Arch-specific inlining for small or disjoint runtime.memmove
(SelectN [0] call:(CALLstatic {sym} s1:(MOVDstore _ (MOVDconst [sz]) s2:(MOVDstore  _ src s3:(MOVDstore
{t} _ dst mem)))))
 && sz >= 0
 && isSameCall(sym, "runtime.memmove")
 && s1.Uses == 1 && s2.Uses == 1 && s3.Uses == 1
 && isInlinableMemmove(dst, src, sz, config)
 && clobber(s1, s2, s3, call)
 => (Move [sz] dst src mem)

// Match post-lowering
 calls, register version.
(SelectN [0] call:(CALLstatic {sym} dst src (MOVDconst [sz]) mem))
 && sz >= 0
 && isSameCall(sym, "runtime.memmove")
 && call.Uses == 1
 && isInlinableMemmove(dst, src, sz, config)
 && clobber(call)
 => (Move [sz] dst src mem)

((REV|REVW) ((REV|REVW) p)) => p
```

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/ARM64.rules

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-->

Introduction to the Go compiler's SSA backend

This package contains the compiler's Static Single Assignment form component. If you're not familiar with SSA, its [Wikipedia article](https://en.wikipedia.org/wiki/Static_single_assignment_form) is a good starting point.

It is recommended that you first read [cmd/compile/README.md](../../README.md) if you are not familiar with the Go compiler already. That document gives an overview of the compiler, and explains what is SSA's part and purpose in it.

Key concepts

The names described below may be loosely related to their Go counterparts, but note that they are not equivalent. For example, a Go block statement has a variable scope, yet SSA has no notion of variables nor variable scopes.

It may also
 be surprising that values and blocks are named after their unique sequential IDs. They rarely correspond to named entities in the original code, such as variables or function parameters. The sequential IDs also allow the compiler to avoid maps, and it is always possible to track back the values to Go code using debug and position information.

Values

Values are the basic building blocks of SSA. Per SSA's very definition, a value is defined exactly once, but it may be used any number of times. A value mainly consists of a unique identifier, an operator, a type, and some arguments.

An operator or `Op` describes the operation that computes the value. The semantics of each operator can be found in `gen/*Ops.go`. For example, `OpAdd8` takes two value arguments holding 8-bit integers and results in their addition. Here is a possible SSA representation of the addition of two `uint8` values:

```
 // var c uint8 = a + b
 v4 = Add8 <uint8> v2 v3
```

A value's type will usually be a Go type.

For example, the value in the example
above has a `uint8` type, and a constant boolean value will have a `bool` type.
However, certain types don't come from Go and are special; below we will cover
`memory`, the most common of them.

See value.go for more information.

Memory types

`memory` represents the global memory state. An `Op` that takes a memory
argument depends on that memory state, and an `Op` which has the memory type
impacts the state of memory. This ensures that memory operations are kept in the
right order. For example:

```
// *a = 3
// *b = *a
v10 = Store <mem> {int} v6 v8 v1
v14 = Store <mem> {int} v7 v8 v10
```

Here, `Store` stores its second argument (of type `int`) into the first argument
(of type `*int`). The last argument is the memory state; since the second store
depends on the memory value defined by the first store, the two stores cannot be
reordered.

See [cmd/compile/internal/types/type.go](../types/type.go) for more information.

Blocks

A
block represents a basic block in the control flow graph of a function. It is,
essentially, a list of values that define the operation of this block. Besides
the list of values, blocks mainly consist of a unique identifier, a kind, and a
list of successor blocks.

The simplest kind is a `plain` block; it simply hands the control flow to
another block, thus its successors list contains one block.

Another common block kind is the `exit` block. These have a final value, called
control value, which must return a memory state. This is necessary for functions
to return some values, for example - the caller needs some memory state to
depend on, to ensure that it receives those return values correctly.

The last important block kind we will mention is the `if` block. It has a single
control value that must be a boolean value, and it has exactly two successor
blocks. The control flow is handed to the first successor if the bool is true,
and to the second otherwise.

Here is a sample if-else

control flow represented with basic blocks:

```
// func(b bool) int {
//  if b {
//   return 2
//  }
//  return 3
// }
b1:
  v1 = InitMem <mem>
  v2 = SP <uintptr>
  v5 = Addr <*int> {~r1} v2
  v6 = Arg <bool> {b}
  v8 = Const64 <int> [2]
  v12 = Const64 <int> [3]
  If v6 -> b2 b3
b2: <- b1
  v10 = VarDef <mem> {~r1} v1
  v11 = Store <mem> {int} v5 v8 v10
  Ret v11
b3: <- b1
  v14 = VarDef <mem> {~r1} v1
  v15 = Store <mem> {int} v5 v12 v14
  Ret v15
```

<!---
TODO: can we come up with a shorter example that still shows the control flow?
-->

See block.go for more information.

Functions

A function represents a function declaration along with its body. It mainly
consists of a name, a type (its signature), a list of blocks that form its body,
and the entry block within said list.

When a function is called, the control flow is handed to its entry block. If the
function terminates, the control flow will eventually reach an exit block, thus
ending the function
call.

Note that a function may have zero or multiple exit blocks, just like a Go
function can have any number of return points, but it must have exactly one
entry point block.

Also note that some SSA functions are autogenerated, such as the hash functions
for each type used as a map key.

For example, this is what an empty function can look like in SSA, with a single
exit block that returns an uninteresting memory state:

```
 foo func()
   b1:
     v1 = InitMem <mem>
     Ret v1
```

See func.go for more information.

Compiler passes

Having a program in SSA form is not very useful on its own. Its advantage lies
in how easy it is to write optimizations that modify the program to make it
better. The way the Go compiler accomplishes this is via a list of passes.

Each pass transforms a SSA function in some way. For example, a dead code
elimination pass will remove blocks and values that it can prove will never be
executed, and a nil check elimination pass will remove nil
 checks which it can
prove to be redundant.

Compiler passes work on one function at a time, and by default run sequentially
and exactly once.

The `lower` pass is special; it converts the SSA representation from being
machine-independent to being machine-dependent. That is, some abstract operators
are replaced with their non-generic counterparts, potentially reducing or
increasing the final number of values.

<!---
TODO: Probably explain here why the ordering of the passes matters, and why some
passes like deadstore have multiple variants at different stages.
-->

See the `passes` list defined in compile.go for more information.

Playing with SSA

A good way to see and get used to the compiler's SSA in action is via
`GOSSAFUNC`. For example, to see func `Foo`'s initial SSA form and final
generated assembly, one can run:

```
 GOSSAFUNC=Foo go build
```

The generated `ssa.html` file will also contain the SSA func at each of the
compile passes, making it easy to see what each

pass does to a particular
program. You can also click on values and blocks to highlight them, to help
follow the control flow and values.

The value specified in GOSSAFUNC can also be a package-qualified function
name, e.g.

GOSSAFUNC=blah.Foo go build

This will match any function named "Foo" within a package whose final
suffix is "blah" (e.g. something/blah.Foo, anotherthing/extra/blah.Foo).

If non-HTML dumps are needed, append a "+" to the GOSSAFUNC value
and dumps will be written to stdout:

GOSSAFUNC=Bar+ go build

<!---
TODO: need more ideas for this section
-->

Hacking on SSA

While most compiler passes are implemented directly in Go code, some others are
code generated. This is currently done via rewrite rules, which have their own
syntax and are maintained in `gen/*.rules`. Simpler optimizations can be written
easily and quickly this way, but rewrite rules are not suitable for more complex
optimizations.

To read more on rewrite rules, have a look at the top comments
in
gen/generic.rules and gen/rulegen.go.

Similarly, the code to manage operators is also code generated from
`gen/*Ops.go`, as it is easier to maintain a few tables than a lot of code.
After changing the rules or operators, see gen/README for
instructions on how to generate the Go code again.

<!---
TODO: more tips and info could likely go here
-->

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```
// license that can be found in the LICENSE file.

// Lowering arithmetic
(Add(64|32|16|8|Ptr) ...) => (I64Add ...)
(Add(64|32)F ...) => (F(64|32)Add ...)

(Sub(64|32|16|8|Ptr) ...) => (I64Sub ...)
(Sub(64|32)F ...) => (F(64|32)Sub ...)

(Mul(64|32|16|8) ...) => (I64Mul ...)
(Mul(64|32)F ...) => (F(64|32)Mul ...)

(Div64 [false] x y) => (I64DivS x y)
(Div32 [false] x y) => (I64DivS (SignExt32to64 x) (SignExt32to64 y))
(Div16 [false] x y) => (I64DivS (SignExt16to64 x) (SignExt16to64 y))
(Div8          x y) => (I64DivS (SignExt8to64 x) (SignExt8to64 y))
(Div64u ...) => (I64DivU ...)
(Div32u x y) => (I64DivU (ZeroExt32to64 x) (ZeroExt32to64 y))
(Div16u x y) => (I64DivU (ZeroExt16to64 x) (ZeroExt16to64 y))
(Div8u  x y) => (I64DivU (ZeroExt8to64 x) (ZeroExt8to64 y))
(Div(64|32)F ...) => (F(64|32)Div ...)

(Mod64 [false]
 x y) => (I64RemS x y)
(Mod32 [false] x y) => (I64RemS (SignExt32to64 x) (SignExt32to64 y))
(Mod16 [false] x y) => (I64RemS (SignExt16to64 x) (SignExt16to64 y))
(Mod8          x y) => (I64RemS (SignExt8to64  x) (SignExt8to64  y))
(Mod64u ...) => (I64RemU ...)
(Mod32u x y) => (I64RemU (ZeroExt32to64 x) (ZeroExt32to64 y))
(Mod16u x y) => (I64RemU (ZeroExt16to64 x) (ZeroExt16to64 y))
(Mod8u  x y) => (I64RemU (ZeroExt8to64  x) (ZeroExt8to64  y))

(And(64|32|16|8|B) ...) => (I64And ...)

(Or(64|32|16|8|B) ...) => (I64Or ...)

(Xor(64|32|16|8) ...) => (I64Xor ...)

(Neg(64|32|16|8) x) => (I64Sub (I64Const [0]) x)
(Neg(64|32)F ...) => (F(64|32)Neg ...)

(Com(64|32|16|8) x) => (I64Xor x (I64Const [-1]))

(Not ...) => (I64Eqz ...)

// Lowering pointer arithmetic
(OffPtr ...) => (I64AddConst ...)
```

```
// Lowering extension
// It is unnecessary to extend loads
(SignExt32to64        x:(I64Load32S _ _)) => x
(SignExt16to(64|32)   x:(I64Load16S _ _)) => x
(SignExt8to(64|32|16) x:(I64Load8S  _ _)) =>
 x
(ZeroExt32to64        x:(I64Load32U _ _)) => x
(ZeroExt16to(64|32)   x:(I64Load16U _ _)) => x
(ZeroExt8to(64|32|16) x:(I64Load8U  _ _)) => x
(SignExt32to64        x) && buildcfg.GOWASM.SignExt => (I64Extend32S x)
(SignExt8to(64|32|16) x) && buildcfg.GOWASM.SignExt => (I64Extend8S x)
(SignExt16to(64|32)   x) && buildcfg.GOWASM.SignExt => (I64Extend16S x)
(SignExt32to64        x) => (I64ShrS (I64Shl x (I64Const [32])) (I64Const [32]))
(SignExt16to(64|32)   x) => (I64ShrS (I64Shl x (I64Const [48])) (I64Const [48]))
(SignExt8to(64|32|16) x) => (I64ShrS (I64Shl x (I64Const [56])) (I64Const [56]))
(ZeroExt32to64        x) => (I64And x (I64Const [0xffffffff]))
(ZeroExt16to(64|32)   x) => (I64And x (I64Const [0xffff]))
(ZeroExt8to(64|32|16) x) => (I64And x (I64Const [0xff]))

(Slicemask x) => (I64ShrS (I64Sub (I64Const [0]) x) (I64Const [63]))

// Lowering truncation
// Because we ignore the high parts, truncates are just copies.
(Trunc64to(32|16|8) ...) => (Copy ...)
(Trunc32to(16|8)    ...)
 => (Copy ...)
(Trunc16to8         ...) => (Copy ...)

// Lowering float <=> int
(Cvt32to(64|32)F x) => (F(64|32)ConvertI64S (SignExt32to64 x))
(Cvt64to(64|32)F ...) => (F(64|32)ConvertI64S ...)
(Cvt32Uto(64|32)F x) => (F(64|32)ConvertI64U (ZeroExt32to64 x))
(Cvt64Uto(64|32)F ...) => (F(64|32)ConvertI64U ...)

(Cvt32Fto32 ...) => (I64TruncSatF32S ...)
(Cvt32Fto64 ...) => (I64TruncSatF32S ...)
(Cvt64Fto32 ...) => (I64TruncSatF64S ...)
(Cvt64Fto64 ...) => (I64TruncSatF64S ...)
(Cvt32Fto32U ...) => (I64TruncSatF32U ...)
(Cvt32Fto64U ...) => (I64TruncSatF32U ...)
(Cvt64Fto32U ...) => (I64TruncSatF64U ...)
(Cvt64Fto64U ...) => (I64TruncSatF64U ...)

(Cvt32Fto64F ...) => (F64PromoteF32 ...)
(Cvt64Fto32F ...) => (F32DemoteF64 ...)

(CvtBoolToUint8 ...) => (Copy ...)
```

```
(Round32F ...) => (Copy ...)
(Round64F ...) => (Copy ...)

// Lowering shifts
// Unsigned shifts need to return 0 if shift amount is >= width of shifted value.

(Lsh64x64 x y) && shiftIsBounded(v) => (I64Shl x y)
(Lsh64x64 x (I64Const
 [c])) && uint64(c) < 64 => (I64Shl x (I64Const [c]))
(Lsh64x64 x (I64Const [c])) && uint64(c) >= 64 => (I64Const [0])
(Lsh64x64 x y) => (Select (I64Shl x y) (I64Const [0]) (I64LtU y (I64Const [64])))
(Lsh64x(32|16|8) [c] x y) => (Lsh64x64 [c] x (ZeroExt(32|16|8)to64 y))

(Lsh32x64 ...) => (Lsh64x64 ...)
(Lsh32x(32|16|8) [c] x y) => (Lsh64x64 [c] x (ZeroExt(32|16|8)to64 y))

(Lsh16x64 ...) => (Lsh64x64 ...)
(Lsh16x(32|16|8) [c] x y) => (Lsh64x64 [c] x (ZeroExt(32|16|8)to64 y))

(Lsh8x64 ...) => (Lsh64x64 ...)
(Lsh8x(32|16|8) [c] x y) => (Lsh64x64 [c] x (ZeroExt(32|16|8)to64 y))

(Rsh64Ux64 x y) && shiftIsBounded(v) => (I64ShrU x y)
(Rsh64Ux64 x (I64Const [c])) && uint64(c) < 64 => (I64ShrU x (I64Const [c]))
(Rsh64Ux64 x (I64Const [c])) && uint64(c) >= 64 => (I64Const [0])
(Rsh64Ux64 x y) => (Select (I64ShrU x y) (I64Const [0]) (I64LtU y (I64Const [64])))
(Rsh64Ux(32|16|8) [c] x y) => (Rsh64Ux64 [c] x (ZeroExt(32|16|8)to64 y))

(Rsh32Ux64 [c] x y) => (Rsh64Ux64 [c] (ZeroExt32to64
 x) y)
(Rsh32Ux(32|16|8) [c] x y) => (Rsh64Ux64 [c] (ZeroExt32to64 x) (ZeroExt(32|16|8)to64 y))

(Rsh16Ux64 [c] x y) => (Rsh64Ux64 [c] (ZeroExt16to64 x) y)
(Rsh16Ux(32|16|8) [c] x y) => (Rsh64Ux64 [c] (ZeroExt16to64 x) (ZeroExt(32|16|8)to64 y))

(Rsh8Ux64 [c] x y) => (Rsh64Ux64 [c] (ZeroExt8to64 x) y)
(Rsh8Ux(32|16|8) [c] x y) => (Rsh64Ux64 [c] (ZeroExt8to64 x) (ZeroExt(32|16|8)to64 y))

// Signed right shift needs to return 0/-1 if shift amount is >= width of shifted value.
// We implement this by setting the shift value to (width - 1) if the shift value is >= width.

(Rsh64x64 x y) && shiftIsBounded(v) => (I64ShrS x y)
(Rsh64x64 x (I64Const [c])) && uint64(c) < 64 => (I64ShrS x (I64Const [c]))
(Rsh64x64 x (I64Const [c])) && uint64(c) >= 64 => (I64ShrS x (I64Const [63]))
(Rsh64x64 x y) => (I64ShrS x (Select <typ.Int64> y (I64Const [63]) (I64LtU y (I64Const [64]))))
(Rsh64x(32|16|8) [c] x y) => (Rsh64x64 [c] x (ZeroExt(32|16|8)to64 y))

(Rsh32x64 [c] x y) => (Rsh64x64 [c] (SignExt32to64
```

```
 x) y)
(Rsh32x(32|16|8) [c] x y) => (Rsh64x64 [c] (SignExt32to64 x) (ZeroExt(32|16|8)to64 y))

(Rsh16x64 [c] x y) => (Rsh64x64 [c] (SignExt16to64 x) y)
(Rsh16x(32|16|8) [c] x y) => (Rsh64x64 [c] (SignExt16to64 x) (ZeroExt(32|16|8)to64 y))

(Rsh8x64 [c] x y)  => (Rsh64x64 [c] (SignExt8to64 x) y)
(Rsh8x(32|16|8) [c] x y)  => (Rsh64x64 [c] (SignExt8to64 x) (ZeroExt(32|16|8)to64 y))

// Lowering rotates
(RotateLeft8 <t> x (I64Const [c])) => (Or8 (Lsh8x64 <t> x (I64Const [c&7])) (Rsh8Ux64 <t> x (I64Const [-c&7])))
(RotateLeft16 <t> x (I64Const [c])) => (Or16 (Lsh16x64 <t> x (I64Const [c&15])) (Rsh16Ux64 <t> x (I64Const [-c&15])))
(RotateLeft32 ...) => (I32Rotl ...)
(RotateLeft64 ...) => (I64Rotl ...)

// Lowering comparisons
(Less64  ...) => (I64LtS ...)
(Less32  x y) => (I64LtS (SignExt32to64 x) (SignExt32to64 y))
(Less16  x y) => (I64LtS (SignExt16to64 x) (SignExt16to64 y))
(Less8   x y) => (I64LtS (SignExt8to64  x) (SignExt8to64  y))
(Less64U ...) => (I64LtU ...)
(Less32U x y) => (I64LtU
 (ZeroExt32to64 x) (ZeroExt32to64 y))
(Less16U x y) => (I64LtU (ZeroExt16to64 x) (ZeroExt16to64 y))
(Less8U  x y) => (I64LtU (ZeroExt8to64  x) (ZeroExt8to64  y))
(Less(64|32)F ...) => (F(64|32)Lt ...)

(Leq64  ...) => (I64LeS ...)
(Leq32  x y) => (I64LeS (SignExt32to64 x) (SignExt32to64 y))
(Leq16  x y) => (I64LeS (SignExt16to64 x) (SignExt16to64 y))
(Leq8   x y) => (I64LeS (SignExt8to64  x) (SignExt8to64  y))
(Leq64U ...) => (I64LeU ...)
(Leq32U x y) => (I64LeU (ZeroExt32to64 x) (ZeroExt32to64 y))
(Leq16U x y) => (I64LeU (ZeroExt16to64 x) (ZeroExt16to64 y))
(Leq8U  x y) => (I64LeU (ZeroExt8to64  x) (ZeroExt8to64  y))
(Leq(64|32)F ...) => (F(64|32)Le ...)

(Eq64  ...) => (I64Eq ...)
(Eq32  x y) => (I64Eq (ZeroExt32to64 x) (ZeroExt32to64 y))
(Eq16  x y) => (I64Eq (ZeroExt16to64 x) (ZeroExt16to64 y))
(Eq8   x y) => (I64Eq (ZeroExt8to64  x) (ZeroExt8to64  y))
(EqB   ...) => (I64Eq ...)
(EqPtr ...) => (I64Eq ...)
(Eq(64|32)F ...) => (F(64|32)Eq ...)

(Neq64  ...) => (I64Ne ...)
```

```
(Neq32  x
 y) => (I64Ne (ZeroExt32to64 x) (ZeroExt32to64 y))
(Neq16  x y) => (I64Ne (ZeroExt16to64 x) (ZeroExt16to64 y))
(Neq8   x y) => (I64Ne (ZeroExt8to64  x) (ZeroExt8to64  y))
(NeqB   ...) => (I64Ne ...)
(NeqPtr ...) => (I64Ne ...)
(Neq(64|32)F ...) => (F(64|32)Ne ...)

// Lowering loads
(Load <t> ptr mem) && is32BitFloat(t) => (F32Load ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (F64Load ptr mem)
(Load <t> ptr mem) && t.Size() == 8 => (I64Load ptr mem)
(Load <t> ptr mem) && t.Size() == 4 && !t.IsSigned() => (I64Load32U ptr mem)
(Load <t> ptr mem) && t.Size() == 4 &&  t.IsSigned() => (I64Load32S ptr mem)
(Load <t> ptr mem) && t.Size() == 2 && !t.IsSigned() => (I64Load16U ptr mem)
(Load <t> ptr mem) && t.Size() == 2 &&  t.IsSigned() => (I64Load16S ptr mem)
(Load <t> ptr mem) && t.Size() == 1 && !t.IsSigned() => (I64Load8U ptr mem)
(Load <t> ptr mem) && t.Size() == 1 &&  t.IsSigned() => (I64Load8S ptr mem)

// Lowering stores
(Store {t} ptr val mem) && is64BitFloat(t) => (F64Store ptr val
 mem)
(Store {t} ptr val mem) && is32BitFloat(t) => (F32Store ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 => (I64Store ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 => (I64Store32 ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (I64Store16 ptr val mem)
(Store {t} ptr val mem) && t.Size() == 1 => (I64Store8 ptr val mem)

// Lowering moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (I64Store8 dst (I64Load8U src mem) mem)
(Move [2] dst src mem) => (I64Store16 dst (I64Load16U src mem) mem)
(Move [4] dst src mem) => (I64Store32 dst (I64Load32U src mem) mem)
(Move [8] dst src mem) => (I64Store dst (I64Load src mem) mem)
(Move [16] dst src mem) =>
 (I64Store [8] dst (I64Load [8] src mem)
  (I64Store dst (I64Load src mem) mem))
(Move [3] dst src mem) =>
 (I64Store8 [2] dst (I64Load8U [2] src mem)
  (I64Store16 dst (I64Load16U src mem) mem))
(Move [5] dst src mem) =>
 (I64Store8 [4] dst (I64Load8U [4] src mem)
  (I64Store32 dst (I64Load32U src mem) mem))
(Move
 [6] dst src mem) =>
 (I64Store16 [4] dst (I64Load16U [4] src mem)
  (I64Store32 dst (I64Load32U src mem) mem))
(Move [7] dst src mem) =>
```

```
 (I64Store32 [3] dst (I64Load32U [3] src mem)
  (I64Store32 dst (I64Load32U src mem) mem))
(Move [s] dst src mem) && s > 8 && s < 16 =>
 (I64Store [s-8] dst (I64Load [s-8] src mem)
  (I64Store dst (I64Load src mem) mem))

// Adjust moves to be a multiple of 16 bytes.
(Move [s] dst src mem)
 && s > 16 && s%16 != 0 && s%16 <= 8 =>
 (Move [s-s%16]
  (OffPtr <dst.Type> dst [s%16])
  (OffPtr <src.Type> src [s%16])
  (I64Store dst (I64Load src mem) mem))
(Move [s] dst src mem)
 && s > 16 && s%16 != 0 && s%16 > 8 =>
 (Move [s-s%16]
  (OffPtr <dst.Type> dst [s%16])
  (OffPtr <src.Type> src [s%16])
  (I64Store [8] dst (I64Load [8] src mem)
   (I64Store dst (I64Load src mem) mem)))

// Large copying uses helper.
(Move [s] dst src mem) && s%8 == 0 && logLargeCopy(v, s) =>
 (LoweredMove [s/8] dst src mem)

// Lowering Zero instructions
(Zero [0] _ mem) => mem
(Zero
 [1] destptr mem) => (I64Store8 destptr (I64Const [0]) mem)
(Zero [2] destptr mem) => (I64Store16 destptr (I64Const [0]) mem)
(Zero [4] destptr mem) => (I64Store32 destptr (I64Const [0]) mem)
(Zero [8] destptr mem) => (I64Store destptr (I64Const [0]) mem)

(Zero [3] destptr mem) =>
 (I64Store8 [2] destptr (I64Const [0])
  (I64Store16 destptr (I64Const [0]) mem))
(Zero [5] destptr mem) =>
 (I64Store8 [4] destptr (I64Const [0])
  (I64Store32 destptr (I64Const [0]) mem))
(Zero [6] destptr mem) =>
 (I64Store16 [4] destptr (I64Const [0])
  (I64Store32 destptr (I64Const [0]) mem))
(Zero [7] destptr mem) =>
 (I64Store32 [3] destptr (I64Const [0])
  (I64Store32 destptr (I64Const [0]) mem))

// Strip off any fractional word zeroing.
(Zero [s] destptr mem) && s%8 != 0 && s > 8 =>
```

```
 (Zero [s-s%8] (OffPtr <destptr.Type> destptr [s%8])
  (I64Store destptr (I64Const [0]) mem))

// Zero small numbers of words directly.
(Zero [16] destptr mem) =>
 (I64Store [8] destptr (I64Const [0])
  (I64Store
 destptr (I64Const [0]) mem))
(Zero [24] destptr mem) =>
 (I64Store [16] destptr (I64Const [0])
  (I64Store [8] destptr (I64Const [0])
   (I64Store destptr (I64Const [0]) mem)))
(Zero [32] destptr mem) =>
 (I64Store [24] destptr (I64Const [0])
  (I64Store [16] destptr (I64Const [0])
   (I64Store [8] destptr (I64Const [0])
    (I64Store destptr (I64Const [0]) mem))))

// Large zeroing uses helper.
(Zero [s] destptr mem) && s%8 == 0 && s > 32 =>
 (LoweredZero [s/8] destptr mem)

// Lowering constants
(Const64 ...) => (I64Const ...)
(Const(32|16|8) [c]) => (I64Const [int64(c)])
(Const(64|32)F ...) => (F(64|32)Const ...)
(ConstNil) => (I64Const [0])
(ConstBool [c]) => (I64Const [b2i(c)])

// Lowering calls
(StaticCall ...) => (LoweredStaticCall ...)
(ClosureCall ...) => (LoweredClosureCall ...)
(InterCall ...) => (LoweredInterCall ...)
(TailCall ...) => (LoweredTailCall ...)

// Miscellaneous
(Convert ...) => (LoweredConvert ...)
(IsNonNil p) => (I64Eqz (I64Eqz p))
(IsInBounds ...) => (I64LtU
 ...)
(IsSliceInBounds ...) => (I64LeU ...)
(NilCheck ...) => (LoweredNilCheck ...)
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(Addr {sym} base) => (LoweredAddr {sym} [0] base)
(LocalAddr {sym} base _) => (LoweredAddr {sym} base)
```

```
// Write barrier.
(WB ...) => (LoweredWB ...)

// --- Intrinsics ---
(Sqrt ...) => (F64Sqrt ...)
(Trunc ...) => (F64Trunc ...)
(Ceil ...) => (F64Ceil ...)
(Floor ...) => (F64Floor ...)
(RoundToEven ...) => (F64Nearest ...)
(Abs ...) => (F64Abs ...)
(Copysign ...) => (F64Copysign ...)

(Sqrt32 ...) => (F32Sqrt ...)

(Ctz64 ...) => (I64Ctz ...)
(Ctz32 x) => (I64Ctz (I64Or x (I64Const [0x100000000])))
(Ctz16 x) => (I64Ctz (I64Or x (I64Const [0x10000])))
(Ctz8  x) => (I64Ctz (I64Or x (I64Const [0x100])))

(Ctz(64|32|16|8)NonZero ...) => (I64Ctz ...)

(BitLen64 x) => (I64Sub (I64Const [64]) (I64Clz x))

(PopCount64 ...) => (I64Popcnt ...)
(PopCount32 x) => (I64Popcnt
 (ZeroExt32to64 x))
(PopCount16 x) => (I64Popcnt (ZeroExt16to64 x))
(PopCount8  x) => (I64Popcnt (ZeroExt8to64  x))

(CondSelect ...) => (Select ...)

// --- Optimizations ---
(I64Add (I64Const [x]) (I64Const [y])) => (I64Const [x + y])
(I64Mul (I64Const [x]) (I64Const [y])) => (I64Const [x * y])
(I64And (I64Const [x]) (I64Const [y])) => (I64Const [x & y])
(I64Or  (I64Const [x]) (I64Const [y])) => (I64Const [x | y])
(I64Xor (I64Const [x]) (I64Const [y])) => (I64Const [x ^ y])
(F64Add (F64Const [x]) (F64Const [y])) => (F64Const [x + y])
(F64Mul (F64Const [x]) (F64Const [y])) && !math.IsNaN(x * y) => (F64Const [x * y])
(I64Eq  (I64Const [x]) (I64Const [y])) && x == y => (I64Const [1])
(I64Eq  (I64Const [x]) (I64Const [y])) && x != y => (I64Const [0])
(I64Ne  (I64Const [x]) (I64Const [y])) && x == y => (I64Const [0])
(I64Ne  (I64Const [x]) (I64Const [y])) && x != y => (I64Const [1])

(I64Shl (I64Const [x]) (I64Const [y])) => (I64Const [x << uint64(y)])
(I64ShrU (I64Const [x]) (I64Const
 [y])) => (I64Const [int64(uint64(x) >> uint64(y))])
(I64ShrS (I64Const [x]) (I64Const [y])) => (I64Const [x >> uint64(y)])
```

```
// TODO: declare these operations as commutative and get rid of these rules?
(I64Add (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Add y (I64Const [x]))
(I64Mul (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Mul y (I64Const [x]))
(I64And (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64And y (I64Const [x]))
(I64Or  (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Or  y (I64Const [x]))
(I64Xor (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Xor y (I64Const [x]))
(F64Add (F64Const [x]) y) && y.Op != OpWasmF64Const => (F64Add y (F64Const [x]))
(F64Mul (F64Const [x]) y) && y.Op != OpWasmF64Const => (F64Mul y (F64Const [x]))
(I64Eq  (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Eq y  (I64Const [x]))
(I64Ne  (I64Const [x]) y) && y.Op != OpWasmI64Const => (I64Ne y  (I64Const [x]))

(I64Eq x (I64Const [0])) => (I64Eqz x)
(I64LtU (I64Const [0]) x) => (I64Eqz
 (I64Eqz x))
(I64LeU x (I64Const [0])) => (I64Eqz x)
(I64LtU x (I64Const [1])) => (I64Eqz x)
(I64LeU (I64Const [1]) x) => (I64Eqz (I64Eqz x))
(I64Ne x (I64Const [0])) => (I64Eqz (I64Eqz x))

(I64Add x (I64Const [y])) => (I64AddConst [y] x)
(I64AddConst [0] x) => x
(I64Eqz (I64Eqz (I64Eqz x))) => (I64Eqz x)

// folding offset into load/store
((I64Load|I64Load32U|I64Load32S|I64Load16U|I64Load16S|I64Load8U|I64Load8S) [off] (I64AddConst [off2]
ptr) mem)
 && isU32Bit(off+off2) =>
 ((I64Load|I64Load32U|I64Load32S|I64Load16U|I64Load16S|I64Load8U|I64Load8S) [off+off2] ptr mem)

((I64Store|I64Store32|I64Store16|I64Store8) [off] (I64AddConst [off2] ptr) val mem)
 && isU32Bit(off+off2) =>
 ((I64Store|I64Store32|I64Store16|I64Store8) [off+off2] ptr val mem)

// folding offset into address
(I64AddConst [off] (LoweredAddr {sym} [off2] base)) && isU32Bit(off+int64(off2)) =>
 (LoweredAddr {sym} [int32(off)+off2] base)
(I64AddConst [off] x:(SP)) && isU32Bit(off) => (LoweredAddr [int32(off)] x) //
 so it is rematerializeable

// transforming readonly globals into constants
(I64Load [off] (LoweredAddr {sym} [off2] (SB)) _) && symIsRO(sym) && isU32Bit(off+int64(off2)) =>
(I64Const [int64(read64(sym, off+int64(off2), config.ctxt.Arch.ByteOrder))])
(I64Load32U [off] (LoweredAddr {sym} [off2] (SB)) _) && symIsRO(sym) && isU32Bit(off+int64(off2)) =>
(I64Const [int64(read32(sym, off+int64(off2), config.ctxt.Arch.ByteOrder))])
(I64Load16U [off] (LoweredAddr {sym} [off2] (SB)) _) && symIsRO(sym) && isU32Bit(off+int64(off2)) =>
(I64Const [int64(read16(sym, off+int64(off2), config.ctxt.Arch.ByteOrder))])
(I64Load8U [off] (LoweredAddr {sym} [off2] (SB)) _) && symIsRO(sym) && isU32Bit(off+int64(off2)) =>
```

(I64Const [int64(read8(sym, off+int64(off2)))])

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// Lowering arithmetic
(Add(64|Ptr) ...) => (ADD ...)
(Add(32|16|8) ...) => (ADDW ...)
(Add32F x y) => (Select0 (FADDS x y))
(Add64F x y) => (Select0 (FADD x y))

(Sub(64|Ptr) ...) => (SUB ...)
(Sub(32|16|8) ...) => (SUBW ...)
(Sub32F x y) => (Select0 (FSUBS x y))
(Sub64F x y) => (Select0 (FSUB x y))

(Mul64 ...) => (MULLD ...)
(Mul(32|16|8) ...) => (MULLW ...)
(Mul32F ...) => (FMULS ...)
(Mul64F ...) => (FMUL ...)
(Mul64uhilo ...) => (MLGR ...)

(Div32F ...) => (FDIVS ...)
(Div64F ...) => (FDIV ...)

(Div64 x y) => (DIVD x y)
(Div64u ...) => (DIVDU ...)
// DIVW/DIVWU has a 64-bit dividend and a 32-bit divisor,
// so a sign/zero extension of the dividend is required.
(Div32 x y) => (DIVW (MOVWreg x) y)
(Div32u x y) => (DIVWU (MOVWZreg x) y)
(Div16 x y) => (DIVW
  (MOVHreg x) (MOVHreg y))
(Div16u x y) => (DIVWU (MOVHZreg x) (MOVHZreg y))
(Div8   x y) => (DIVW (MOVBreg x) (MOVBreg y))
(Div8u x y) => (DIVWU (MOVBZreg x) (MOVBZreg y))

(Hmul(64|64u) ...) => (MULH(D|DU) ...)
(Hmul32 x y) => (SRDconst [32] (MULLD (MOVWreg x) (MOVWreg y)))
(Hmul32u x y) => (SRDconst [32] (MULLD (MOVWZreg x) (MOVWZreg y)))

(Mod64 x y) => (MODD x y)
(Mod64u ...) => (MODDU ...)

```
// MODW/MODWU has a 64-bit dividend and a 32-bit divisor,
// so a sign/zero extension of the dividend is required.
(Mod32  x y) => (MODW  (MOVWreg x) y)
(Mod32u x y) => (MODWU (MOVWZreg x) y)
(Mod16  x y) => (MODW  (MOVHreg x) (MOVHreg y))
(Mod16u x y) => (MODWU (MOVHZreg x) (MOVHZreg y))
(Mod8   x y) => (MODW  (MOVBreg x) (MOVBreg y))
(Mod8u  x y) => (MODWU (MOVBZreg x) (MOVBZreg y))

// (x + y) / 2 with x>=y -> (x - y) / 2 + y
(Avg64u <t> x y) => (ADD (SRDconst <t> (SUB <t> x y) [1]) y)

(And64 ...) => (AND ...)
(And(32|16|8) ...) => (ANDW ...)

(Or64 ...) => (OR ...)
(Or(32|16|8) ...)
 => (ORW ...)

(Xor64 ...) => (XOR ...)
(Xor(32|16|8) ...) => (XORW ...)

(Neg64 ...) => (NEG ...)
(Neg(32|16|8) ...) => (NEGW ...)
(Neg32F ...) => (FNEGS ...)
(Neg64F ...) => (FNEG ...)

(Com64 ...) => (NOT ...)
(Com(32|16|8) ...) => (NOTW ...)
(NOT x) => (XOR (MOVDconst [-1]) x)
(NOTW x) => (XORWconst [-1] x)

// Lowering boolean ops
(AndB ...) => (ANDW ...)
(OrB ...) => (ORW ...)
(Not x) => (XORWconst [1] x)

// Lowering pointer arithmetic
(OffPtr [off] ptr:(SP)) => (MOVDaddr [int32(off)] ptr)
(OffPtr [off] ptr) && is32Bit(off) => (ADDconst [int32(off)] ptr)
(OffPtr [off] ptr) => (ADD (MOVDconst [off]) ptr)

// TODO: optimize these cases?
(Ctz64NonZero ...) => (Ctz64 ...)
(Ctz32NonZero ...) => (Ctz32 ...)

// Ctz(x) = 64 - findLeftmostOne((x-1)&^x)
(Ctz64 <t> x) => (SUB (MOVDconst [64]) (FLOGR (AND <t> (SUBconst <t> [1] x) (NOT <t> x))))
```

```
(Ctz32 <t> x) => (SUB (MOVDconst [64]) (FLOGR (MOVWZreg (ANDW <t> (SUBWconst <t> [1] x) (NOTW
<t> x)))))

(BitLen64 x) => (SUB (MOVDconst [64]) (FLOGR
 x))

// POPCNT treats the input register as a vector of 8 bytes, producing
// a population count for each individual byte. For inputs larger than
// a single byte we therefore need to sum the individual bytes produced
// by the POPCNT instruction. For example, the following instruction
// sequence could be used to calculate the population count of a 4-byte
// value:
//
//     MOVD   $0x12345678, R1 // R1=0x12345678 <-- input
//     POPCNT R1, R2          // R2=0x02030404
//     SRW    $16, R2, R3     // R3=0x00000203
//     ADDW   R2, R3, R4      // R4=0x02030607
//     SRW    $8, R4, R5      // R5=0x00020306
//     ADDW   R4, R5, R6      // R6=0x0205090d
//     MOVBZ  R6, R7          // R7=0x0000000d <-- result is 13
//
(PopCount8  x) => (POPCNT (MOVBZreg x))
(PopCount16 x) => (MOVBZreg (SumBytes2 (POPCNT <typ.UInt16> x)))
(PopCount32 x) => (MOVBZreg (SumBytes4 (POPCNT <typ.UInt32> x)))
(PopCount64 x) => (MOVBZreg (SumBytes8 (POPCNT <typ.UInt64> x)))

// SumBytes{2,4,8} pseudo operations
 sum the values of the rightmost
// 2, 4 or 8 bytes respectively. The result is a single byte however
// other bytes might contain junk so a zero extension is required if
// the desired output type is larger than 1 byte.
(SumBytes2 x) => (ADDW (SRWconst <typ.UInt8> x [8]) x)
(SumBytes4 x) => (SumBytes2 (ADDW <typ.UInt16> (SRWconst <typ.UInt16> x [16]) x))
(SumBytes8 x) => (SumBytes4 (ADDW <typ.UInt32> (SRDconst <typ.UInt32> x [32]) x))

(Bswap64 ...) => (MOVDBR ...)
(Bswap32 ...) => (MOVWBR ...)

// add with carry
(Select0 (Add64carry x y c))
 => (Select0 <typ.UInt64> (ADDE x y (Select1 <types.TypeFlags> (ADDCconst c [-1]))))
(Select1 (Add64carry x y c))
 => (Select0 <typ.UInt64> (ADDE (MOVDconst [0]) (MOVDconst [0]) (Select1 <types.TypeFlags> (ADDE x y
(Select1 <types.TypeFlags> (ADDCconst c [-1])))))

// subtract with borrow
(Select0 (Sub64borrow x y c))
 => (Select0 <typ.UInt64> (SUBE x y (Select1 <types.TypeFlags> (SUBC (MOVDconst [0]) c))))
```

```
(Select1 (Sub64borrow x y c))
  => (NEG (Select0 <typ.UInt64> (SUBE (MOVDconst [0]) (MOVDconst [0]) (Select1 <types.TypeFlags> (SUBE
x y (Select1 <types.TypeFlags> (SUBC (MOVDconst [0]) c)))))))

// math package intrinsics
(Sqrt      ...) => (FSQRT ...)
(Floor       x) => (FIDBR [7] x)
(Ceil        x) => (FIDBR [6] x)
(Trunc       x) => (FIDBR [5] x)
(RoundToEven x) => (FIDBR [4] x)
(Round       x) => (FIDBR [1] x)
(FMA     x y z) => (FMADD z x y)

(Sqrt32    ...) => (FSQRTS ...)

// Atomic loads and stores.
// The SYNC instruction (fast-BCR-serialization) prevents store-load
// reordering. Other sequences of memory operations (load-load,
// store-store and load-store) are already guaranteed not to be reordered.
(AtomicLoad(8|32|Acq32|64|Ptr) ptr mem) => (MOV(BZ|WZ|WZ|D|D)atomicload ptr mem)
(AtomicStore(8|32|64|PtrNoWB) ptr val mem) => (SYNC (MOV(B|W|D|D)atomicstore ptr val mem))

// Store-release doesn't require store-load ordering.
(AtomicStoreRel32 ptr val mem) => (MOVWatomicstore ptr val mem)

// Atomic adds.
(AtomicAdd32
 ptr val mem) => (AddTupleFirst32 val (LAA ptr val mem))
(AtomicAdd64 ptr val mem) => (AddTupleFirst64 val (LAAG ptr val mem))
(Select0 <t> (AddTupleFirst32 val tuple)) => (ADDW val (Select0 <t> tuple))
(Select1     (AddTupleFirst32   _ tuple)) => (Select1 tuple)
(Select0 <t> (AddTupleFirst64 val tuple)) => (ADD val (Select0 <t> tuple))
(Select1     (AddTupleFirst64   _ tuple)) => (Select1 tuple)

// Atomic exchanges.
(AtomicExchange32 ptr val mem) => (LoweredAtomicExchange32 ptr val mem)
(AtomicExchange64 ptr val mem) => (LoweredAtomicExchange64 ptr val mem)

// Atomic compare and swap.
(AtomicCompareAndSwap32 ptr old new_ mem) => (LoweredAtomicCas32 ptr old new_ mem)
(AtomicCompareAndSwap64 ptr old new_ mem) => (LoweredAtomicCas64 ptr old new_ mem)

// Atomic and: *(*uint8)(ptr) &= val
//
// Round pointer down to nearest word boundary and pad value with ones before
// applying atomic AND operation to target word.
//
// *(*uint32)(ptr &^ 3) &= rotateleft(uint32(val) | 0xffffff00,
```

```
 ((3 << 3) ^ ((ptr & 3) << 3))
//
(AtomicAnd8 ptr val mem)
 => (LANfloor
     ptr
     (RLL <typ.UInt32>
      (ORWconst <typ.UInt32> val [-1<<8])
      (RXSBG <typ.UInt32> {s390x.NewRotateParams(59, 60, 3)} (MOVDconst [3<<3]) ptr))
     mem)

// Atomic or: *(*uint8)(ptr) |= val
//
// Round pointer down to nearest word boundary and pad value with zeros before
// applying atomic OR operation to target word.
//
// *(*uint32)(ptr &^ 3) |= uint32(val) << ((3 << 3) ^ ((ptr & 3) << 3))
//
(AtomicOr8  ptr val mem)
 => (LAOfloor
     ptr
     (SLW <typ.UInt32>
      (MOVBZreg <typ.UInt32> val)
      (RXSBG <typ.UInt32> {s390x.NewRotateParams(59, 60, 3)} (MOVDconst [3<<3]) ptr))
     mem)

(AtomicAnd32 ...) => (LAN ...)
(AtomicOr32  ...) => (LAO ...)

// Lowering extension
// Note: we always extend to 64 bits even though some ops don't need that many result bits.
(SignExt8to(16|32|64) ...) => (MOVBreg ...)
(SignExt16to(32|64) ...) => (MOVHreg ...)
(SignExt32to64
 ...) => (MOVWreg ...)

(ZeroExt8to(16|32|64) ...) => (MOVBZreg ...)
(ZeroExt16to(32|64) ...) => (MOVHZreg ...)
(ZeroExt32to64 ...) => (MOVWZreg ...)

(Slicemask <t> x) => (SRADconst (NEG <t> x) [63])

// Lowering truncation
// Because we ignore high parts of registers, truncates are just copies.
(Trunc(16|32|64)to8 ...) => (Copy ...)
(Trunc(32|64)to16 ...) => (Copy ...)
(Trunc64to32 ...) => (Copy ...)

// Lowering float <-> int
```

```
(Cvt32to32F ...) => (CEFBRA ...)
(Cvt32to64F ...) => (CDFBRA ...)
(Cvt64to32F ...) => (CEGBRA ...)
(Cvt64to64F ...) => (CDGBRA ...)

(Cvt32Fto32 ...) => (CFEBRA ...)
(Cvt32Fto64 ...) => (CGEBRA ...)
(Cvt64Fto32 ...) => (CFDBRA ...)
(Cvt64Fto64 ...) => (CGDBRA ...)

// Lowering float <-> uint
(Cvt32Uto32F ...) => (CELFBR ...)
(Cvt32Uto64F ...) => (CDLFBR ...)
(Cvt64Uto32F ...) => (CELGBR ...)
(Cvt64Uto64F ...) => (CDLGBR ...)

(Cvt32Fto32U ...) => (CLFEBR ...)
(Cvt32Fto64U ...) => (CLGEBR ...)
(Cvt64Fto32U ...) => (CLFDBR ...)
(Cvt64Fto64U ...) => (CLGDBR ...)

//
 Lowering float32 <-> float64
(Cvt32Fto64F ...) => (LDEBR ...)
(Cvt64Fto32F ...) => (LEDBR ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round(32|64)F ...) => (LoweredRound(32|64)F ...)

// Lowering shifts

// Lower bounded shifts first. No need to check shift value.
(Lsh64x(64|32|16|8)  x y) && shiftIsBounded(v) => (SLD x y)
(Lsh32x(64|32|16|8)  x y) && shiftIsBounded(v) => (SLW x y)
(Lsh16x(64|32|16|8)  x y) && shiftIsBounded(v) => (SLW x y)
(Lsh8x(64|32|16|8)   x y) && shiftIsBounded(v) => (SLW x y)
(Rsh64Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRD x y)
(Rsh32Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRW x y)
(Rsh16Ux(64|32|16|8) x y) && shiftIsBounded(v) => (SRW (MOVHZreg x) y)
(Rsh8Ux(64|32|16|8)  x y) && shiftIsBounded(v) => (SRW (MOVBZreg x) y)
(Rsh64x(64|32|16|8)  x y) && shiftIsBounded(v) => (SRAD x y)
(Rsh32x(64|32|16|8)  x y) && shiftIsBounded(v) => (SRAW x y)
(Rsh16x(64|32|16|8)  x y) && shiftIsBounded(v) => (SRAW (MOVHreg x) y)
(Rsh8x(64|32|16|8)   x y) && shiftIsBounded(v)
 => (SRAW (MOVBreg x) y)

// Unsigned shifts need to return 0 if shift amount is >= width of shifted value.
```

```
//   result = shift >= 64 ? 0 : arg << shift
(Lsh(64|32|16|8)x64 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SL(D|W|W|W) <t> x y) (MOVDconst [0]) (CMPUconst y [64]))
(Lsh(64|32|16|8)x32 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SL(D|W|W|W) <t> x y) (MOVDconst [0]) (CMPWUconst y [64]))
(Lsh(64|32|16|8)x16 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SL(D|W|W|W) <t> x y) (MOVDconst [0]) (CMPWUconst (MOVHZreg y) [64]))
(Lsh(64|32|16|8)x8  <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SL(D|W|W|W) <t> x y) (MOVDconst [0]) (CMPWUconst (MOVBZreg y) [64]))

(Rsh(64|32)Ux64 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SR(D|W) <t> x y) (MOVDconst [0]) (CMPUconst y [64]))
(Rsh(64|32)Ux32 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SR(D|W) <t> x y) (MOVDconst [0]) (CMPWUconst y [64]))
(Rsh(64|32)Ux16 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SR(D|W) <t> x y) (MOVDconst [0]) (CMPWUconst (MOVHZreg y) [64]))
(Rsh(64|32)Ux8  <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SR(D|W) <t> x y) (MOVDconst [0]) (CMPWUconst (MOVBZreg y) [64]))

(Rsh(16|8)Ux64 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SRW <t> (MOV(H|B)Zreg x) y) (MOVDconst [0]) (CMPUconst y [64]))
(Rsh(16|8)Ux32 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SRW <t> (MOV(H|B)Zreg x) y) (MOVDconst [0]) (CMPWUconst y [64]))
(Rsh(16|8)Ux16 <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SRW <t> (MOV(H|B)Zreg x) y) (MOVDconst [0]) (CMPWUconst (MOVHZreg y) [64]))
(Rsh(16|8)Ux8  <t> x y) => (LOCGR {s390x.GreaterOrEqual} <t> (SRW <t> (MOV(H|B)Zreg x) y) (MOVDconst [0]) (CMPWUconst (MOVBZreg y) [64]))

// Signed right shift needs to return 0/-1 if shift amount is >= width of shifted value.
// We implement this by setting the shift value to 63 (all ones) if the shift value is more than 63.
//   result = arg >> (shift >= 64 ? 63 : shift)
(Rsh(64|32)x64 x y) => (SRA(D|W) x (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPUconst  y [64])))
(Rsh(64|32)x32 x y) => (SRA(D|W) x (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst y [64])))
(Rsh(64|32)x16 x y) => (SRA(D|W) x (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst (MOVHZreg y) [64])))
(Rsh(64|32)x8  x y) => (SRA(D|W) x (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst (MOVBZreg y) [64])))

(Rsh(16|8)x64 x y) => (SRAW (MOV(H|B)reg x) (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPUconst  y [64])))
(Rsh(16|8)x32 x y) => (SRAW (MOV(H|B)reg x) (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst y [64])))
(Rsh(16|8)x16 x y) => (SRAW (MOV(H|B)reg x) (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst (MOVHZreg y) [64])))
(Rsh(16|8)x8  x y) => (SRAW (MOV(H|B)reg x) (LOCGR {s390x.GreaterOrEqual} <y.Type> y (MOVDconst <y.Type> [63]) (CMPWUconst (MOVBZreg
```

```
y) [64])))

// Lowering rotates
(RotateLeft8 <t> x (MOVDconst [c])) => (Or8 (Lsh8x64 <t> x (MOVDconst [c&7])) (Rsh8Ux64 <t> x (MOVDconst [-c&7])))
(RotateLeft16 <t> x (MOVDconst [c])) => (Or16 (Lsh16x64 <t> x (MOVDconst [c&15])) (Rsh16Ux64 <t> x (MOVDconst [-c&15])))
(RotateLeft32 ...) => (RLL  ...)
(RotateLeft64 ...) => (RLLG ...)

// Lowering comparisons
(Less64      x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMP x y))
(Less32      x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPW x y))
(Less(16|8)  x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPW (MOV(H|B)reg x) (MOV(H|B)reg y)))
(Less64U     x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPU x y))
(Less32U     x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPWU x y))
(Less(16|8)U x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPWU (MOV(H|B)Zreg x) (MOV(H|B)Zreg y)))
(Less64F     x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst
 [1]) (FCMP x y))
(Less32F     x y) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (FCMPS x y))

(Leq64      x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMP x y))
(Leq32      x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPW x y))
(Leq(16|8)  x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPW (MOV(H|B)reg x) (MOV(H|B)reg y)))
(Leq64U     x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPU x y))
(Leq32U     x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPWU x y))
(Leq(16|8)U x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPWU (MOV(H|B)Zreg x) (MOV(H|B)Zreg y)))
(Leq64F     x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (FCMP x y))
(Leq32F     x y) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (FCMPS x y))

(Eq(64|Ptr) x y) => (LOCGR {s390x.Equal} (MOVDconst [0]) (MOVDconst [1]) (CMP x y))
(Eq32       x y) => (LOCGR
 {s390x.Equal} (MOVDconst [0]) (MOVDconst [1]) (CMPW x y))
(Eq(16|8|B) x y) => (LOCGR {s390x.Equal} (MOVDconst [0]) (MOVDconst [1]) (CMPW (MOV(H|B|B)reg x) (MOV(H|B|B)reg y)))
(Eq64F      x y) => (LOCGR {s390x.Equal} (MOVDconst [0]) (MOVDconst [1]) (FCMP x y))
(Eq32F      x y) => (LOCGR {s390x.Equal} (MOVDconst [0]) (MOVDconst [1]) (FCMPS x y))

(Neq(64|Ptr) x y) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (CMP x y))
(Neq32       x y) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPW x y))
(Neq(16|8|B) x y) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPW (MOV(H|B|B)reg x) (MOV(H|B|B)reg y)))
(Neq64F      x y) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (FCMP x y))
(Neq32F      x y) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (FCMPS x y))
```

```
// Lowering loads
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t)) => (MOVDload ptr mem)
(Load <t> ptr mem) && is32BitInt(t) && isSigned(t) => (MOVWload ptr mem)
(Load <t>
 ptr mem) && is32BitInt(t) && !isSigned(t) => (MOVWZload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) && isSigned(t) => (MOVHload ptr mem)
(Load <t> ptr mem) && is16BitInt(t) && !isSigned(t) => (MOVHZload ptr mem)
(Load <t> ptr mem) && is8BitInt(t) && isSigned(t) => (MOVBload ptr mem)
(Load <t> ptr mem) && (t.IsBoolean() || (is8BitInt(t) && !isSigned(t))) => (MOVBZload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (FMOVSload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (FMOVDload ptr mem)

// Lowering stores
// These more-specific FP versions of Store pattern should come first.
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (FMOVDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (FMOVSstore ptr val mem)

(Store {t} ptr val mem) && t.Size() == 8 => (MOVDstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t}
 ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)

// Lowering moves

// Load and store for small copies.
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBZload src mem) mem)
(Move [2] dst src mem) => (MOVHstore dst (MOVHZload src mem) mem)
(Move [4] dst src mem) => (MOVWstore dst (MOVWZload src mem) mem)
(Move [8] dst src mem) => (MOVDstore dst (MOVDload src mem) mem)
(Move [16] dst src mem) =>
 (MOVDstore [8] dst (MOVDload [8] src mem)
  (MOVDstore dst (MOVDload src mem) mem))
(Move [24] dst src mem) =>
      (MOVDstore [16] dst (MOVDload [16] src mem)
       (MOVDstore [8] dst (MOVDload [8] src mem)
            (MOVDstore dst (MOVDload src mem) mem)))
(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBZload [2] src mem)
  (MOVHstore dst (MOVHZload src mem) mem))
(Move [5] dst src mem) =>
 (MOVBstore [4] dst (MOVBZload [4] src mem)
  (MOVWstore dst (MOVWZload src mem) mem))
(Move [6] dst src mem) =>
 (MOVHstore [4] dst (MOVHZload [4] src mem)
  (MOVWstore
```

```
 dst (MOVWZload src mem) mem))
(Move [7] dst src mem) =>
 (MOVBstore [6] dst (MOVBZload [6] src mem)
  (MOVHstore [4] dst (MOVHZload [4] src mem)
   (MOVWstore dst (MOVWZload src mem) mem)))

// MVC for other moves. Use up to 4 instructions (sizes up to 1024 bytes).
(Move [s] dst src mem) && s > 0 && s <= 256 && logLargeCopy(v, s) =>
 (MVC [makeValAndOff(int32(s), 0)] dst src mem)
(Move [s] dst src mem) && s > 256 && s <= 512 && logLargeCopy(v, s) =>
 (MVC [makeValAndOff(int32(s)-256, 256)] dst src (MVC [makeValAndOff(256, 0)] dst src mem))
(Move [s] dst src mem) && s > 512 && s <= 768 && logLargeCopy(v, s) =>
 (MVC [makeValAndOff(int32(s)-512, 512)] dst src (MVC [makeValAndOff(256, 256)] dst src (MVC
[makeValAndOff(256, 0)] dst src mem)))
(Move [s] dst src mem) && s > 768 && s <= 1024 && logLargeCopy(v, s) =>
 (MVC [makeValAndOff(int32(s)-768, 768)] dst src (MVC [makeValAndOff(256, 512)] dst src (MVC
[makeValAndOff(256, 256)] dst src (MVC [makeValAndOff(256, 0)] dst src mem))))

//
 Move more than 1024 bytes using a loop.
(Move [s] dst src mem) && s > 1024 && logLargeCopy(v, s) =>
 (LoweredMove [s%256] dst src (ADD <src.Type> src (MOVDconst [(s/256)*256])) mem)

// Lowering Zero instructions
(Zero [0] _ mem) => mem
(Zero [1] destptr mem) => (MOVBstoreconst [0] destptr mem)
(Zero [2] destptr mem) => (MOVHstoreconst [0] destptr mem)
(Zero [4] destptr mem) => (MOVWstoreconst [0] destptr mem)
(Zero [8] destptr mem) => (MOVDstoreconst [0] destptr mem)
(Zero [3] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,2)] destptr
  (MOVHstoreconst [0] destptr mem))
(Zero [5] destptr mem) =>
 (MOVBstoreconst [makeValAndOff(0,4)] destptr
  (MOVWstoreconst [0] destptr mem))
(Zero [6] destptr mem) =>
 (MOVHstoreconst [makeValAndOff(0,4)] destptr
  (MOVWstoreconst [0] destptr mem))
(Zero [7] destptr mem) =>
 (MOVWstoreconst [makeValAndOff(0,3)] destptr
  (MOVWstoreconst [0] destptr mem))

(Zero [s] destptr mem) && s > 0 && s <= 1024 =>
 (CLEAR [makeValAndOff(int32(s), 0)] destptr
 mem)

// Zero more than 1024 bytes using a loop.
(Zero [s] destptr mem) && s > 1024 =>
```

```
 (LoweredZero [s%256] destptr (ADDconst <destptr.Type> destptr [(int32(s)/256)*256]) mem)

// Lowering constants
(Const(64|32|16|8) [val]) => (MOVDconst [int64(val)])
(Const(32|64)F ...) => (FMOV(S|D)const ...)
(ConstNil) => (MOVDconst [0])
(ConstBool [t]) => (MOVDconst [b2i(t)])

// Lowering calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// Miscellaneous
(IsNonNil p) => (LOCGR {s390x.NotEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPconst p [0]))
(IsInBounds idx len) => (LOCGR {s390x.Less} (MOVDconst [0]) (MOVDconst [1]) (CMPU idx len))
(IsSliceInBounds idx len) => (LOCGR {s390x.LessOrEqual} (MOVDconst [0]) (MOVDconst [1]) (CMPU idx len))
(NilCheck ...) => (LoweredNilCheck ...)
(GetG ...) => (LoweredGetG ...)
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP
 ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)
(Addr {sym} base) => (MOVDaddr {sym} base)
(LocalAddr {sym} base _) => (MOVDaddr {sym} base)
(ITab (Load ptr mem)) => (MOVDload ptr mem)

// block rewrites
(If cond yes no) => (CLIJ {s390x.LessOrGreater} (MOVBZreg <typ.Bool> cond) [0] yes no)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// **************************
// Above: lowering rules
// Below: optimizations
// **************************
// TODO: Should the optimizations be a separate pass?

// Note: when removing unnecessary sign/zero extensions.
//
// After a value is spilled it is restored using a sign- or zero-extension
// to register-width as appropriate for its type. For example, a uint8 will
```

```
//
 be restored using a MOVBZ (llgc) instruction which will zero extend the
// 8-bit value to 64-bits.
//
// This is a hazard when folding sign- and zero-extensions since we need to
// ensure not only that the value in the argument register is correctly
// extended but also that it will still be correctly extended if it is
// spilled and restored.
//
// In general this means we need type checks when the RHS of a rule is an
// OpCopy (i.e. "(... x:(...) ...) -> x").

// Merge double extensions.
(MOV(H|HZ)reg e:(MOV(B|BZ)reg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(W|WZ)reg e:(MOV(B|BZ)reg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(W|WZ)reg e:(MOV(H|HZ)reg x)) && clobberIfDead(e) => (MOV(H|HZ)reg x)

// Bypass redundant sign extensions.
(MOV(B|BZ)reg e:(MOVBreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(B|BZ)reg e:(MOVHreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(B|BZ)reg e:(MOVWreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(H|HZ)reg e:(MOVHreg x)) &&
 clobberIfDead(e) => (MOV(H|HZ)reg x)
(MOV(H|HZ)reg e:(MOVWreg x)) && clobberIfDead(e) => (MOV(H|HZ)reg x)
(MOV(W|WZ)reg e:(MOVWreg x)) && clobberIfDead(e) => (MOV(W|WZ)reg x)

// Bypass redundant zero extensions.
(MOV(B|BZ)reg e:(MOVBZreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(B|BZ)reg e:(MOVHZreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(B|BZ)reg e:(MOVWZreg x)) && clobberIfDead(e) => (MOV(B|BZ)reg x)
(MOV(H|HZ)reg e:(MOVHZreg x)) && clobberIfDead(e) => (MOV(H|HZ)reg x)
(MOV(H|HZ)reg e:(MOVWZreg x)) && clobberIfDead(e) => (MOV(H|HZ)reg x)
(MOV(W|WZ)reg e:(MOVWZreg x)) && clobberIfDead(e) => (MOV(W|WZ)reg x)

// Remove zero extensions after zero extending load.
// Note: take care that if x is spilled it is restored correctly.
(MOV(B|H|W)Zreg x:(MOVBZload    _   _)) && (!x.Type.IsSigned() || x.Type.Size() > 1) => x
(MOV(H|W)Zreg   x:(MOVHZload    _   _)) && (!x.Type.IsSigned() || x.Type.Size() > 2) => x
(MOVWZreg       x:(MOVWZload    _   _)) && (!x.Type.IsSigned() ||
 x.Type.Size() > 4) => x

// Remove sign extensions after sign extending load.
// Note: take care that if x is spilled it is restored correctly.
(MOV(B|H|W)reg x:(MOVBload    _   _)) && (x.Type.IsSigned() || x.Type.Size() == 8) => x
(MOV(H|W)reg   x:(MOVHload    _   _)) && (x.Type.IsSigned() || x.Type.Size() == 8) => x
(MOVWreg       x:(MOVWload    _   _)) && (x.Type.IsSigned() || x.Type.Size() == 8) => x

// Remove sign extensions after zero extending load.
```

```
// These type checks are probably unnecessary but do them anyway just in case.
(MOV(H|W)reg x:(MOVBZload    _   _)) && (!x.Type.IsSigned() || x.Type.Size() > 1) => x
(MOVWreg     x:(MOVHZload    _   _)) && (!x.Type.IsSigned() || x.Type.Size() > 2) => x

// Fold sign and zero extensions into loads.
//
// Note: The combined instruction must end up in the same block
// as the original load. If not, we end up making a value with
// memory type live in two different blocks, which can lead to
// multiple memory values alive simultaneously.
//
//
 Make sure we don't combine these ops if the load has another use.
// This prevents a single load from being split into multiple loads
// which then might return different values.  See test/atomicload.go.
(MOV(B|H|W)Zreg <t> x:(MOV(B|H|W)load [o] {s} p mem))
 && x.Uses == 1
 && clobber(x)
 => @x.Block (MOV(B|H|W)Zload <t> [o] {s} p mem)
(MOV(B|H|W)reg <t> x:(MOV(B|H|W)Zload [o] {s} p mem))
 && x.Uses == 1
 && clobber(x)
 => @x.Block (MOV(B|H|W)load <t> [o] {s} p mem)

// Remove zero extensions after argument load.
(MOVBZreg x:(Arg <t>)) && !t.IsSigned() && t.Size() == 1 => x
(MOVHZreg x:(Arg <t>)) && !t.IsSigned() && t.Size() <= 2 => x
(MOVWZreg x:(Arg <t>)) && !t.IsSigned() && t.Size() <= 4 => x

// Remove sign extensions after argument load.
(MOVBreg x:(Arg <t>)) && t.IsSigned() && t.Size() == 1 => x
(MOVHreg x:(Arg <t>)) && t.IsSigned() && t.Size() <= 2 => x
(MOVWreg x:(Arg <t>)) && t.IsSigned() && t.Size() <= 4 => x

// Fold zero extensions into constants.
(MOVBZreg (MOVDconst
 [c])) => (MOVDconst [int64( uint8(c))])
(MOVHZreg (MOVDconst [c])) => (MOVDconst [int64(uint16(c))])
(MOVWZreg (MOVDconst [c])) => (MOVDconst [int64(uint32(c))])

// Fold sign extensions into constants.
(MOVBreg (MOVDconst [c])) => (MOVDconst [int64( int8(c))])
(MOVHreg (MOVDconst [c])) => (MOVDconst [int64(int16(c))])
(MOVWreg (MOVDconst [c])) => (MOVDconst [int64(int32(c))])

// Remove zero extension of conditional move.
// Note: only for MOVBZreg for now since it is added as part of 'if' statement lowering.
(MOVBZreg x:(LOCGR (MOVDconst [c]) (MOVDconst [d]) _))
```

```
 && int64(uint8(c)) == c
 && int64(uint8(d)) == d
 && (!x.Type.IsSigned() || x.Type.Size() > 1)
 => x

// Fold boolean tests into blocks.
// Note: this must match If statement lowering.
(CLIJ {s390x.LessOrGreater} (LOCGR {d} (MOVDconst [0]) (MOVDconst [x]) cmp) [0] yes no)
 && int32(x) != 0
 => (BRC {d} cmp yes no)

// Canonicalize BRC condition code mask by removing impossible conditions.
// Integer comparisons
 cannot generate the unordered condition.
(BRC {c} x:((CMP|CMPW|CMPU|CMPWU)    _ _) yes no) && c&s390x.Unordered != 0 => (BRC
{c&^s390x.Unordered} x yes no)
(BRC {c} x:((CMP|CMPW|CMPU|CMPWU)const _) yes no) && c&s390x.Unordered != 0 => (BRC
{c&^s390x.Unordered} x yes no)

// Compare-and-branch.
// Note: bit 3 (unordered) must not be set so we mask out s390x.Unordered.
(BRC {c} (CMP   x y) yes no) => (CGRJ  {c&^s390x.Unordered} x y yes no)
(BRC {c} (CMPW  x y) yes no) => (CRJ   {c&^s390x.Unordered} x y yes no)
(BRC {c} (CMPU  x y) yes no) => (CLGRJ {c&^s390x.Unordered} x y yes no)
(BRC {c} (CMPWU x y) yes no) => (CLRJ  {c&^s390x.Unordered} x y yes no)

// Compare-and-branch (immediate).
// Note: bit 3 (unordered) must not be set so we mask out s390x.Unordered.
(BRC {c} (CMPconst   x [y]) yes no) && y == int32( int8(y)) => (CGIJ  {c&^s390x.Unordered} x [ int8(y)] yes no)
(BRC {c} (CMPWconst  x [y]) yes no) && y == int32( int8(y)) => (CIJ   {c&^s390x.Unordered} x [ int8(y)] yes
no)
(BRC
 {c} (CMPUconst  x [y]) yes no) && y == int32(uint8(y)) => (CLGIJ {c&^s390x.Unordered} x [uint8(y)] yes no)
(BRC {c} (CMPWUconst x [y]) yes no) && y == int32(uint8(y)) => (CLIJ  {c&^s390x.Unordered} x [uint8(y)] yes
no)

// Absorb immediate into compare-and-branch.
(C(R|GR)J  {c} x (MOVDconst [y]) yes no) && is8Bit(y)  => (C(I|GI)J  {c} x [ int8(y)] yes no)
(CL(R|GR)J {c} x (MOVDconst [y]) yes no) && isU8Bit(y) => (CL(I|GI)J {c} x [uint8(y)] yes no)
(C(R|GR)J  {c} (MOVDconst [x]) y yes no) && is8Bit(x)  => (C(I|GI)J  {c.ReverseComparison()} y [ int8(x)] yes
no)
(CL(R|GR)J {c} (MOVDconst [x]) y yes no) && isU8Bit(x) => (CL(I|GI)J {c.ReverseComparison()} y [uint8(x)]
yes no)

// Prefer comparison with immediate to compare-and-branch.
(CGRJ  {c} x (MOVDconst [y]) yes no) && !is8Bit(y)  && is32Bit(y)  => (BRC {c} (CMPconst   x [int32(y)]) yes
no)
(CRJ   {c} x (MOVDconst [y]) yes no) && !is8Bit(y)  && is32Bit(y)  => (BRC {c} (CMPWconst  x [int32(y)]) yes
```

```
no)
(CLGRJ {c} x (MOVDconst [y]) yes
 no) && !isU8Bit(y) && isU32Bit(y) => (BRC {c} (CMPUconst  x [int32(y)]) yes no)
(CLRJ  {c} x (MOVDconst [y]) yes no) && !isU8Bit(y) && isU32Bit(y) => (BRC {c} (CMPWUconst x [int32(y)])
yes no)
(CGRJ  {c} (MOVDconst [x]) y yes no) && !is8Bit(x)  && is32Bit(x)  => (BRC {c.ReverseComparison()}
(CMPconst   y [int32(x)]) yes no)
(CRJ   {c} (MOVDconst [x]) y yes no) && !is8Bit(x)  && is32Bit(x)  => (BRC {c.ReverseComparison()}
(CMPWconst  y [int32(x)]) yes no)
(CLGRJ {c} (MOVDconst [x]) y yes no) && !isU8Bit(x) && isU32Bit(x) => (BRC {c.ReverseComparison()}
(CMPUconst  y [int32(x)]) yes no)
(CLRJ  {c} (MOVDconst [x]) y yes no) && !isU8Bit(x) && isU32Bit(x) => (BRC {c.ReverseComparison()}
(CMPWUconst y [int32(x)]) yes no)

// Absorb sign/zero extensions into 32-bit compare-and-branch.
(CIJ  {c} (MOV(W|WZ)reg x) [y] yes no) => (CIJ  {c} x [y] yes no)
(CLIJ {c} (MOV(W|WZ)reg x) [y] yes no) => (CLIJ {c} x [y] yes no)

// Bring out-of-range signed immediates into range by varying branch condition.
(BRC
 {s390x.Less}          (CMPconst  x [ 128]) yes no) => (CGIJ {s390x.LessOrEqual}    x [ 127] yes no)
(BRC {s390x.Less}          (CMPWconst x [ 128]) yes no) => (CIJ  {s390x.LessOrEqual}    x [ 127] yes no)
(BRC {s390x.LessOrEqual}    (CMPconst  x [-129]) yes no) => (CGIJ {s390x.Less}          x [-128] yes no)
(BRC {s390x.LessOrEqual}    (CMPWconst x [-129]) yes no) => (CIJ  {s390x.Less}          x [-128] yes no)
(BRC {s390x.Greater}        (CMPconst  x [-129]) yes no) => (CGIJ {s390x.GreaterOrEqual} x [-128] yes no)
(BRC {s390x.Greater}        (CMPWconst x [-129]) yes no) => (CIJ  {s390x.GreaterOrEqual} x [-128] yes no)
(BRC {s390x.GreaterOrEqual} (CMPconst  x [ 128]) yes no) => (CGIJ {s390x.Greater}        x [ 127] yes no)
(BRC {s390x.GreaterOrEqual} (CMPWconst x [ 128]) yes no) => (CIJ  {s390x.Greater}        x [ 127] yes no)

// Bring out-of-range unsigned immediates into range by varying branch condition.
(BRC {s390x.Less}          (CMP(WU|U)const  x [256]) yes no) => (C(L|LG)IJ
 {s390x.LessOrEqual} x [255] yes no)
(BRC {s390x.GreaterOrEqual} (CMP(WU|U)const  x [256]) yes no) => (C(L|LG)IJ {s390x.Greater}     x [255] yes
no)

// Bring out-of-range immediates into range by switching signedness (only == and !=).
(BRC {c} (CMPconst   x [y]) yes no) && y == int32(uint8(y)) && (c == s390x.Equal || c == s390x.LessOrGreater)
=> (CLGIJ {c} x [uint8(y)] yes no)
(BRC {c} (CMPWconst  x [y]) yes no) && y == int32(uint8(y)) && (c == s390x.Equal || c ==
s390x.LessOrGreater) => (CLIJ  {c} x [uint8(y)] yes no)
(BRC {c} (CMPUconst  x [y]) yes no) && y == int32( int8(y)) && (c == s390x.Equal || c == s390x.LessOrGreater)
=> (CGIJ  {c} x [ int8(y)] yes no)
(BRC {c} (CMPWUconst x [y]) yes no) && y == int32( int8(y)) && (c == s390x.Equal || c ==
s390x.LessOrGreater) => (CIJ   {c} x [ int8(y)] yes no)

// Fold constants into instructions.
(ADD x (MOVDconst [c])) && is32Bit(c) => (ADDconst [int32(c)] x)
(ADDW x (MOVDconst [c])) => (ADDWconst [int32(c)] x)
```

```
(SUB x (MOVDconst [c]))
 && is32Bit(c) => (SUBconst x [int32(c)])
(SUB (MOVDconst [c]) x) && is32Bit(c) => (NEG (SUBconst <v.Type> x [int32(c)]))
(SUBW x (MOVDconst [c])) => (SUBWconst x [int32(c)])
(SUBW (MOVDconst [c]) x) => (NEGW (SUBWconst <v.Type> x [int32(c)]))

(MULLD x (MOVDconst [c])) && is32Bit(c) => (MULLDconst [int32(c)] x)
(MULLW x (MOVDconst [c])) => (MULLWconst [int32(c)] x)

// NILF instructions leave the high 32 bits unchanged which is
// equivalent to the leftmost 32 bits being set.
// TODO(mundaym): modify the assembler to accept 64-bit values
// and use isU32Bit(^c).
(AND x (MOVDconst [c]))
 && s390x.NewRotateParams(0, 63, 0).OutMerge(uint64(c)) != nil
 => (RISBGZ x {*s390x.NewRotateParams(0, 63, 0).OutMerge(uint64(c))})
(AND x (MOVDconst [c]))
 && is32Bit(c)
 && c < 0
 => (ANDconst [c] x)
(AND x (MOVDconst [c]))
 && is32Bit(c)
 && c >= 0
 => (MOVWZreg (ANDWconst <typ.UInt32> [int32(c)] x))

(ANDW x (MOVDconst [c])) => (ANDWconst [int32(c)] x)

((AND|ANDW)const [c] ((AND|ANDW)const
 [d] x)) => ((AND|ANDW)const [c&d] x)

((OR|XOR) x (MOVDconst [c])) && isU32Bit(c) => ((OR|XOR)const [c] x)
((OR|XOR)W x (MOVDconst [c])) => ((OR|XOR)Wconst [int32(c)] x)

// Constant shifts.
(S(LD|RD|RAD) x (MOVDconst [c])) => (S(LD|RD|RAD)const x [uint8(c&63)])
(S(LW|RW|RAW) x (MOVDconst [c])) && c&32 == 0 => (S(LW|RW|RAW)const x [uint8(c&31)])
(S(LW|RW)     _ (MOVDconst [c])) && c&32 != 0 => (MOVDconst [0])
(SRAW         x (MOVDconst [c])) && c&32 != 0 => (SRAWconst x [31])

// Shifts only use the rightmost 6 bits of the shift value.
(S(LD|RD|RAD|LW|RW|RAW) x (RISBGZ y {r}))
 && r.Amount == 0
 && r.OutMask()&63 == 63
 => (S(LD|RD|RAD|LW|RW|RAW) x y)
(S(LD|RD|RAD|LW|RW|RAW) x (AND (MOVDconst [c]) y))
 => (S(LD|RD|RAD|LW|RW|RAW) x (ANDWconst <typ.UInt32> [int32(c&63)] y))
(S(LD|RD|RAD|LW|RW|RAW) x (ANDWconst [c] y)) && c&63 == 63
```

```
 => (S(LD|RD|RAD|LW|RW|RAW) x y)
(SLD  x (MOV(W|H|B|WZ|HZ|BZ)reg y)) => (SLD  x y)
(SRD  x (MOV(W|H|B|WZ|HZ|BZ)reg y)) => (SRD  x y)
(SRAD x (MOV(W|H|B|WZ|HZ|BZ)reg
 y)) => (SRAD x y)
(SLW  x (MOV(W|H|B|WZ|HZ|BZ)reg y)) => (SLW  x y)
(SRW  x (MOV(W|H|B|WZ|HZ|BZ)reg y)) => (SRW  x y)
(SRAW x (MOV(W|H|B|WZ|HZ|BZ)reg y)) => (SRAW x y)

// Match rotate by constant.
(RLLG x (MOVDconst [c])) => (RISBGZ x {s390x.NewRotateParams(0, 63, uint8(c&63))})
(RLL  x (MOVDconst [c])) => (RLLconst x [uint8(c&31)])

// Match rotate by constant pattern.
((ADD|OR|XOR)  (SLDconst x [c]) (SRDconst x [64-c])) => (RISBGZ x {s390x.NewRotateParams(0, 63, c)})
((ADD|OR|XOR)W (SLWconst x [c]) (SRWconst x [32-c])) => (RLLconst x [c])

// Signed 64-bit comparison with immediate.
(CMP x (MOVDconst [c])) && is32Bit(c) => (CMPconst x [int32(c)])
(CMP (MOVDconst [c]) x) && is32Bit(c) => (InvertFlags (CMPconst x [int32(c)]))

// Unsigned 64-bit comparison with immediate.
(CMPU x (MOVDconst [c])) && isU32Bit(c) => (CMPUconst x [int32(c)])
(CMPU (MOVDconst [c]) x) && isU32Bit(c) => (InvertFlags (CMPUconst x [int32(c)]))

// Signed and unsigned 32-bit comparison with immediate.
(CMP(W|WU)
 x (MOVDconst [c])) => (CMP(W|WU)const x [int32(c)])
(CMP(W|WU) (MOVDconst [c]) x) => (InvertFlags (CMP(W|WU)const x [int32(c)]))

// Match (x >> c) << d to 'rotate then insert selected bits [into zero]'.
(SLDconst (SRDconst x [c]) [d]) => (RISBGZ x {s390x.NewRotateParams(uint8(max8(0, int8(c-d))), 63-d,
uint8(int8(d-c)&63))})

// Match (x << c) >> d to 'rotate then insert selected bits [into zero]'.
(SRDconst (SLDconst x [c]) [d]) => (RISBGZ x {s390x.NewRotateParams(d, uint8(min8(63, int8(63-c+d))),
uint8(int8(c-d)&63))})

// Absorb input zero extension into 'rotate then insert selected bits [into zero]'.
(RISBGZ (MOVWZreg x) {r}) && r.InMerge(0xffffffff) != nil => (RISBGZ x {*r.InMerge(0xffffffff)})
(RISBGZ (MOVHZreg x) {r}) && r.InMerge(0x0000ffff) != nil => (RISBGZ x {*r.InMerge(0x0000ffff)})
(RISBGZ (MOVBZreg x) {r}) && r.InMerge(0x000000ff) != nil => (RISBGZ x {*r.InMerge(0x000000ff)})

// Absorb 'rotate then insert selected bits [into zero]' into zero extension.
(MOVWZreg
 (RISBGZ x {r})) && r.OutMerge(0xffffffff) != nil => (RISBGZ x {*r.OutMerge(0xffffffff)})
(MOVHZreg (RISBGZ x {r})) && r.OutMerge(0x0000ffff) != nil => (RISBGZ x {*r.OutMerge(0x0000ffff)})
(MOVBZreg (RISBGZ x {r})) && r.OutMerge(0x000000ff) != nil => (RISBGZ x {*r.OutMerge(0x000000ff)})
```

```
// Absorb shift into 'rotate then insert selected bits [into zero]'.
//
// Any unsigned shift can be represented as a rotate and mask operation:
//
//   x << c => RotateLeft64(x, c) & (^uint64(0) << c)
//   x >> c => RotateLeft64(x, -c) & (^uint64(0) >> c)
//
// Therefore when a shift is used as the input to a rotate then insert
// selected bits instruction we can merge the two together. We just have
// to be careful that the resultant mask is representable (non-zero and
// contiguous). For example, assuming that x is variable and c, y and m
// are constants, a shift followed by a rotate then insert selected bits
// could be represented as:
//
//   RotateLeft64(RotateLeft64(x, c) & (^uint64(0)
 << c), y) & m
//
// We can split the rotation by y into two, one rotate for x and one for
// the mask:
//
//   RotateLeft64(RotateLeft64(x, c), y) & (RotateLeft64(^uint64(0) << c, y)) & m
//
// The rotations of x by c followed by y can then be combined:
//
//   RotateLeft64(x, c+y) & (RotateLeft64(^uint64(0) << c, y)) & m
//   ^^^^^^^^^^^^^^^^^^^^   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
//         rotate                      mask
//
// To perform this optimization we therefore just need to check that it
// is valid to merge the shift mask (^(uint64(0)<<c)) into the selected
// bits mask (i.e. that the resultant mask is non-zero and contiguous).
//
(RISBGZ (SLDconst x [c]) {r}) && r.InMerge(^uint64(0)<<c) != nil => (RISBGZ x
{(*r.InMerge(^uint64(0)<<c)).RotateLeft(c)})
(RISBGZ (SRDconst x [c]) {r}) && r.InMerge(^uint64(0)>>c) != nil => (RISBGZ x
{(*r.InMerge(^uint64(0)>>c)).RotateLeft(-c)})

// Absorb 'rotate then insert selected bits [into zero]' into left shift.
(SLDconst (RISBGZ
 x {r}) [c])
 && s390x.NewRotateParams(0, 63-c, c).InMerge(r.OutMask()) != nil
 => (RISBGZ x {(*s390x.NewRotateParams(0, 63-c, c).InMerge(r.OutMask())).RotateLeft(r.Amount)})

// Absorb 'rotate then insert selected bits [into zero]' into right shift.
(SRDconst (RISBGZ x {r}) [c])
 && s390x.NewRotateParams(c, 63, -c&63).InMerge(r.OutMask()) != nil
 => (RISBGZ x {(*s390x.NewRotateParams(c, 63, -c&63).InMerge(r.OutMask())).RotateLeft(r.Amount)})
```

```
// Merge 'rotate then insert selected bits [into zero]' instructions together.
(RISBGZ (RISBGZ x {y}) {z})
 && z.InMerge(y.OutMask()) != nil
 => (RISBGZ x {(*z.InMerge(y.OutMask())).RotateLeft(y.Amount)})

// Convert RISBGZ into 64-bit shift (helps CSE).
(RISBGZ x {r}) && r.End == 63 && r.Start == -r.Amount&63 => (SRDconst x [-r.Amount&63])
(RISBGZ x {r}) && r.Start == 0 && r.End == 63-r.Amount => (SLDconst x [r.Amount])

// Optimize single bit isolation when it is known to be equivalent to
// the most significant bit due to mask produced
 by arithmetic shift.
// Simply isolate the most significant bit itself and place it in the
// correct position.
//
// Example: (int64(x) >> 63) & 0x8 -> RISBGZ $60, $60, $4, Rsrc, Rdst
(RISBGZ (SRADconst x [c]) {r})
 && r.Start == r.End          // single bit selected
 && (r.Start+r.Amount)&63 <= c // equivalent to most significant bit of x
 => (RISBGZ x {s390x.NewRotateParams(r.Start, r.Start, -r.Start&63)})

// Canonicalize the order of arguments to comparisons - helps with CSE.
((CMP|CMPW|CMPU|CMPWU) x y) && canonLessThan(x,y) => (InvertFlags ((CMP|CMPW|CMPU|CMPWU) y
x))

// Use sign/zero extend instead of RISBGZ.
(RISBGZ x {r}) && r == s390x.NewRotateParams(56, 63, 0) => (MOVBZreg x)
(RISBGZ x {r}) && r == s390x.NewRotateParams(48, 63, 0) => (MOVHZreg x)
(RISBGZ x {r}) && r == s390x.NewRotateParams(32, 63, 0) => (MOVWZreg x)

// Use sign/zero extend instead of ANDW.
(ANDWconst [0x00ff] x) => (MOVBZreg x)
(ANDWconst [0xffff] x) => (MOVHZreg x)

// Strength reduce multiplication
 to the sum (or difference) of two powers of two.
//
// Examples:
//     5x -> 4x + 1x
//    10x -> 8x + 2x
//   120x -> 128x - 8x
//  -120x -> 8x - 128x
//
// We know that the rightmost bit of any positive value, once isolated, must either
// be a power of 2 (because it is a single bit) or 0 (if the original value is 0).
// In all of these rules we use a rightmost bit calculation to determine one operand
// for the addition or subtraction. We then just need to calculate if the other
```

```
// operand is a valid power of 2 before we can match the rule.
//
// Notes:
//   - the generic rules have already matched single powers of two so we ignore them here
//   - isPowerOfTwo32 asserts that its argument is greater than 0
//   - c&(c-1) = clear rightmost bit
//   - c&^(c-1) = isolate rightmost bit

// c = 2 + 2 => c - 2 = 2
(MULL(D|W)const <t> x [c]) && isPowerOfTwo32(c&(c-1))
 => ((ADD|ADDW) (SL(D|W)const <t> x [uint8(log32(c&(c-1)))])
            (SL(D|W)const <t> x [uint8(log32(c&^(c-1)))]))

//
 c = 2 - 2 => c + 2 = 2
(MULL(D|W)const <t> x [c]) && isPowerOfTwo32(c+(c&^(c-1)))
 => ((SUB|SUBW) (SL(D|W)const <t> x [uint8(log32(c+(c&^(c-1))))])
            (SL(D|W)const <t> x [uint8(log32(c&^(c-1)))]))

// c = 2 - 2 => -c + 2 = 2
(MULL(D|W)const <t> x [c]) && isPowerOfTwo32(-c+(-c&^(-c-1)))
 => ((SUB|SUBW) (SL(D|W)const <t> x [uint8(log32(-c&^(-c-1)))])
            (SL(D|W)const <t> x [uint8(log32(-c+(-c&^(-c-1))))]))

// Fold ADD into MOVDaddr. Odd offsets from SB shouldn't be folded (LARL can't handle them).
(ADDconst [c] (MOVDaddr [d] {s} x:(SB))) && ((c+d)&1 == 0) && is32Bit(int64(c)+int64(d)) => (MOVDaddr
[c+d] {s} x)
(ADDconst [c] (MOVDaddr [d] {s} x)) && x.Op != OpSB && is20Bit(int64(c)+int64(d)) => (MOVDaddr [c+d]
{s} x)
(ADD idx (MOVDaddr [c] {s} ptr)) && ptr.Op != OpSB => (MOVDaddridx [c] {s} ptr idx)

// fold ADDconst into MOVDaddrx
(ADDconst [c] (MOVDaddridx [d] {s} x y)) && is20Bit(int64(c)+int64(d)) => (MOVDaddridx [c+d] {s} x y)
(MOVDaddridx
 [c] {s} (ADDconst [d] x) y) && is20Bit(int64(c)+int64(d)) => (MOVDaddridx [c+d] {s} x y)
(MOVDaddridx [c] {s} x (ADDconst [d] y)) && is20Bit(int64(c)+int64(d)) => (MOVDaddridx [c+d] {s} x y)

// reverse ordering of compare instruction
(LOCGR {c} x y (InvertFlags cmp)) => (LOCGR {c.ReverseComparison()} x y cmp)

// replace load from same location as preceding store with copy
(MOVDload  [off] {sym} ptr1 (MOVDstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => x
(MOVWload  [off] {sym} ptr1 (MOVWstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVWreg x)
(MOVHload  [off] {sym} ptr1 (MOVHstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVHreg x)
(MOVBload  [off] {sym} ptr1 (MOVBstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVBreg x)
(MOVWZload [off] {sym} ptr1 (MOVWstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVWZreg x)
(MOVHZload [off] {sym} ptr1 (MOVHstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVHZreg x)
(MOVBZload
```

```
 [off] {sym} ptr1 (MOVBstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (MOVBZreg x)
(MOVDload  [off] {sym} ptr1 (FMOVDstore [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (LGDR x)
(FMOVDload [off] {sym} ptr1 (MOVDstore  [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => (LDGR x)
(FMOVDload [off] {sym} ptr1 (FMOVDstore [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => x
(FMOVSload [off] {sym} ptr1 (FMOVSstore [off] {sym} ptr2 x _)) && isSamePtr(ptr1, ptr2) => x

// prefer FPR <-> GPR moves over combined load ops
(MULLDload <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (MULLD x
(LGDR <t> y))
(ADDload   <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (ADD   x
(LGDR <t> y))
(SUBload   <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (SUB   x
(LGDR <t> y))
(ORload    <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (OR
   x (LGDR <t> y))
(ANDload   <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (AND   x
(LGDR <t> y))
(XORload   <t> [off] {sym} x ptr1 (FMOVDstore [off] {sym} ptr2 y _)) && isSamePtr(ptr1, ptr2) => (XOR   x
(LGDR <t> y))

// detect attempts to set/clear the sign bit
// may need to be reworked when NIHH/OIHH are added
(RISBGZ (LGDR <t> x) {r}) && r == s390x.NewRotateParams(1, 63, 0) => (LGDR <t> (LPDFR <x.Type> x))
(LDGR <t> (RISBGZ x {r})) && r == s390x.NewRotateParams(1, 63, 0) => (LPDFR (LDGR <t> x))
(OR (MOVDconst [-1<<63]) (LGDR <t> x)) => (LGDR <t> (LNDFR <x.Type> x))
(LDGR <t> (OR (MOVDconst [-1<<63]) x)) => (LNDFR (LDGR <t> x))

// detect attempts to set the sign bit with load
(LDGR <t> x:(ORload <t1> [off] {sym} (MOVDconst [-1<<63]) ptr mem)) && x.Uses == 1 && clobber(x) =>
@x.Block (LNDFR <t> (LDGR <t> (MOVDload <t1> [off] {sym} ptr mem)))

// detect copysign
(OR (RISBGZ (LGDR x) {r}) (LGDR (LPDFR <t> y)))
 && r == s390x.NewRotateParams(0,
 0, 0)
 => (LGDR (CPSDR <t> y x))
(OR (RISBGZ (LGDR x) {r}) (MOVDconst [c]))
 && c >= 0
 && r == s390x.NewRotateParams(0, 0, 0)
 => (LGDR (CPSDR <x.Type> (FMOVDconst <x.Type> [math.Float64frombits(uint64(c))]) x))
(CPSDR y (FMOVDconst [c])) && !math.Signbit(c) => (LPDFR y)
(CPSDR y (FMOVDconst [c])) && math.Signbit(c)  => (LNDFR y)

// absorb negations into set/clear sign bit
(FNEG  (LPDFR x)) => (LNDFR x)
(FNEG  (LNDFR x)) => (LPDFR x)
(FNEGS (LPDFR x)) => (LNDFR x)
(FNEGS (LNDFR x)) => (LPDFR x)
```

```
// no need to convert float32 to float64 to set/clear sign bit
(LEDBR (LPDFR (LDEBR x))) => (LPDFR x)
(LEDBR (LNDFR (LDEBR x))) => (LNDFR x)

// remove unnecessary FPR <-> GPR moves
(LDGR (LGDR x)) => x
(LGDR (LDGR x)) => x

// Don't extend before storing
(MOVWstore [off] {sym} ptr (MOVWreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBreg x) mem) => (MOVBstore [off] {sym} ptr
 x mem)
(MOVWstore [off] {sym} ptr (MOVWZreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHZreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBZreg x) mem) => (MOVBstore [off] {sym} ptr x mem)

// Fold constants into memory operations.
// Note that this is not always a good idea because if not all the uses of
// the ADDconst get eliminated, we still have to compute the ADDconst and we now
// have potentially two live values (ptr and (ADDconst [off] ptr)) instead of one.
// Nevertheless, let's do it!
(MOVDload   [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVDload
[off1+off2] {sym} ptr mem)
(MOVWload   [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVWload
[off1+off2] {sym} ptr mem)
(MOVHload   [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVHload
[off1+off2] {sym} ptr mem)
(MOVBload   [off1] {sym} (ADDconst [off2] ptr)
 mem) && is20Bit(int64(off1)+int64(off2)) => (MOVBload  [off1+off2] {sym} ptr mem)
(MOVWZload  [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVWZload
[off1+off2] {sym} ptr mem)
(MOVHZload  [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVHZload
[off1+off2] {sym} ptr mem)
(MOVBZload  [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (MOVBZload
[off1+off2] {sym} ptr mem)
(FMOVSload  [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (FMOVSload
[off1+off2] {sym} ptr mem)
(FMOVDload  [off1] {sym} (ADDconst [off2] ptr) mem) && is20Bit(int64(off1)+int64(off2)) => (FMOVDload
[off1+off2] {sym} ptr mem)

(MOVDstore  [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) => (MOVDstore
[off1+off2] {sym} ptr val mem)
(MOVWstore  [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) => (MOVWstore
[off1+off2] {sym} ptr val
 mem)
(MOVHstore  [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) => (MOVHstore
```

```
[off1+off2] {sym} ptr val mem)
(MOVBstore  [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) => (MOVBstore
[off1+off2] {sym} ptr val mem)
(FMOVSstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) => (FMOVSstore
[off1+off2] {sym} ptr val mem)
(FMOVDstore [off1] {sym} (ADDconst [off2] ptr) val mem) && is20Bit(int64(off1)+int64(off2)) =>
(FMOVDstore [off1+off2] {sym} ptr val mem)

(ADDload   [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (ADDload   [off1+off2] {sym} x ptr mem)
(ADDWload  [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (ADDWload  [off1+off2] {sym} x ptr mem)
(MULLDload [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB &&
is20Bit(int64(off1)+int64(off2)) => (MULLDload [off1+off2] {sym} x
 ptr mem)
(MULLWload [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB &&
is20Bit(int64(off1)+int64(off2)) => (MULLWload [off1+off2] {sym} x ptr mem)
(SUBload   [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (SUBload   [off1+off2] {sym} x ptr mem)
(SUBWload  [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (SUBWload  [off1+off2] {sym} x ptr mem)

(ANDload   [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (ANDload   [off1+off2] {sym} x ptr mem)
(ANDWload  [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (ANDWload  [off1+off2] {sym} x ptr mem)
(ORload    [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (ORload    [off1+off2] {sym} x ptr mem)
(ORWload   [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
 => (ORWload   [off1+off2] {sym} x ptr mem)
(XORload   [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (XORload   [off1+off2] {sym} x ptr mem)
(XORWload  [off1] {sym} x (ADDconst [off2] ptr) mem) && ptr.Op != OpSB && is20Bit(int64(off1)+int64(off2))
=> (XORWload  [off1+off2] {sym} x ptr mem)

// Fold constants into stores.
(MOVDstore [off] {sym} ptr (MOVDconst [c]) mem) && is16Bit(c) && isU12Bit(int64(off)) && ptr.Op != OpSB
=>
 (MOVDstoreconst [makeValAndOff(int32(c),off)] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVDconst [c]) mem) && is16Bit(c) && isU12Bit(int64(off)) && ptr.Op != OpSB
=>
 (MOVWstoreconst [makeValAndOff(int32(c),off)] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVDconst [c]) mem) && isU12Bit(int64(off)) && ptr.Op != OpSB =>
 (MOVHstoreconst [makeValAndOff(int32(int16(c)),off)] {sym} ptr mem)
(MOVBstore [off] {sym} ptr (MOVDconst [c]) mem) && is20Bit(int64(off)) && ptr.Op != OpSB =>
 (MOVBstoreconst
 [makeValAndOff(int32(int8(c)),off)] {sym} ptr mem)
```

```
// Fold address offsets into constant stores.
(MOVDstoreconst [sc] {s} (ADDconst [off] ptr) mem) && isU12Bit(sc.Off64()+int64(off)) =>
 (MOVDstoreconst [sc.addOffset32(off)] {s} ptr mem)
(MOVWstoreconst [sc] {s} (ADDconst [off] ptr) mem) && isU12Bit(sc.Off64()+int64(off)) =>
 (MOVWstoreconst [sc.addOffset32(off)] {s} ptr mem)
(MOVHstoreconst [sc] {s} (ADDconst [off] ptr) mem) && isU12Bit(sc.Off64()+int64(off)) =>
 (MOVHstoreconst [sc.addOffset32(off)] {s} ptr mem)
(MOVBstoreconst [sc] {s} (ADDconst [off] ptr) mem) && is20Bit(sc.Off64()+int64(off)) =>
 (MOVBstoreconst [sc.addOffset32(off)] {s} ptr mem)

// Merge address calculations into loads and stores.
// Offsets from SB must not be merged into unaligned memory accesses because
// loads/stores using PC-relative addressing directly must be aligned to the
// size of the target.
(MOVDload   [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1,
 sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%8 == 0 && (off1+off2)%8 == 0)) =>
 (MOVDload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVWZload  [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2))
&& canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%4 == 0 &&
(off1+off2)%4 == 0)) =>
 (MOVWZload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVHZload  [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%2 == 0 &&
(off1+off2)%2 == 0)) =>
 (MOVHZload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVBZload  [off1] {sym1} (MOVDaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBZload  [off1+off2] {mergeSym(sym1,sym2)} base mem)
(FMOVSload [off1] {sym1} (MOVDaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2))
 && canMergeSym(sym1, sym2) =>
 (FMOVSload [off1+off2] {mergeSym(sym1,sym2)} base mem)
(FMOVDload [off1] {sym1} (MOVDaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (FMOVDload [off1+off2] {mergeSym(sym1,sym2)} base mem)

(MOVWload [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%4 == 0 &&
(off1+off2)%4 == 0)) =>
 (MOVWload [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVHload [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%2 == 0 &&
(off1+off2)%2 == 0)) =>
 (MOVHload [off1+off2] {mergeSym(sym1,sym2)} base mem)
(MOVBload [off1] {sym1} (MOVDaddr [off2] {sym2} base) mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBload [off1+off2] {mergeSym(sym1,sym2)} base mem)
```

```
(MOVDstore
  [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%8 == 0 &&
(off1+off2)%8 == 0)) =>
 (MOVDstore  [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVWstore  [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2))
&& canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%4 == 0 &&
(off1+off2)%4 == 0)) =>
 (MOVWstore  [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVHstore  [off1] {sym1} (MOVDaddr <t> [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2))
&& canMergeSym(sym1, sym2) && (base.Op != OpSB || (t.IsPtr() && t.Elem().Alignment()%2 == 0 &&
(off1+off2)%2 == 0)) =>
 (MOVHstore  [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(MOVBstore  [off1] {sym1} (MOVDaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (MOVBstore  [off1+off2]
 {mergeSym(sym1,sym2)} base val mem)
(FMOVSstore [off1] {sym1} (MOVDaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (FMOVSstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)
(FMOVDstore [off1] {sym1} (MOVDaddr [off2] {sym2} base) val mem) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) =>
 (FMOVDstore [off1+off2] {mergeSym(sym1,sym2)} base val mem)

(ADDload   [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (ADDload   [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(ADDWload  [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (ADDWload  [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(MULLDload [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (MULLDload [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(MULLWload [o1] {s1} x (MOVDaddr [o2]
 {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2)) && canMergeSym(s1, s2) => (MULLWload
[o1+o2] {mergeSym(s1, s2)} x ptr mem)
(SUBload   [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (SUBload   [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(SUBWload  [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (SUBWload  [o1+o2] {mergeSym(s1, s2)} x ptr mem)

(ANDload   [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (ANDload   [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(ANDWload  [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (ANDWload  [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(ORload    [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2)) &&
canMergeSym(s1, s2) => (ORload    [o1+o2]
 {mergeSym(s1, s2)} x ptr mem)
(ORWload   [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (ORWload   [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(XORload   [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
```

```
&& canMergeSym(s1, s2) => (XORload   [o1+o2] {mergeSym(s1, s2)} x ptr mem)
(XORWload  [o1] {s1} x (MOVDaddr [o2] {s2} ptr) mem) && ptr.Op != OpSB && is20Bit(int64(o1)+int64(o2))
&& canMergeSym(s1, s2) => (XORWload  [o1+o2] {mergeSym(s1, s2)} x ptr mem)

// Cannot store constant to SB directly (no 'move relative long immediate' instructions).
(MOVDstoreconst [sc] {sym1} (MOVDaddr [off] {sym2} ptr) mem) && ptr.Op != OpSB &&
canMergeSym(sym1, sym2) && sc.canAdd32(off) =>
 (MOVDstoreconst [sc.addOffset32(off)] {mergeSym(sym1, sym2)} ptr mem)
(MOVWstoreconst [sc] {sym1} (MOVDaddr [off] {sym2} ptr) mem) && ptr.Op != OpSB &&
canMergeSym(sym1, sym2) && sc.canAdd32(off) =>
 (MOVWstoreconst
 [sc.addOffset32(off)] {mergeSym(sym1, sym2)} ptr mem)
(MOVHstoreconst [sc] {sym1} (MOVDaddr [off] {sym2} ptr) mem) && ptr.Op != OpSB &&
canMergeSym(sym1, sym2) && sc.canAdd32(off) =>
 (MOVHstoreconst [sc.addOffset32(off)] {mergeSym(sym1, sym2)} ptr mem)
(MOVBstoreconst [sc] {sym1} (MOVDaddr [off] {sym2} ptr) mem) && ptr.Op != OpSB && canMergeSym(sym1,
sym2) && sc.canAdd32(off) =>
 (MOVBstoreconst [sc.addOffset32(off)] {mergeSym(sym1, sym2)} ptr mem)

// MOVDaddr into MOVDaddridx
(MOVDaddridx [off1] {sym1} (MOVDaddr [off2] {sym2} x) y) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && x.Op != OpSB =>
    (MOVDaddridx [off1+off2] {mergeSym(sym1,sym2)} x y)
(MOVDaddridx [off1] {sym1} x (MOVDaddr [off2] {sym2} y)) && is32Bit(int64(off1)+int64(off2)) &&
canMergeSym(sym1, sym2) && y.Op != OpSB =>
    (MOVDaddridx [off1+off2] {mergeSym(sym1,sym2)} x y)

// Absorb InvertFlags into branches.
(BRC {c} (InvertFlags cmp) yes no) => (BRC {c.ReverseComparison()} cmp yes no)

//
 Constant comparisons.
(CMPconst (MOVDconst [x]) [y]) && x==int64(y) => (FlagEQ)
(CMPconst (MOVDconst [x]) [y]) && x<int64(y) => (FlagLT)
(CMPconst (MOVDconst [x]) [y]) && x>int64(y) => (FlagGT)
(CMPUconst (MOVDconst [x]) [y]) && uint64(x)==uint64(y) => (FlagEQ)
(CMPUconst (MOVDconst [x]) [y]) && uint64(x)<uint64(y) => (FlagLT)
(CMPUconst (MOVDconst [x]) [y]) && uint64(x)>uint64(y) => (FlagGT)

(CMPWconst (MOVDconst [x]) [y]) && int32(x)==int32(y) => (FlagEQ)
(CMPWconst (MOVDconst [x]) [y]) && int32(x)<int32(y) => (FlagLT)
(CMPWconst (MOVDconst [x]) [y]) && int32(x)>int32(y) => (FlagGT)
(CMPWUconst (MOVDconst [x]) [y]) && uint32(x)==uint32(y) => (FlagEQ)
(CMPWUconst (MOVDconst [x]) [y]) && uint32(x)<uint32(y) => (FlagLT)
(CMPWUconst (MOVDconst [x]) [y]) && uint32(x)>uint32(y) => (FlagGT)

(CMP(W|WU)const (MOVBZreg _) [c]) &&   0xff < c => (FlagLT)
(CMP(W|WU)const (MOVHZreg _) [c]) && 0xffff < c => (FlagLT)
```

```
(CMPconst  (SRDconst _ [c]) [n]) && c > 0 && n < 0 => (FlagGT)
(CMPWconst
 (SRWconst _ [c]) [n]) && c > 0 && n < 0 => (FlagGT)

(CMPUconst  (SRDconst _ [c]) [n]) && c > 0 && c < 64 && (1<<uint(64-c)) <= uint64(n) => (FlagLT)
(CMPWUconst (SRWconst _ [c]) [n]) && c > 0 && c < 32 && (1<<uint(32-c)) <= uint32(n) => (FlagLT)

(CMPWconst  (ANDWconst _ [m]) [n]) && int32(m) >= 0 &&  int32(m) <  int32(n) => (FlagLT)
(CMPWUconst (ANDWconst _ [m]) [n]) && uint32(m) < uint32(n) => (FlagLT)

(CMPconst  (RISBGZ x {r}) [c]) && c > 0 && r.OutMask() < uint64(c) => (FlagLT)
(CMPUconst (RISBGZ x {r}) [c]) && r.OutMask() < uint64(uint32(c)) => (FlagLT)

// Constant compare-and-branch with immediate.
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   != 0 &&  int64(x) ==  int64(y) => (First yes no)
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    != 0 &&  int64(x) <   int64(y) => (First yes no)
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater != 0 &&  int64(x) >   int64(y) => (First yes no)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   != 0 &&
  int32(x) ==  int32(y) => (First yes no)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    != 0 &&  int32(x) <   int32(y) => (First yes no)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater != 0 &&  int32(x) >   int32(y) => (First yes no)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   != 0 && uint64(x) == uint64(y) => (First yes no)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    != 0 && uint64(x) <  uint64(y) => (First yes no)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater != 0 && uint64(x) >  uint64(y) => (First yes no)
(CLIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   != 0 && uint32(x) == uint32(y) => (First yes no)
(CLIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    != 0 && uint32(x) <  uint32(y) => (First yes no)
(CLIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater != 0 && uint32(x) >  uint32(y) => (First yes no)
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   == 0 &&  int64(x) ==  int64(y) => (First no
 yes)
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    == 0 &&  int64(x) <   int64(y) => (First no yes)
(CGIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater == 0 &&  int64(x) >   int64(y) => (First no yes)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   == 0 &&  int32(x) ==  int32(y) => (First no yes)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    == 0 &&  int32(x) <   int32(y) => (First no yes)
(CIJ   {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater == 0 &&  int32(x) >   int32(y) => (First no yes)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   == 0 && uint64(x) == uint64(y) => (First no yes)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Less    == 0 && uint64(x) <  uint64(y) => (First no yes)
(CLGIJ {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater == 0 && uint64(x) >  uint64(y) => (First no yes)
(CLIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Equal   == 0 && uint32(x) == uint32(y) => (First no yes)
(CLIJ  {c} (MOVDconst [x]) [y]
 yes no) && c&s390x.Less    == 0 && uint32(x) <  uint32(y) => (First no yes)
(CLIJ  {c} (MOVDconst [x]) [y] yes no) && c&s390x.Greater == 0 && uint32(x) >  uint32(y) => (First no yes)

// Constant compare-and-branch with immediate when unsigned comparison with zero.
(C(L|LG)IJ {s390x.GreaterOrEqual} _ [0] yes no) => (First yes no)
(C(L|LG)IJ {s390x.Less}           _ [0] yes no) => (First no yes)

// Constant compare-and-branch when operands match.
```

```
(C(GR|R|LGR|LR)J {c} x y yes no) && x == y && c&s390x.Equal != 0 => (First yes no)
(C(GR|R|LGR|LR)J {c} x y yes no) && x == y && c&s390x.Equal == 0 => (First no yes)

// Convert 64-bit comparisons to 32-bit comparisons and signed comparisons
// to unsigned comparisons.
// Helps simplify constant comparison detection.
(CM(P|PU)const (MOV(W|WZ)reg x) [c]) => (CMP(W|WU)const x [c])
(CM(P|P|PU|PU)const x:(MOV(H|HZ|H|HZ)reg _) [c]) => (CMP(W|W|WU|WU)const x [c])
(CM(P|P|PU|PU)const x:(MOV(B|BZ|B|BZ)reg _) [c]) => (CMP(W|W|WU|WU)const x [c])
(CMPconst
  (MOV(WZ|W)reg x:(ANDWconst [m] _)) [c]) && int32(m) >= 0 && c >= 0 => (CMPWUconst x [c])
(CMPUconst (MOV(WZ|W)reg x:(ANDWconst [m] _)) [c]) && int32(m) >= 0          => (CMPWUconst x [c])
(CMPconst  x:(SRDconst _ [c]) [n]) && c > 0 && n >= 0 => (CMPUconst  x [n])
(CMPWconst x:(SRWconst _ [c]) [n]) && c > 0 && n >= 0 => (CMPWUconst x [n])

// Absorb sign and zero extensions into 32-bit comparisons.
(CMP(W|W|WU|WU)      x (MOV(W|WZ|W|WZ)reg y))   => (CMP(W|W|WU|WU) x y)
(CMP(W|W|WU|WU)      (MOV(W|WZ|W|WZ)reg x) y)   => (CMP(W|W|WU|WU) x y)
(CMP(W|W|WU|WU)const (MOV(W|WZ|W|WZ)reg x) [c]) => (CMP(W|W|WU|WU)const x [c])

// Absorb flag constants into branches.
(BRC {c} (FlagEQ) yes no) && c&s390x.Equal     != 0 => (First yes no)
(BRC {c} (FlagLT) yes no) && c&s390x.Less      != 0 => (First yes no)
(BRC {c} (FlagGT) yes no) && c&s390x.Greater   != 0 => (First yes no)
(BRC {c} (FlagOV) yes no) && c&s390x.Unordered != 0 => (First yes no)

(BRC {c} (FlagEQ) yes no) && c&s390x.Equal     ==
 0 => (First no yes)
(BRC {c} (FlagLT) yes no) && c&s390x.Less      == 0 => (First no yes)
(BRC {c} (FlagGT) yes no) && c&s390x.Greater   == 0 => (First no yes)
(BRC {c} (FlagOV) yes no) && c&s390x.Unordered == 0 => (First no yes)

// Absorb flag constants into SETxx ops.
(LOCGR {c} _ x (FlagEQ)) && c&s390x.Equal     != 0 => x
(LOCGR {c} _ x (FlagLT)) && c&s390x.Less      != 0 => x
(LOCGR {c} _ x (FlagGT)) && c&s390x.Greater   != 0 => x
(LOCGR {c} _ x (FlagOV)) && c&s390x.Unordered != 0 => x

(LOCGR {c} x _ (FlagEQ)) && c&s390x.Equal     == 0 => x
(LOCGR {c} x _ (FlagLT)) && c&s390x.Less      == 0 => x
(LOCGR {c} x _ (FlagGT)) && c&s390x.Greater   == 0 => x
(LOCGR {c} x _ (FlagOV)) && c&s390x.Unordered == 0 => x

// Remove redundant *const ops
(ADDconst [0] x) => x
(ADDWconst [c] x) && int32(c)==0 => x
(SUBconst [0] x) => x
(SUBWconst [c] x) && int32(c) == 0 => x
```

```
(ANDconst [0] _)                => (MOVDconst [0])
(ANDWconst [c] _) && int32(c)==0  => (MOVDconst [0])
(ANDconst [-1] x)
            => x
(ANDWconst [c] x) && int32(c)==-1 => x
(ORconst [0] x)                 => x
(ORWconst [c] x) && int32(c)==0   => x
(ORconst [-1] _)                => (MOVDconst [-1])
(ORWconst [c] _) && int32(c)==-1  => (MOVDconst [-1])
(XORconst [0] x)                 => x
(XORWconst [c] x) && int32(c)==0   => x

// Shifts by zero (may be inserted during multiplication strength reduction).
((SLD|SLW|SRD|SRW|SRAD|SRAW)const x [0]) => x

// Convert constant subtracts to constant adds.
(SUBconst [c] x) && c != -(1<<31) => (ADDconst [-c] x)
(SUBWconst [c] x) => (ADDWconst [-int32(c)] x)

// generic constant folding
// TODO: more of this
(ADDconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)+d])
(ADDWconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)+d])
(ADDconst [c] (ADDconst [d] x)) && is32Bit(int64(c)+int64(d)) => (ADDconst [c+d] x)
(ADDWconst [c] (ADDWconst [d] x)) => (ADDWconst [int32(c+d)] x)
(SUBconst (MOVDconst [d]) [c]) => (MOVDconst [d-int64(c)])
(SUBconst (SUBconst x [d])
 [c]) && is32Bit(-int64(c)-int64(d)) => (ADDconst [-c-d] x)
(SRADconst [c] (MOVDconst [d])) => (MOVDconst [d>>uint64(c)])
(SRAWconst [c] (MOVDconst [d])) => (MOVDconst [int64(int32(d))>>uint64(c)])
(NEG (MOVDconst [c])) => (MOVDconst [-c])
(NEGW (MOVDconst [c])) => (MOVDconst [int64(int32(-c))])
(MULLDconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)*d])
(MULLWconst [c] (MOVDconst [d])) => (MOVDconst [int64(c*int32(d))])
(AND (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c&d])
(ANDconst [c] (MOVDconst [d])) => (MOVDconst [c&d])
(ANDWconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)&d])
(OR (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c|d])
(ORconst [c] (MOVDconst [d])) => (MOVDconst [c|d])
(ORWconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)|d])
(XOR (MOVDconst [c]) (MOVDconst [d])) => (MOVDconst [c^d])
(XORconst [c] (MOVDconst [d])) => (MOVDconst [c^d])
(XORWconst [c] (MOVDconst [d])) => (MOVDconst [int64(c)^d])
(LoweredRound32F x:(FMOVSconst)) => x
(LoweredRound64F x:(FMOVDconst))
 => x

// generic simplifications
```

```
// TODO: more of this
(ADD x (NEG y)) => (SUB x y)
(ADDW x (NEGW y)) => (SUBW x y)
(SUB x x) => (MOVDconst [0])
(SUBW x x) => (MOVDconst [0])
(AND x x) => x
(ANDW x x) => x
(OR x x) => x
(ORW x x) => x
(XOR x x) => (MOVDconst [0])
(XORW x x) => (MOVDconst [0])
(NEG (ADDconst [c] (NEG x))) && c != -(1<<31) => (ADDconst [-c] x)
(MOVBZreg (ANDWconst [m] x)) => (MOVWZreg (ANDWconst <typ.UInt32> [int32( uint8(m))] x))
(MOVHZreg (ANDWconst [m] x)) => (MOVWZreg (ANDWconst <typ.UInt32> [int32(uint16(m))] x))
(MOVBreg  (ANDWconst [m] x)) &&  int8(m) >= 0 => (MOVWZreg (ANDWconst <typ.UInt32> [int32(
uint8(m))] x))
(MOVHreg  (ANDWconst [m] x)) && int16(m) >= 0 => (MOVWZreg (ANDWconst <typ.UInt32>
[int32(uint16(m))] x))

// carry flag generation
// (only constant fold carry of zero)
(Select1 (ADDCconst (MOVDconst [c]) [d]))
 && uint64(c+int64(d)) >= uint64(c) && c+int64(d) == 0
 => (FlagEQ)
(Select1 (ADDCconst (MOVDconst [c]) [d]))
 && uint64(c+int64(d))
 >= uint64(c) && c+int64(d) != 0
 => (FlagLT)

// borrow flag generation
// (only constant fold borrow of zero)
(Select1 (SUBC (MOVDconst [c]) (MOVDconst [d])))
 && uint64(d) <= uint64(c) && c-d == 0
 => (FlagGT)
(Select1 (SUBC (MOVDconst [c]) (MOVDconst [d])))
 && uint64(d) <= uint64(c) && c-d != 0
 => (FlagOV)

// add with carry
(ADDE x y (FlagEQ)) => (ADDC x y)
(ADDE x y (FlagLT)) => (ADDC x y)
(ADDC x (MOVDconst [c])) && is16Bit(c) => (ADDCconst x [int16(c)])
(Select0 (ADDCconst (MOVDconst [c]) [d])) => (MOVDconst [c+int64(d)])

// subtract with borrow
(SUBE x y (FlagGT)) => (SUBC x y)
(SUBE x y (FlagOV)) => (SUBC x y)
(Select0 (SUBC (MOVDconst [c]) (MOVDconst [d]))) => (MOVDconst [c-d])
```

```
// collapse carry chain
(ADDE x y (Select1 (ADDCconst [-1] (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) c)))))
 => (ADDE x y c)

// collapse borrow chain
(SUBE x y (Select1 (SUBC (MOVDconst [0]) (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) c))))))
 => (SUBE x y c)

// branch on carry
(C(G|LG)IJ
 {s390x.Equal}        (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) carry)) [0]) => (BRC {s390x.NoCarry}
carry)
(C(G|LG)IJ {s390x.Equal}        (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) carry)) [1]) => (BRC
{s390x.Carry}   carry)
(C(G|LG)IJ {s390x.LessOrGreater} (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) carry)) [0]) => (BRC
{s390x.Carry}   carry)
(C(G|LG)IJ {s390x.LessOrGreater} (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) carry)) [1]) => (BRC
{s390x.NoCarry} carry)
(C(G|LG)IJ {s390x.Greater}       (Select0 (ADDE (MOVDconst [0]) (MOVDconst [0]) carry)) [0]) => (BRC
{s390x.Carry}   carry)

// branch on borrow
(C(G|LG)IJ {s390x.Equal}        (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) borrow))) [0]) =>
(BRC {s390x.NoBorrow} borrow)
(C(G|LG)IJ {s390x.Equal}        (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) borrow))) [1]) =>
(BRC {s390x.Borrow}   borrow)
(C(G|LG)IJ {s390x.LessOrGreater} (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) borrow)))
 [0]) => (BRC {s390x.Borrow}   borrow)
(C(G|LG)IJ {s390x.LessOrGreater} (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) borrow))) [1]) =>
(BRC {s390x.NoBorrow} borrow)
(C(G|LG)IJ {s390x.Greater}       (NEG (Select0 (SUBE (MOVDconst [0]) (MOVDconst [0]) borrow))) [0]) =>
(BRC {s390x.Borrow}   borrow)

// fused multiply-add
(Select0 (F(ADD|SUB) (FMUL y z) x)) => (FM(ADD|SUB) x y z)
(Select0 (F(ADDS|SUBS) (FMULS y z) x)) => (FM(ADDS|SUBS) x y z)

// Convert floating point comparisons against zero into 'load and test' instructions.
(F(CMP|CMPS) x (FMOV(D|S)const [0.0])) => (LT(D|E)BR x)
(F(CMP|CMPS) (FMOV(D|S)const [0.0]) x) => (InvertFlags (LT(D|E)BR <v.Type> x))

// FSUB, FSUBS, FADD, FADDS now produce a condition code representing the
// comparison of the result with 0.0. If a compare with zero instruction
// (e.g. LTDBR) is following one of those instructions, we can use the
// generated flag and remove the comparison instruction.
// Note: when inserting Select1 ops we need to ensure
```

```
 they are in the
// same block as their argument. We could also use @x.Block for this
// but moving the flag generating value to a different block seems to
// increase the likelihood that the flags value will have to be regenerated
// by flagalloc which is not what we want.
(LTDBR (Select0 x:(F(ADD|SUB) _ _)))   && b == x.Block => (Select1 x)
(LTEBR (Select0 x:(F(ADDS|SUBS) _ _))) && b == x.Block => (Select1 x)

// Fold memory operations into operations.
// Exclude global data (SB) because these instructions cannot handle relative addresses.
// TODO(mundaym): indexed versions of these?
((ADD|SUB|MULLD|AND|OR|XOR) <t> x g:(MOVDload [off] {sym} ptr mem))
 && ptr.Op != OpSB
 && is20Bit(int64(off))
 && canMergeLoadClobber(v, g, x)
 && clobber(g)
 => ((ADD|SUB|MULLD|AND|OR|XOR)load <t> [off] {sym} x ptr mem)
((ADD|SUB|MULL|AND|OR|XOR)W <t> x g:(MOVWload [off] {sym} ptr mem))
 && ptr.Op != OpSB
 && is20Bit(int64(off))
 && canMergeLoadClobber(v, g, x)
 && clobber(g)
 => ((ADD|SUB|MULL|AND|OR|XOR)Wload
 <t> [off] {sym} x ptr mem)
((ADD|SUB|MULL|AND|OR|XOR)W <t> x g:(MOVWZload [off] {sym} ptr mem))
 && ptr.Op != OpSB
 && is20Bit(int64(off))
 && canMergeLoadClobber(v, g, x)
 && clobber(g)
 => ((ADD|SUB|MULL|AND|OR|XOR)Wload <t> [off] {sym} x ptr mem)

// Combine constant stores into larger (unaligned) stores.
// Avoid SB because constant stores to relative offsets are
// emulated by the assembler and also can't handle unaligned offsets.
(MOVBstoreconst [c] {s} p x:(MOVBstoreconst [a] {s} p mem))
 && p.Op != OpSB
 && x.Uses == 1
 && a.Off() + 1 == c.Off()
 && clobber(x)
 => (MOVHstoreconst [makeValAndOff(c.Val()&0xff | a.Val()<<8, a.Off())] {s} p mem)
(MOVHstoreconst [c] {s} p x:(MOVHstoreconst [a] {s} p mem))
 && p.Op != OpSB
 && x.Uses == 1
 && a.Off() + 2 == c.Off()
 && clobber(x)
 => (MOVWstore [a.Off()] {s} p (MOVDconst [int64(c.Val()&0xffff | a.Val()<<16)]) mem)
(MOVWstoreconst [c] {s} p x:(MOVWstoreconst [a] {s} p mem))
 && p.Op != OpSB
```

```
 &&
 x.Uses == 1
 && a.Off() + 4 == c.Off()
 && clobber(x)
 => (MOVDstore [a.Off()] {s} p (MOVDconst [c.Val64()&0xffffffff | a.Val64()<<32]) mem)

// Combine stores into larger (unaligned) stores.
// It doesn't work on global data (based on SB) because stores with relative addressing
// require that the memory operand be aligned.
(MOVBstore [i] {s} p w x:(MOVBstore [i-1] {s} p (SRDconst [8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p w0:(SRDconst [j] w) x:(MOVBstore [i-1] {s} p (SRDconst [j+8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} p w0 mem)
(MOVBstore [i] {s} p w x:(MOVBstore [i-1] {s} p (SRWconst [8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p w0:(SRWconst [j] w) x:(MOVBstore [i-1] {s} p (SRWconst [j+8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHstore [i-1] {s} p w0 mem)
(MOVHstore
 [i] {s} p w x:(MOVHstore [i-2] {s} p (SRDconst [16] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-2] {s} p w mem)
(MOVHstore [i] {s} p w0:(SRDconst [j] w) x:(MOVHstore [i-2] {s} p (SRDconst [j+16] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-2] {s} p w0 mem)
(MOVHstore [i] {s} p w x:(MOVHstore [i-2] {s} p (SRWconst [16] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVWstore [i-2] {s} p w mem)
(MOVHstore [i] {s} p w0:(SRWconst [j] w) x:(MOVHstore [i-2] {s} p (SRWconst [j+16] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
```

```
 && clobber(x)
 => (MOVWstore [i-2] {s} p w0 mem)
(MOVWstore [i] {s} p (SRDconst [32] w) x:(MOVWstore [i-4] {s} p w mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVDstore [i-4] {s} p w mem)
(MOVWstore [i] {s} p w0:(SRDconst [j] w) x:(MOVWstore [i-4] {s} p (SRDconst [j+32] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVDstore [i-4] {s}
 p w0 mem)

// Combine stores into larger (unaligned) stores with the bytes reversed (little endian).
// Store-with-bytes-reversed instructions do not support relative memory addresses,
// so these stores can't operate on global data (SB).
(MOVBstore [i] {s} p (SRDconst [8] w) x:(MOVBstore [i-1] {s} p w mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHBRstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p (SRDconst [j] w) x:(MOVBstore [i-1] {s} p w0:(SRDconst [j-8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHBRstore [i-1] {s} p w0 mem)
(MOVBstore [i] {s} p (SRWconst [8] w) x:(MOVBstore [i-1] {s} p w mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHBRstore [i-1] {s} p w mem)
(MOVBstore [i] {s} p (SRWconst [j] w) x:(MOVBstore [i-1] {s} p w0:(SRWconst [j-8] w) mem))
 && p.Op != OpSB
 && x.Uses == 1
 && clobber(x)
 => (MOVHBRstore [i-1] {s} p w0 mem)
(MOVHBRstore [i] {s} p (SRDconst [16] w) x:(MOVHBRstore [i-2] {s} p w mem))
 &&
 x.Uses == 1
 && clobber(x)
 => (MOVWBRstore [i-2] {s} p w mem)
(MOVHBRstore [i] {s} p (SRDconst [j] w) x:(MOVHBRstore [i-2] {s} p w0:(SRDconst [j-16] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWBRstore [i-2] {s} p w0 mem)
(MOVHBRstore [i] {s} p (SRWconst [16] w) x:(MOVHBRstore [i-2] {s} p w mem))
 && x.Uses == 1
```

```
 && clobber(x)
 => (MOVWBRstore [i-2] {s} p w mem)
(MOVHBRstore [i] {s} p (SRWconst [j] w) x:(MOVHBRstore [i-2] {s} p w0:(SRWconst [j-16] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVWBRstore [i-2] {s} p w0 mem)
(MOVWBRstore [i] {s} p (SRDconst [32] w) x:(MOVWBRstore [i-4] {s} p w mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVDBRstore [i-4] {s} p w mem)
(MOVWBRstore [i] {s} p (SRDconst [j] w) x:(MOVWBRstore [i-4] {s} p w0:(SRDconst [j-32] w) mem))
 && x.Uses == 1
 && clobber(x)
 => (MOVDBRstore [i-4] {s} p w0 mem)

(MOVBstore [7] {s} p1 (SRDconst w)
 x1:(MOVHBRstore [5] {s} p1 (SRDconst w)
 x2:(MOVWBRstore [1] {s} p1 (SRDconst w)
 x3:(MOVBstore [0] {s}
 p1 w mem))))
 && x1.Uses == 1
 && x2.Uses == 1
 && x3.Uses == 1
 && clobber(x1, x2, x3)
 => (MOVDBRstore {s} p1 w mem)

// Combining byte loads into larger (unaligned) loads.

// Big-endian loads

(ORW                x1:(MOVBZload [i1] {s} p mem)
   sh:(SLWconst [8] x0:(MOVBZload [i0] {s} p mem)))
 && i1 == i0+1
 && p.Op != OpSB
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVHZload [i0] {s} p mem)

(OR                 x1:(MOVBZload [i1] {s} p mem)
   sh:(SLDconst [8] x0:(MOVBZload [i0] {s} p mem)))
 && i1 == i0+1
 && p.Op != OpSB
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
```

```
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVHZload [i0] {s} p mem)

(ORW                x1:(MOVHZload [i1] {s} p mem)
  sh:(SLWconst [16] x0:(MOVHZload [i0] {s} p mem)))
 && i1 == i0+2
 && p.Op != OpSB
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses
 == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVWZload [i0] {s} p mem)

(OR                 x1:(MOVHZload [i1] {s} p mem)
  sh:(SLDconst [16] x0:(MOVHZload [i0] {s} p mem)))
 && i1 == i0+2
 && p.Op != OpSB
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVWZload [i0] {s} p mem)

(OR                 x1:(MOVWZload [i1] {s} p mem)
  sh:(SLDconst [32] x0:(MOVWZload [i0] {s} p mem)))
 && i1 == i0+4
 && p.Op != OpSB
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVDload [i0] {s} p mem)

(ORW
  s0:(SLWconst [j0] x0:(MOVBZload [i0] {s} p mem))
  or:(ORW
     s1:(SLWconst [j1] x1:(MOVBZload [i1] {s} p mem))
 y))
 && i1 == i0+1
 && j1 == j0-8
 && j1 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
```

```
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 &&
 mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORW <v.Type> (SLWconst <v.Type> [j1] (MOVHZload [i0] {s} p mem)) y)

(OR
  s0:(SLDconst [j0] x0:(MOVBZload [i0] {s} p mem))
  or:(OR
     s1:(SLDconst [j1] x1:(MOVBZload [i1] {s} p mem))
 y))
 && i1 == i0+1
 && j1 == j0-8
 && j1 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR <v.Type> (SLDconst <v.Type> [j1] (MOVHZload [i0] {s} p mem)) y)

(OR
  s0:(SLDconst [j0] x0:(MOVHZload [i0] {s} p mem))
  or:(OR
     s1:(SLDconst [j1] x1:(MOVHZload [i1] {s} p mem))
 y))
 && i1 == i0+2
 && j1 == j0-16
 && j1 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR <v.Type> (SLDconst <v.Type> [j1] (MOVWZload
 [i0] {s} p mem)) y)

// Little-endian loads

(ORW              x0:(MOVBZload [i0] {s} p mem)
  sh:(SLWconst [8] x1:(MOVBZload [i1] {s} p mem)))
 && p.Op != OpSB
```

```
 && i1 == i0+1
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVHZreg (MOVHBRload [i0] {s} p mem))

(OR             x0:(MOVBZload [i0] {s} p mem)
  sh:(SLDconst [8] x1:(MOVBZload [i1] {s} p mem)))
 && p.Op != OpSB
 && i1 == i0+1
 && x0.Uses == 1
 && x1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, sh)
 => @mergePoint(b,x0,x1) (MOVHZreg (MOVHBRload [i0] {s} p mem))

(ORW            r0:(MOVHZreg x0:(MOVHBRload [i0] {s} p mem))
  sh:(SLWconst [16] r1:(MOVHZreg x1:(MOVHBRload [i1] {s} p mem))))
 && i1 == i0+2
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1)
 (MOVWBRload [i0] {s} p mem)

(OR             r0:(MOVHZreg x0:(MOVHBRload [i0] {s} p mem))
  sh:(SLDconst [16] r1:(MOVHZreg x1:(MOVHBRload [i1] {s} p mem))))
 && i1 == i0+2
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (MOVWZreg (MOVWBRload [i0] {s} p mem))

(OR             r0:(MOVWZreg x0:(MOVWBRload [i0] {s} p mem))
  sh:(SLDconst [32] r1:(MOVWZreg x1:(MOVWBRload [i1] {s} p mem))))
 && i1 == i0+4
 && x0.Uses == 1
```

```
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 && sh.Uses == 1
 && mergePoint(b,x0,x1) != nil
 && clobber(x0, x1, r0, r1, sh)
 => @mergePoint(b,x0,x1) (MOVDBRload [i0] {s} p mem)

(ORW
  s1:(SLWconst [j1] x1:(MOVBZload [i1] {s} p mem))
  or:(ORW
     s0:(SLWconst [j0] x0:(MOVBZload [i0] {s} p mem))
 y))
 && p.Op != OpSB
 && i1 == i0+1
 && j1 == j0+8
 && j0 % 16 == 0
 && x0.Uses == 1
  && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (ORW <v.Type> (SLWconst <v.Type> [j0] (MOVHZreg (MOVHBRload [i0] {s} p
mem))) y)

(OR
  s1:(SLDconst [j1] x1:(MOVBZload [i1] {s} p mem))
  or:(OR
     s0:(SLDconst [j0] x0:(MOVBZload [i0] {s} p mem))
 y))
 && p.Op != OpSB
 && i1 == i0+1
 && j1 == j0+8
 && j0 % 16 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR <v.Type> (SLDconst <v.Type> [j0] (MOVHZreg (MOVHBRload [i0] {s} p
mem))) y)

(OR
  s1:(SLDconst [j1] r1:(MOVHZreg x1:(MOVHBRload [i1] {s} p mem)))
```

```
  or:(OR
      s0:(SLDconst [j0] r0:(MOVHZreg x0:(MOVHBRload [i0] {s} p mem)))
 y))
 && i1 == i0+2
 && j1 == j0+16
 && j0 % 32 == 0
 && x0.Uses == 1
 && x1.Uses == 1
 && r0.Uses == 1
 && r1.Uses == 1
 &&
 s0.Uses == 1
 && s1.Uses == 1
 && or.Uses == 1
 && mergePoint(b,x0,x1,y) != nil
 && clobber(x0, x1, r0, r1, s0, s1, or)
 => @mergePoint(b,x0,x1,y) (OR <v.Type> (SLDconst <v.Type> [j0] (MOVWZreg (MOVWBRload [i0] {s} p
mem))) y)

// Combine stores into store multiples.
// 32-bit
(MOVWstore [i] {s} p w1 x:(MOVWstore [i-4] {s} p w0 mem))
 && p.Op != OpSB
 && x.Uses == 1
 && is20Bit(int64(i)-4)
 && clobber(x)
 => (STM2 [i-4] {s} p w0 w1 mem)
(MOVWstore [i] {s} p w2 x:(STM2 [i-8] {s} p w0 w1 mem))
 && x.Uses == 1
 && is20Bit(int64(i)-8)
 && clobber(x)
 => (STM3 [i-8] {s} p w0 w1 w2 mem)
(MOVWstore [i] {s} p w3 x:(STM3 [i-12] {s} p w0 w1 w2 mem))
 && x.Uses == 1
 && is20Bit(int64(i)-12)
 && clobber(x)
 => (STM4 [i-12] {s} p w0 w1 w2 w3 mem)
(STM2 [i] {s} p w2 w3 x:(STM2 [i-8] {s} p w0 w1 mem))
 && x.Uses == 1
 && is20Bit(int64(i)-8)
 && clobber(x)
 => (STM4 [i-8] {s} p w0 w1 w2 w3 mem)
// 64-bit
(MOVDstore [i] {s} p w1 x:(MOVDstore [i-8] {s} p w0 mem))
 && p.Op != OpSB
  && x.Uses == 1
 && is20Bit(int64(i)-8)
 && clobber(x)
```

=> (STMG2 [i-8] {s} p w0 w1 mem)
(MOVDstore [i] {s} p w2 x:(STMG2 [i-16] {s} p w0 w1 mem))
&& x.Uses == 1
&& is20Bit(int64(i)-16)
&& clobber(x)
=> (STMG3 [i-16] {s} p w0 w1 w2 mem)
(MOVDstore [i] {s} p w3 x:(STMG3 [i-24] {s} p w0 w1 w2 mem))
&& x.Uses == 1
&& is20Bit(int64(i)-24)
&& clobber(x)
=> (STMG4 [i-24] {s} p w0 w1 w2 w3 mem)
(STMG2 [i] {s} p w2 w3 x:(STMG2 [i-16] {s} p w0 w1 mem))
&& x.Uses == 1
&& is20Bit(int64(i)-16)
&& clobber(x)
=> (STMG4 [i-16] {s} p w0 w1 w2 w3 mem)

// Convert 32-bit store multiples into 64-bit stores.
(STM2 [i] {s} p (SRDconst [32] x) x mem) => (MOVDstore [i] {s} p x mem)

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/S390X.rules
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Found in path(s):
* /compile-zip/compile/internal/ssa/phielim.go
* /compile-zip/compile/internal/test/testdata/short_test.go
* /compile-zip/compile/internal/ssa/deadcode_test.go
* /compile-zip/compile/internal/ssa/block.go
* /compile-zip/compile/internal/test/global_test.go
* /compile-zip/compile/internal/ssa/func.go
* /compile-zip/compile/internal/ssa/gen/decOps.go
* /compile-zip/compile/internal/ssa/location.go
* /compile-zip/compile/internal/types2/example_test.go
* /compile-zip/compile/internal/test/testdata/deferNoReturn_test.go
* /compile-zip/compile/internal/ssa/gen/AMD64Ops.go
* /compile-zip/compile/internal/ssa/regalloc.go
* /compile-zip/compile/internal/test/testdata/assert_test.go
* /compile-zip/compile/internal/ssa/dom_test.go
* /compile-zip/compile/internal/importer/support.go
* /compile-zip/compile/internal/test/testdata/arith_test.go
* /compile-zip/compile/internal/test/testdata/chan_test.go
*
/compile-zip/compile/internal/ssa/decompose.go
* /compile-zip/compile/internal/ssa/export_test.go
* /compile-zip/compile/internal/ssa/tighten.go

* /compile-zip/compile/internal/ssa/fuse.go
* /compile-zip/compile/internal/ssa/config.go
* /compile-zip/compile/internal/test/testdata/ctl_test.go
* /compile-zip/compile/internal/ssa/lower.go
* /compile-zip/compile/internal/ssa/opt.go
* /compile-zip/compile/internal/ssa/op.go
* /compile-zip/compile/internal/ssa/critical.go
* /compile-zip/compile/internal/test/testdata/compound_test.go
* /compile-zip/compile/internal/test/testdata/map_test.go
* /compile-zip/compile/internal/ssa/rewrite.go
* /compile-zip/compile/internal/ssa/gen/main.go
* /compile-zip/compile/internal/ssa/flagalloc.go
* /compile-zip/compile/internal/ssa/nilcheck.go
* /compile-zip/compile/internal/ssa/passbm_test.go
* /compile-zip/compile/internal/ssa/compile.go
* /compile-zip/compile/internal/ssa/gen/rulegen.go
* /compile-zip/compile/internal/ssa/sparsetree.go
*
/compile-zip/compile/internal/types2/testdata/check/importC.go
* /compile-zip/compile/internal/test/testdata/loadstore_test.go
* /compile-zip/compile/internal/test/testdata/string_test.go
* /compile-zip/compile/internal/test/testdata/fp_test.go
* /compile-zip/compile/internal/test/testdata/break_test.go
* /compile-zip/compile/internal/ssa/html.go
* /compile-zip/compile/internal/ssa/regalloc_test.go
* /compile-zip/compile/internal/test/testdata/unsafe_test.go
* /compile-zip/compile/internal/test/testdata/append_test.go
* /compile-zip/compile/internal/ssa/sparsemap.go
* /compile-zip/compile/internal/ssa/layout.go
* /compile-zip/compile/internal/test/testdata/cmp_test.go
* /compile-zip/compile/internal/test/testdata/regalloc_test.go
* /compile-zip/compile/internal/ssa/deadstore.go
* /compile-zip/compile/internal/test/ssa_test.go
* /compile-zip/compile/internal/ssa/print.go
* /compile-zip/compile/internal/ssa/check.go
* /compile-zip/compile/internal/ssa/gen/genericOps.go
*
/compile-zip/compile/internal/types/sym_test.go
* /compile-zip/compile/internal/ssa/func_test.go
* /compile-zip/compile/internal/ssa/id.go
* /compile-zip/compile/internal/ssa/sparseset.go
* /compile-zip/compile/internal/ssa/stackalloc.go
* /compile-zip/compile/internal/gc/util.go
* /compile-zip/compile/main.go
* /compile-zip/compile/internal/ssa/cse.go
* /compile-zip/compile/internal/test/testdata/gen/zeroGen.go
* /compile-zip/compile/internal/ssa/deadstore_test.go
* /compile-zip/compile/internal/ssa/copyelim.go

* /compile-zip/compile/internal/ssa/deadcode.go
* /compile-zip/compile/internal/test/testdata/closure_test.go
* /compile-zip/compile/internal/test/testdata/addressed_test.go
* /compile-zip/compile/internal/ssa/schedule.go
* /compile-zip/compile/internal/test/testdata/gen/copyGen.go
* /compile-zip/compile/internal/typecheck/bexport.go
* /compile-zip/compile/internal/ssa/shift_test.go
* /compile-zip/compile/internal/ssa/schedule_test.go
* /compile-zip/compile/internal/ssa/dom.go
*
/compile-zip/compile/internal/test/testdata/gen/arithBoundaryGen.go
* /compile-zip/compile/internal/ssagen/ssa.go
* /compile-zip/compile/internal/ssa/value.go
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Found in path(s):
* /compile-zip/compile/internal/types2/testdata/check/main0.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40056.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40301.go
* /compile-zip/compile/internal/test/testdata/reproducible/issue38068.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39768.go
* /compile-zip/compile/internal/ssa/bench_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue46090.go
* /compile-zip/compile/internal/syntax/testing.go
* /compile-zip/compile/internal/syntax/testdata/tparams.go
* /compile-zip/compile/internal/types/type_test.go
* /compile-zip/compile/internal/types2/testdata/check/builtins1.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39699.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue42758.go
* /compile-zip/compile/internal/syntax/positions.go
*
/compile-zip/compile/internal/types2/testdata/fixedbugs/issue39664.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39982.go
* /compile-zip/compile/internal/ir/visit.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43190.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue42695.go
* /compile-zip/compile/internal/abi/abiutils.go
* /compile-zip/compile/internal/ssa/flags_arm64_test.s
* /compile-zip/compile/internal/staticdata/embed.go
* /compile-zip/compile/internal/ssa/rewriteCond_test.go
* /compile-zip/compile/internal/devirtualize/devirtualize.go
* /compile-zip/compile/internal/ssa/flags_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39693.go
* /compile-zip/compile/internal/ir/mknode.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40684.go
* /compile-zip/compile/internal/types2/testdata/check/funcinference.go

* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40038.go
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 /compile-zip/compile/internal/syntax/testdata/smoketest.go
* /compile-zip/compile/internal/types2/testdata/check/main1.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39948.go
* /compile-zip/compile/internal/ir/func.go
* /compile-zip/compile/internal/ir/copy.go
* /compile-zip/compile/internal/base/print.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39755.go
* /compile-zip/compile/internal/test/mulconst_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43125.go
* /compile-zip/compile/internal/ssa/flags_amd64_test.s
* /compile-zip/compile/internal/types2/testdata/check/issues1.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39976.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39938.go
* /compile-zip/compile/internal/types2/errors_test.go
* /compile-zip/compile/internal/ir/name.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39680.go
* /compile-zip/compile/internal/ssa/addressingmodes.go
*
 /compile-zip/compile/internal/ir/stmt.go
* /compile-zip/compile/internal/ssa/expand_calls.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue40057.go
* /compile-zip/compile/internal/types2/testdata/check/typeparams.go
* /compile-zip/compile/internal/ir/mini.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue20583.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39754.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue41124.go
* /compile-zip/compile/internal/ir/package.go
* /compile-zip/compile/internal/test/bench_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39723.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43124.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39634.go
* /compile-zip/compile/internal/test/abiutils_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39725.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue48951.go
*
 /compile-zip/compile/internal/ir/expr.go
* /compile-zip/compile/internal/ssa/tuple.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue43110.go
* /compile-zip/compile/internal/types2/importer_test.go
* /compile-zip/compile/internal/types2/testdata/fixedbugs/issue39711.go
* /compile-zip/compile/internal/syntax/testing_test.go
* /compile-zip/compile/internal/test/abiutilsaux_test.go
* /compile-zip/compile/internal/types2/unify.go
No license file was found, but licenses were detected in source scan.

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```
// Use of this source code is governed by a BSD-style
// license that can be found in the LICENSE file.

(Add(Ptr|64|32|16|8) ...) => (ADDV ...)
(Add(32|64)F ...) => (ADD(F|D) ...)

(Sub(Ptr|64|32|16|8) ...) => (SUBV ...)
(Sub(32|64)F ...) => (SUB(F|D) ...)

(Mul(64|32|16|8) x y) => (Select1 (MULVU x y))
(Mul(32|64)F ...) => (MUL(F|D) ...)
(Mul64uhilo ...) => (MULVU ...)
(Select0 (Mul64uover x y)) => (Select1 <typ.UInt64> (MULVU x y))
(Select1 (Mul64uover x y)) => (SGTU <typ.Bool> (Select0 <typ.UInt64> (MULVU x y)) (MOVVconst
<typ.UInt64> [0]))

(Hmul64 x y) => (Select0 (MULV x y))
(Hmul64u x y) => (Select0 (MULVU x y))
(Hmul32 x y) => (SRAVconst (Select1 <typ.Int64> (MULV (SignExt32to64 x) (SignExt32to64 y))) [32])
(Hmul32u x y) => (SRLVconst (Select1 <typ.UInt64> (MULVU (ZeroExt32to64 x) (ZeroExt32to64 y))) [32])

(Div64 x y) => (Select1 (DIVV x y))
(Div64u x y)
 => (Select1 (DIVVU x y))
(Div32 x y) => (Select1 (DIVV (SignExt32to64 x) (SignExt32to64 y)))
(Div32u x y) => (Select1 (DIVVU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Div16 x y) => (Select1 (DIVV (SignExt16to64 x) (SignExt16to64 y)))
(Div16u x y) => (Select1 (DIVVU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Div8 x y) => (Select1 (DIVV (SignExt8to64 x) (SignExt8to64 y)))
(Div8u x y) => (Select1 (DIVVU (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Div(32|64)F ...) => (DIV(F|D) ...)

(Mod64 x y) => (Select0 (DIVV x y))
(Mod64u x y) => (Select0 (DIVVU x y))
(Mod32 x y) => (Select0 (DIVV (SignExt32to64 x) (SignExt32to64 y)))
(Mod32u x y) => (Select0 (DIVVU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Mod16 x y) => (Select0 (DIVV (SignExt16to64 x) (SignExt16to64 y)))
(Mod16u x y) => (Select0 (DIVVU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Mod8 x y) => (Select0 (DIVV (SignExt8to64 x) (SignExt8to64 y)))
(Mod8u x y) => (Select0 (DIVVU (ZeroExt8to64 x) (ZeroExt8to64 y)))

// (x + y) / 2 with x>=y => (x - y) / 2 + y
(Avg64u
 <t> x y) => (ADDV (SRLVconst <t> (SUBV <t> x y) [1]) y)

(And(64|32|16|8) ...) => (AND ...)
(Or(64|32|16|8) ...) => (OR ...)
(Xor(64|32|16|8) ...) => (XOR ...)
```

```
// shifts
// hardware instruction uses only the low 6 bits of the shift
// we compare to 64 to ensure Go semantics for large shifts
(Lsh64x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh64x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV
<t> x (ZeroExt32to64 y)))
(Lsh64x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV
<t> x (ZeroExt16to64 y)))
(Lsh64x8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SLLV <t>
x (ZeroExt8to64  y)))

(Lsh32x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh32x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV
<t> x (ZeroExt32to64 y)))
(Lsh32x16 <t>
 x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV <t> x
(ZeroExt16to64 y)))
(Lsh32x8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SLLV <t>
x (ZeroExt8to64  y)))

(Lsh16x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh16x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV
<t> x (ZeroExt32to64 y)))
(Lsh16x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SLLV
<t> x (ZeroExt16to64 y)))
(Lsh16x8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SLLV <t>
x (ZeroExt8to64  y)))

(Lsh8x64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SLLV <t> x y))
(Lsh8x32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SLLV <t>
x (ZeroExt32to64 y)))
(Lsh8x16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64
 y))) (SLLV <t> x (ZeroExt16to64 y)))
(Lsh8x8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SLLV <t> x
(ZeroExt8to64  y)))

(Rsh64Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> x y))
(Rsh64Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV
<t> x (ZeroExt32to64 y)))
(Rsh64Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV
<t> x (ZeroExt16to64 y)))
(Rsh64Ux8  <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64  y))) (SRLV
<t> x (ZeroExt8to64  y)))

(Rsh32Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t>
(ZeroExt32to64 x) y))
(Rsh32Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV
```

<t> (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Rsh32Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t>
(ZeroExt32to64 x) (ZeroExt16to64 y)))
(Rsh32Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> (ZeroExt32to64 x) (ZeroExt8to64 y)))

(Rsh16Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> (ZeroExt16to64 x) y))
(Rsh16Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> (ZeroExt16to64 x) (ZeroExt32to64 y)))
(Rsh16Ux16 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t> (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Rsh16Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> (ZeroExt16to64 x) (ZeroExt8to64 y)))

(Rsh8Ux64 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) y)) (SRLV <t> (ZeroExt8to64 x) y))
(Rsh8Ux32 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt32to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt32to64 y)))
(Rsh8Ux16 <t> x y) => (AND (NEGV
<t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt16to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt16to64 y)))
(Rsh8Ux8 <t> x y) => (AND (NEGV <t> (SGTU (MOVVconst <typ.UInt64> [64]) (ZeroExt8to64 y))) (SRLV <t> (ZeroExt8to64 x) (ZeroExt8to64 y)))

(Rsh64x64 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh64x32 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh64x16 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh64x8 <t> x y) => (SRAV x (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

(Rsh32x64 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh32x32 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh32x16 <t> x y) => (SRAV (SignExt32to64
x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh32x8 <t> x y) => (SRAV (SignExt32to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt8to64 y)))

(Rsh16x64 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63]))) y))
(Rsh16x32 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst <typ.UInt64> [63]))) (ZeroExt32to64 y)))
(Rsh16x16 <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst

```
<typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh16x8  <t> x y) => (SRAV (SignExt16to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64  y) (MOVVconst
<typ.UInt64> [63]))) (ZeroExt8to64  y)))

(Rsh8x64 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU y (MOVVconst <typ.UInt64> [63])))
y))
(Rsh8x32 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt32to64 y) (MOVVconst
<typ.UInt64> [63]))) (ZeroExt32to64
 y)))
(Rsh8x16 <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt16to64 y) (MOVVconst
<typ.UInt64> [63]))) (ZeroExt16to64 y)))
(Rsh8x8  <t> x y) => (SRAV (SignExt8to64 x) (OR <t> (NEGV <t> (SGTU (ZeroExt8to64  y) (MOVVconst
<typ.UInt64> [63]))) (ZeroExt8to64  y)))

// rotates
(RotateLeft8 <t> x (MOVVconst [c])) => (Or8 (Lsh8x64 <t> x (MOVVconst [c&7])) (Rsh8Ux64 <t> x
(MOVVconst [-c&7])))
(RotateLeft16 <t> x (MOVVconst [c])) => (Or16 (Lsh16x64 <t> x (MOVVconst [c&15])) (Rsh16Ux64 <t> x
(MOVVconst [-c&15])))
(RotateLeft32 <t> x (MOVVconst [c])) => (Or32 (Lsh32x64 <t> x (MOVVconst [c&31])) (Rsh32Ux64 <t> x
(MOVVconst [-c&31])))
(RotateLeft64 <t> x (MOVVconst [c])) => (Or64 (Lsh64x64 <t> x (MOVVconst [c&63])) (Rsh64Ux64 <t> x
(MOVVconst [-c&63])))

// unary ops
(Neg(64|32|16|8) ...) => (NEGV ...)
(Neg(32|64)F ...) => (NEG(F|D) ...)

(Com(64|32|16|8) x) => (NOR (MOVVconst [0]) x)

(Sqrt ...) => (SQRTD ...)
(Sqrt32 ...) => (SQRTF ...)

// boolean ops -- booleans are
 represented with 0=false, 1=true
(AndB ...) => (AND ...)
(OrB ...) => (OR ...)
(EqB x y) => (XOR (MOVVconst [1]) (XOR <typ.Bool> x y))
(NeqB ...) => (XOR ...)
(Not x) => (XORconst [1] x)

// constants
(Const(64|32|16|8) [val]) => (MOVVconst [int64(val)])
(Const(32|64)F [val]) => (MOV(F|D)const [float64(val)])
(ConstNil) => (MOVVconst [0])
(ConstBool [t]) => (MOVVconst [int64(b2i(t))])

(Slicemask <t> x) => (SRAVconst (NEGV <t> x) [63])
```

```
// truncations
// Because we ignore high parts of registers, truncates are just copies.
(Trunc16to8 ...) => (Copy ...)
(Trunc32to8 ...) => (Copy ...)
(Trunc32to16 ...) => (Copy ...)
(Trunc64to8 ...) => (Copy ...)
(Trunc64to16 ...) => (Copy ...)
(Trunc64to32 ...) => (Copy ...)

// Zero-/Sign-extensions
(ZeroExt8to16 ...) => (MOVBUreg ...)
(ZeroExt8to32 ...) => (MOVBUreg ...)
(ZeroExt16to32 ...) => (MOVHUreg ...)
(ZeroExt8to64 ...) => (MOVBUreg ...)
(ZeroExt16to64 ...) => (MOVHUreg ...)
(ZeroExt32to64 ...) => (MOVWUreg ...)

(SignExt8to16 ...) => (MOVBreg
 ...)
(SignExt8to32 ...) => (MOVBreg ...)
(SignExt16to32 ...) => (MOVHreg ...)
(SignExt8to64 ...) => (MOVBreg ...)
(SignExt16to64 ...) => (MOVHreg ...)
(SignExt32to64 ...) => (MOVWreg ...)

// float <=> int conversion
(Cvt32to32F ...) => (MOVWF ...)
(Cvt32to64F ...) => (MOVWD ...)
(Cvt64to32F ...) => (MOVVF ...)
(Cvt64to64F ...) => (MOVVD ...)
(Cvt32Fto32 ...) => (TRUNCFW ...)
(Cvt64Fto32 ...) => (TRUNCDW ...)
(Cvt32Fto64 ...) => (TRUNCFV ...)
(Cvt64Fto64 ...) => (TRUNCDV ...)
(Cvt32Fto64F ...) => (MOVFD ...)
(Cvt64Fto32F ...) => (MOVDF ...)

(CvtBoolToUint8 ...) => (Copy ...)

(Round(32|64)F ...) => (Copy ...)

// comparisons
(Eq8 x y)  => (SGTU (MOVVconst [1]) (XOR (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Eq16 x y) => (SGTU (MOVVconst [1]) (XOR (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Eq32 x y) => (SGTU (MOVVconst [1]) (XOR (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Eq64 x y) => (SGTU (MOVVconst [1]) (XOR x y))
(EqPtr x y) => (SGTU (MOVVconst [1]) (XOR x y))
```

```
(Eq(32|64)F x y) => (FPFlagTrue (CMPEQ(F|D)
 x y))

(Neq8 x y)  => (SGTU (XOR (ZeroExt8to64 x) (ZeroExt8to64 y)) (MOVVconst [0]))
(Neq16 x y) => (SGTU (XOR (ZeroExt16to32 x) (ZeroExt16to64 y)) (MOVVconst [0]))
(Neq32 x y) => (SGTU (XOR (ZeroExt32to64 x) (ZeroExt32to64 y)) (MOVVconst [0]))
(Neq64 x y) => (SGTU (XOR x y) (MOVVconst [0]))
(NeqPtr x y) => (SGTU (XOR x y) (MOVVconst [0]))
(Neq(32|64)F x y) => (FPFlagFalse (CMPEQ(F|D) x y))

(Less8 x y)  => (SGT (SignExt8to64 y) (SignExt8to64 x))
(Less16 x y) => (SGT (SignExt16to64 y) (SignExt16to64 x))
(Less32 x y) => (SGT (SignExt32to64 y) (SignExt32to64 x))
(Less64 x y) => (SGT y x)
(Less(32|64)F x y) => (FPFlagTrue (CMPGT(F|D) y x)) // reverse operands to work around NaN

(Less8U x y)  => (SGTU (ZeroExt8to64 y) (ZeroExt8to64 x))
(Less16U x y) => (SGTU (ZeroExt16to64 y) (ZeroExt16to64 x))
(Less32U x y) => (SGTU (ZeroExt32to64 y) (ZeroExt32to64 x))
(Less64U x y) => (SGTU y x)

(Leq8 x y)  => (XOR (MOVVconst [1]) (SGT (SignExt8to64 x) (SignExt8to64 y)))
(Leq16 x y) => (XOR
 (MOVVconst [1]) (SGT (SignExt16to64 x) (SignExt16to64 y)))
(Leq32 x y) => (XOR (MOVVconst [1]) (SGT (SignExt32to64 x) (SignExt32to64 y)))
(Leq64 x y) => (XOR (MOVVconst [1]) (SGT x y))
(Leq(32|64)F x y) => (FPFlagTrue (CMPGE(F|D) y x)) // reverse operands to work around NaN

(Leq8U x y)  => (XOR (MOVVconst [1]) (SGTU (ZeroExt8to64 x) (ZeroExt8to64 y)))
(Leq16U x y) => (XOR (MOVVconst [1]) (SGTU (ZeroExt16to64 x) (ZeroExt16to64 y)))
(Leq32U x y) => (XOR (MOVVconst [1]) (SGTU (ZeroExt32to64 x) (ZeroExt32to64 y)))
(Leq64U x y) => (XOR (MOVVconst [1]) (SGTU x y))

(OffPtr [off] ptr:(SP)) && is32Bit(off) => (MOVVaddr [int32(off)] ptr)
(OffPtr [off] ptr) => (ADDVconst [off] ptr)

(Addr {sym} base) => (MOVVaddr {sym} base)
(LocalAddr {sym} base _) => (MOVVaddr {sym} base)

// loads
(Load <t> ptr mem) && t.IsBoolean() => (MOVBUload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && isSigned(t)) => (MOVBload ptr mem)
(Load <t> ptr mem) && (is8BitInt(t) && !isSigned(t)) => (MOVBUload ptr mem)
(Load
 <t> ptr mem) && (is16BitInt(t) && isSigned(t)) => (MOVHload ptr mem)
(Load <t> ptr mem) && (is16BitInt(t) && !isSigned(t)) => (MOVHUload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && isSigned(t)) => (MOVWload ptr mem)
(Load <t> ptr mem) && (is32BitInt(t) && !isSigned(t)) => (MOVWUload ptr mem)
```

```
(Load <t> ptr mem) && (is64BitInt(t) || isPtr(t)) => (MOVVload ptr mem)
(Load <t> ptr mem) && is32BitFloat(t) => (MOVFload ptr mem)
(Load <t> ptr mem) && is64BitFloat(t) => (MOVDload ptr mem)

// stores
(Store {t} ptr val mem) && t.Size() == 1 => (MOVBstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 2 => (MOVHstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && !is32BitFloat(val.Type) => (MOVWstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && !is64BitFloat(val.Type) => (MOVVstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 4 && is32BitFloat(val.Type) => (MOVFstore ptr val mem)
(Store {t} ptr val mem) && t.Size() == 8 && is64BitFloat(val.Type) => (MOVDstore
 ptr val mem)

// zeroing
(Zero [0] _ mem) => mem
(Zero [1] ptr mem) => (MOVBstore ptr (MOVVconst [0]) mem)
(Zero [2] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore ptr (MOVVconst [0]) mem)
(Zero [2] ptr mem) =>
 (MOVBstore [1] ptr (MOVVconst [0])
  (MOVBstore [0] ptr (MOVVconst [0]) mem))
(Zero [4] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore ptr (MOVVconst [0]) mem)
(Zero [4] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] ptr (MOVVconst [0])
  (MOVHstore [0] ptr (MOVVconst [0]) mem))
(Zero [4] ptr mem) =>
 (MOVBstore [3] ptr (MOVVconst [0])
  (MOVBstore [2] ptr (MOVVconst [0])
   (MOVBstore [1] ptr (MOVVconst [0])
    (MOVBstore [0] ptr (MOVVconst [0]) mem))))
(Zero [8] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore ptr (MOVVconst [0]) mem)
(Zero [8] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] ptr (MOVVconst [0])
  (MOVWstore [0] ptr (MOVVconst [0]) mem))
(Zero [8] {t} ptr mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] ptr (MOVVconst [0])
  (MOVHstore
 [4] ptr (MOVVconst [0])
   (MOVHstore [2] ptr (MOVVconst [0])
    (MOVHstore [0] ptr (MOVVconst [0]) mem))))

(Zero [3] ptr mem) =>
 (MOVBstore [2] ptr (MOVVconst [0])
  (MOVBstore [1] ptr (MOVVconst [0])
   (MOVBstore [0] ptr (MOVVconst [0]) mem)))
(Zero [6] {t} ptr mem) && t.Alignment()%2 == 0 =>
```

```
 (MOVHstore [4] ptr (MOVVconst [0])
  (MOVHstore [2] ptr (MOVVconst [0])
   (MOVHstore [0] ptr (MOVVconst [0]) mem)))
(Zero [12] {t} ptr mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8] ptr (MOVVconst [0])
  (MOVWstore [4] ptr (MOVVconst [0])
   (MOVWstore [0] ptr (MOVVconst [0]) mem)))
(Zero [16] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [8] ptr (MOVVconst [0])
  (MOVVstore [0] ptr (MOVVconst [0]) mem))
(Zero [24] {t} ptr mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [16] ptr (MOVVconst [0])
  (MOVVstore [8] ptr (MOVVconst [0])
   (MOVVstore [0] ptr (MOVVconst [0]) mem)))

// medium zeroing uses a duff device
// 8, and 128 are magic constants, see runtime/mkduff.go
(Zero [s]
 {t} ptr mem)
 && s%8 == 0 && s > 24 && s <= 8*128
 && t.Alignment()%8 == 0 && !config.noDuffDevice =>
 (DUFFZERO [8 * (128 - s/8)] ptr mem)

// large or unaligned zeroing uses a loop
(Zero [s] {t} ptr mem)
 && (s > 8*128 || config.noDuffDevice) || t.Alignment()%8 != 0 =>
 (LoweredZero [t.Alignment()]
  ptr
  (ADDVconst <ptr.Type> ptr [s-moveSize(t.Alignment(), config)])
  mem)

// moves
(Move [0] _ _ mem) => mem
(Move [1] dst src mem) => (MOVBstore dst (MOVBload src mem) mem)
(Move [2] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore dst (MOVHload src mem) mem)
(Move [2] dst src mem) =>
 (MOVBstore [1] dst (MOVBload [1] src mem)
  (MOVBstore dst (MOVBload src mem) mem))
(Move [4] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore dst (MOVWload src mem) mem)
(Move [4] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [2] dst (MOVHload [2] src mem)
  (MOVHstore dst (MOVHload src mem) mem))
(Move [4] dst src mem) =>
 (MOVBstore [3] dst (MOVBload [3] src mem)
  (MOVBstore
```

```
 [2] dst (MOVBload [2] src mem)
   (MOVBstore [1] dst (MOVBload [1] src mem)
    (MOVBstore dst (MOVBload src mem) mem))))
(Move [8] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore dst (MOVVload src mem) mem)
(Move [8] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [4] dst (MOVWload [4] src mem)
  (MOVWstore dst (MOVWload src mem) mem))
(Move [8] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [6] dst (MOVHload [6] src mem)
  (MOVHstore [4] dst (MOVHload [4] src mem)
   (MOVHstore [2] dst (MOVHload [2] src mem)
    (MOVHstore dst (MOVHload src mem) mem))))

(Move [3] dst src mem) =>
 (MOVBstore [2] dst (MOVBload [2] src mem)
  (MOVBstore [1] dst (MOVBload [1] src mem)
   (MOVBstore dst (MOVBload src mem) mem)))
(Move [6] {t} dst src mem) && t.Alignment()%2 == 0 =>
 (MOVHstore [4] dst (MOVHload [4] src mem)
  (MOVHstore [2] dst (MOVHload [2] src mem)
   (MOVHstore dst (MOVHload src mem) mem)))
(Move [12] {t} dst src mem) && t.Alignment()%4 == 0 =>
 (MOVWstore [8]
 dst (MOVWload [8] src mem)
  (MOVWstore [4] dst (MOVWload [4] src mem)
   (MOVWstore dst (MOVWload src mem) mem)))
(Move [16] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [8] dst (MOVVload [8] src mem)
  (MOVVstore dst (MOVVload src mem) mem))
(Move [24] {t} dst src mem) && t.Alignment()%8 == 0 =>
 (MOVVstore [16] dst (MOVVload [16] src mem)
  (MOVVstore [8] dst (MOVVload [8] src mem)
   (MOVVstore dst (MOVVload src mem) mem)))

// medium move uses a duff device
(Move [s] {t} dst src mem)
 && s%8 == 0 && s >= 24 && s <= 8*128 && t.Alignment()%8 == 0
 && !config.noDuffDevice && logLargeCopy(v, s)  =>
 (DUFFCOPY [16 * (128 - s/8)] dst src mem)
// 16 and 128 are magic constants.  16 is the number of bytes to encode:
// MOVV (R1), R23
// ADDV $8, R1
// MOVV R23, (R2)
// ADDV $8, R2
// and 128 is the number of such blocks. See runtime/duff_mips64.s:duffcopy.

// large or unaligned move uses a loop
```

```
(Move [s] {t} dst src mem)
 && s > 24 && logLargeCopy(v, s) || t.Alignment()%8 !=
 0 =>
 (LoweredMove [t.Alignment()]
  dst
  src
  (ADDVconst <src.Type> src [s-moveSize(t.Alignment(), config)])
  mem)

// calls
(StaticCall ...) => (CALLstatic ...)
(ClosureCall ...) => (CALLclosure ...)
(InterCall ...) => (CALLinter ...)
(TailCall ...) => (CALLtail ...)

// atomic intrinsics
(AtomicLoad(8|32|64) ...) => (LoweredAtomicLoad(8|32|64) ...)
(AtomicLoadPtr ...) => (LoweredAtomicLoad64 ...)

(AtomicStore(8|32|64) ...) => (LoweredAtomicStore(8|32|64) ...)
(AtomicStorePtrNoWB ...) => (LoweredAtomicStore64 ...)

(AtomicExchange(32|64) ...) => (LoweredAtomicExchange(32|64) ...)

(AtomicAdd(32|64) ...) => (LoweredAtomicAdd(32|64) ...)

(AtomicCompareAndSwap32 ptr old new mem) => (LoweredAtomicCas32 ptr (SignExt32to64 old) new mem)
(AtomicCompareAndSwap64 ...) => (LoweredAtomicCas64 ...)

// checks
(NilCheck ...) => (LoweredNilCheck ...)
(IsNonNil ptr) => (SGTU ptr (MOVVconst [0]))
(IsInBounds idx len) => (SGTU len idx)
(IsSliceInBounds idx len) => (XOR (MOVVconst [1]) (SGTU idx
 len))

// pseudo-ops
(GetClosurePtr ...) => (LoweredGetClosurePtr ...)
(GetCallerSP ...) => (LoweredGetCallerSP ...)
(GetCallerPC ...) => (LoweredGetCallerPC ...)

(If cond yes no) => (NE cond yes no)

// Write barrier.
(WB ...) => (LoweredWB ...)

(PanicBounds [kind] x y mem) && boundsABI(kind) == 0 => (LoweredPanicBoundsA [kind] x y mem)
(PanicBounds [kind] x y mem) && boundsABI(kind) == 1 => (LoweredPanicBoundsB [kind] x y mem)
```

(PanicBounds [kind] x y mem) && boundsABI(kind) == 2 => (LoweredPanicBoundsC [kind] x y mem)

// Optimizations

// Absorb boolean tests into block
(NE (FPFlagTrue cmp) yes no) => (FPT cmp yes no)
(NE (FPFlagFalse cmp) yes no) => (FPF cmp yes no)
(EQ (FPFlagTrue cmp) yes no) => (FPF cmp yes no)
(EQ (FPFlagFalse cmp) yes no) => (FPT cmp yes no)
(NE (XORconst [1] cmp:(SGT _ _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTU _ _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTconst _)) yes no) => (EQ cmp yes no)
(NE (XORconst [1] cmp:(SGTUconst _))
yes no) => (EQ cmp yes no)
(EQ (XORconst [1] cmp:(SGT _ _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTU _ _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTconst _)) yes no) => (NE cmp yes no)
(EQ (XORconst [1] cmp:(SGTUconst _)) yes no) => (NE cmp yes no)
(NE (SGTUconst [1] x) yes no) => (EQ x yes no)
(EQ (SGTUconst [1] x) yes no) => (NE x yes no)
(NE (SGTU x (MOVVconst [0])) yes no) => (NE x yes no)
(EQ (SGTU x (MOVVconst [0])) yes no) => (EQ x yes no)
(NE (SGTconst [0] x) yes no) => (LTZ x yes no)
(EQ (SGTconst [0] x) yes no) => (GEZ x yes no)
(NE (SGT x (MOVVconst [0])) yes no) => (GTZ x yes no)
(EQ (SGT x (MOVVconst [0])) yes no) => (LEZ x yes no)

// fold offset into address
(ADDVconst [off1] (MOVVaddr [off2] {sym} ptr)) && is32Bit(off1+int64(off2)) => (MOVVaddr
[int32(off1)+int32(off2)] {sym} ptr)

// fold address into load/store
(MOVBload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBload
[off1+int32(off2)] {sym} ptr mem)
(MOVBUload
[off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBUload [off1+int32(off2)]
{sym} ptr mem)
(MOVHload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHload
[off1+int32(off2)] {sym} ptr mem)
(MOVHUload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHUload
[off1+int32(off2)] {sym} ptr mem)
(MOVWload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWload
[off1+int32(off2)] {sym} ptr mem)
(MOVWUload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWUload
[off1+int32(off2)] {sym} ptr mem)
(MOVVload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVVload
[off1+int32(off2)] {sym} ptr mem)
(MOVFload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVFload

[off1+int32(off2)] {sym} ptr mem)
(MOVDload [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVDload [off1+int32(off2)]
{sym} ptr mem)

(MOVBstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVBstore [off1+int32(off2)] {sym} ptr val mem)
(MOVHstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVHstore [off1+int32(off2)] {sym} ptr val mem)
(MOVWstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVWstore [off1+int32(off2)] {sym} ptr val mem)
(MOVVstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVVstore [off1+int32(off2)] {sym} ptr val mem)
(MOVFstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVFstore [off1+int32(off2)] {sym} ptr val mem)
(MOVDstore [off1] {sym} (ADDVconst [off2] ptr) val mem) && is32Bit(int64(off1)+off2) => (MOVDstore [off1+int32(off2)] {sym} ptr val mem)
(MOVBstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVBstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVHstorezero
[off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVHstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVWstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVWstorezero [off1+int32(off2)] {sym} ptr mem)
(MOVVstorezero [off1] {sym} (ADDVconst [off2] ptr) mem) && is32Bit(int64(off1)+off2) => (MOVVstorezero [off1+int32(off2)] {sym} ptr mem)

(MOVBload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVBload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVBUload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVBUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVHload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHUload [off1] {sym1} (MOVVaddr [off2] {sym2}
ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVHUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVWload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWUload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVWUload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVVload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) && is32Bit(int64(off1)+int64(off2)) =>
(MOVVload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)

```
(MOVFload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVFload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVDload [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2))
 =>
 (MOVDload [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)

(MOVBstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVBstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVHstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVHstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVWstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVWstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVVstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVVstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVFstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVFstore [off1+int32(off2)]
 {mergeSym(sym1,sym2)} ptr val mem)
(MOVDstore [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) val mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVDstore [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr val mem)
(MOVBstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVBstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVHstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVHstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVWstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVWstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr mem)
(MOVVstorezero [off1] {sym1} (MOVVaddr [off2] {sym2} ptr) mem) && canMergeSym(sym1,sym2) &&
is32Bit(int64(off1)+int64(off2)) =>
 (MOVVstorezero [off1+int32(off2)] {mergeSym(sym1,sym2)} ptr
 mem)

// store zero
(MOVBstore [off] {sym} ptr (MOVVconst [0]) mem) => (MOVBstorezero [off] {sym} ptr mem)
(MOVHstore [off] {sym} ptr (MOVVconst [0]) mem) => (MOVHstorezero [off] {sym} ptr mem)
(MOVWstore [off] {sym} ptr (MOVVconst [0]) mem) => (MOVWstorezero [off] {sym} ptr mem)
(MOVVstore [off] {sym} ptr (MOVVconst [0]) mem) => (MOVVstorezero [off] {sym} ptr mem)

// don't extend after proper load
```

```
(MOVBreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVBUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHreg x:(MOVHload _ _)) => (MOVVreg x)
(MOVHUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVHUreg x:(MOVHUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVBload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVHload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVHUload _ _)) => (MOVVreg x)
(MOVWreg x:(MOVWload _ _)) => (MOVVreg x)
(MOVWUreg x:(MOVBUload _ _)) => (MOVVreg x)
(MOVWUreg x:(MOVHUload _ _)) => (MOVVreg
 x)
(MOVWUreg x:(MOVWUload _ _)) => (MOVVreg x)

// fold double extensions
(MOVBreg x:(MOVBreg _)) => (MOVVreg x)
(MOVBUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHreg x:(MOVBreg _)) => (MOVVreg x)
(MOVHreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHreg x:(MOVHreg _)) => (MOVVreg x)
(MOVHUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVHUreg x:(MOVHUreg _)) => (MOVVreg x)
(MOVWreg x:(MOVBreg _)) => (MOVVreg x)
(MOVWreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVWreg x:(MOVHreg _)) => (MOVVreg x)
(MOVWreg x:(MOVWreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVBUreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVHUreg _)) => (MOVVreg x)
(MOVWUreg x:(MOVWUreg _)) => (MOVVreg x)

// don't extend before store
(MOVBstore [off] {sym} ptr (MOVBreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVBUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore
 [off] {sym} ptr (MOVWreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVBstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVBstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVHUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVHstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVHstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
(MOVWstore [off] {sym} ptr (MOVWUreg x) mem) => (MOVWstore [off] {sym} ptr x mem)
```

```
// if a register move has only 1 use, just use the same register without emitting instruction
// MOVVnop doesn't emit instruction, only for ensuring the type.
(MOVVreg x) && x.Uses == 1 => (MOVVnop x)

// TODO: we should be able to get rid of MOVVnop all together.
// But for now, this is enough to get rid of lots of them.
(MOVVnop (MOVVconst [c])) => (MOVVconst
 [c])

// fold constant into arithmetic ops
(ADDV x (MOVVconst [c])) && is32Bit(c) => (ADDVconst [c] x)
(SUBV x (MOVVconst [c])) && is32Bit(c) => (SUBVconst [c] x)
(AND x (MOVVconst [c])) && is32Bit(c) => (ANDconst [c] x)
(OR  x (MOVVconst [c])) && is32Bit(c) => (ORconst  [c] x)
(XOR x (MOVVconst [c])) && is32Bit(c) => (XORconst [c] x)
(NOR x (MOVVconst [c])) && is32Bit(c) => (NORconst [c] x)

(SLLV _ (MOVVconst [c])) && uint64(c)>=64 => (MOVVconst [0])
(SRLV _ (MOVVconst [c])) && uint64(c)>=64 => (MOVVconst [0])
(SRAV x (MOVVconst [c])) && uint64(c)>=64 => (SRAVconst x [63])
(SLLV x (MOVVconst [c])) => (SLLVconst x [c])
(SRLV x (MOVVconst [c])) => (SRLVconst x [c])
(SRAV x (MOVVconst [c])) => (SRAVconst x [c])

(SGT  (MOVVconst [c]) x) && is32Bit(c) => (SGTconst  [c] x)
(SGTU (MOVVconst [c]) x) && is32Bit(c) => (SGTUconst [c] x)

// mul by constant
(Select1 (MULVU x (MOVVconst [-1]))) => (NEGV x)
(Select1 (MULVU _ (MOVVconst [0]))) => (MOVVconst [0])
(Select1 (MULVU x (MOVVconst
 [1]))) => x
(Select1 (MULVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (SLLVconst [log64(c)] x)

// div by constant
(Select1 (DIVVU x (MOVVconst [1]))) => x
(Select1 (DIVVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (SRLVconst [log64(c)] x)
(Select0 (DIVVU _ (MOVVconst [1]))) => (MOVVconst [0])                  // mod
(Select0 (DIVVU x (MOVVconst [c]))) && isPowerOfTwo64(c) => (ANDconst [c-1] x) // mod

// generic simplifications
(ADDV x (NEGV y)) => (SUBV x y)
(SUBV x x) => (MOVVconst [0])
(SUBV (MOVVconst [0]) x) => (NEGV x)
(AND x x) => x
(OR  x x) => x
(XOR x x) => (MOVVconst [0])
```

```
// remove redundant *const ops
(ADDVconst [0]  x) => x
(SUBVconst [0]  x) => x
(ANDconst [0]  _) => (MOVVconst [0])
(ANDconst [-1] x) => x
(ORconst  [0]  x) => x
(ORconst  [-1] _) => (MOVVconst [-1])
(XORconst [0]  x) => x
(XORconst [-1] x) => (NORconst [0] x)

// generic constant folding
(ADDVconst [c] (MOVVconst [d]))  => (MOVVconst [c+d])
(ADDVconst [c] (ADDVconst [d] x)) && is32Bit(c+d) =>
 (ADDVconst [c+d] x)
(ADDVconst [c] (SUBVconst [d] x)) && is32Bit(c-d) => (ADDVconst [c-d] x)
(SUBVconst [c] (MOVVconst [d]))  => (MOVVconst [d-c])
(SUBVconst [c] (SUBVconst [d] x)) && is32Bit(-c-d) => (ADDVconst [-c-d] x)
(SUBVconst [c] (ADDVconst [d] x)) && is32Bit(-c+d) => (ADDVconst [-c+d] x)
(SLLVconst [c] (MOVVconst [d]))  => (MOVVconst [d<<uint64(c)])
(SRLVconst [c] (MOVVconst [d]))  => (MOVVconst [int64(uint64(d)>>uint64(c))])
(SRAVconst [c] (MOVVconst [d]))  => (MOVVconst [d>>uint64(c)])
(Select1 (MULVU (MOVVconst [c]) (MOVVconst [d]))) => (MOVVconst [c*d])
(Select1 (DIVV  (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [c/d])
(Select1 (DIVVU (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [int64(uint64(c)/uint64(d))])
(Select0 (DIVV  (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [c%d])   // mod
(Select0 (DIVVU (MOVVconst [c]) (MOVVconst [d]))) && d != 0 => (MOVVconst [int64(uint64(c)%uint64(d))])
// mod
(ANDconst [c] (MOVVconst [d])) => (MOVVconst
 [c&d])
(ANDconst [c] (ANDconst [d] x)) => (ANDconst [c&d] x)
(ORconst [c] (MOVVconst [d])) => (MOVVconst [c|d])
(ORconst [c] (ORconst [d] x)) && is32Bit(c|d) => (ORconst [c|d] x)
(XORconst [c] (MOVVconst [d])) => (MOVVconst [c^d])
(XORconst [c] (XORconst [d] x)) && is32Bit(c^d) => (XORconst [c^d] x)
(NORconst [c] (MOVVconst [d])) => (MOVVconst [^(c|d)])
(NEGV (MOVVconst [c])) => (MOVVconst [-c])
(MOVBreg  (MOVVconst [c])) => (MOVVconst [int64(int8(c))])
(MOVBUreg (MOVVconst [c])) => (MOVVconst [int64(uint8(c))])
(MOVHreg  (MOVVconst [c])) => (MOVVconst [int64(int16(c))])
(MOVHUreg (MOVVconst [c])) => (MOVVconst [int64(uint16(c))])
(MOVWreg  (MOVVconst [c])) => (MOVVconst [int64(int32(c))])
(MOVWUreg (MOVVconst [c])) => (MOVVconst [int64(uint32(c))])
(MOVVreg  (MOVVconst [c])) => (MOVVconst [c])
(LoweredAtomicStore(32|64) ptr (MOVVconst [0]) mem) => (LoweredAtomicStorezero(32|64) ptr mem)
(LoweredAtomicAdd32 ptr (MOVVconst [c]) mem) && is32Bit(c) => (LoweredAtomicAddconst32 [int32(c)]
 ptr mem)
(LoweredAtomicAdd64 ptr (MOVVconst [c]) mem) && is32Bit(c) => (LoweredAtomicAddconst64 [c] ptr mem)
```

```
// constant comparisons
(SGTconst [c] (MOVVconst [d])) && c>d => (MOVVconst [1])
(SGTconst [c] (MOVVconst [d])) && c<=d => (MOVVconst [0])
(SGTUconst [c] (MOVVconst [d])) && uint64(c)>uint64(d) => (MOVVconst [1])
(SGTUconst [c] (MOVVconst [d])) && uint64(c)<=uint64(d) => (MOVVconst [0])

// other known comparisons
(SGTconst [c] (MOVBreg _)) && 0x7f < c => (MOVVconst [1])
(SGTconst [c] (MOVBreg _)) && c <= -0x80 => (MOVVconst [0])
(SGTconst [c] (MOVBUreg _)) && 0xff < c => (MOVVconst [1])
(SGTconst [c] (MOVBUreg _)) && c < 0 => (MOVVconst [0])
(SGTUconst [c] (MOVBUreg _)) && 0xff < uint64(c) => (MOVVconst [1])
(SGTconst [c] (MOVHreg _)) && 0x7fff < c => (MOVVconst [1])
(SGTconst [c] (MOVHreg _)) && c <= -0x8000 => (MOVVconst [0])
(SGTconst [c] (MOVHUreg _)) && 0xffff < c => (MOVVconst [1])
(SGTconst [c] (MOVHUreg _)) && c < 0 => (MOVVconst [0])
(SGTUconst [c] (MOVHUreg _)) &&
 0xffff < uint64(c) => (MOVVconst [1])
(SGTconst [c] (MOVWUreg _)) && c < 0 => (MOVVconst [0])
(SGTconst [c] (ANDconst [m] _)) && 0 <= m && m < c => (MOVVconst [1])
(SGTUconst [c] (ANDconst [m] _)) && uint64(m) < uint64(c) => (MOVVconst [1])
(SGTconst [c] (SRLVconst _ [d])) && 0 <= c && 0 < d && d <= 63 && 0xffffffffffffffff>>uint64(d) < uint64(c)
=> (MOVVconst [1])
(SGTUconst [c] (SRLVconst _ [d])) && 0 < d && d <= 63 && 0xffffffffffffffff>>uint64(d) < uint64(c) =>
(MOVVconst [1])

// absorb constants into branches
(EQ  (MOVVconst [0]) yes no) => (First yes no)
(EQ  (MOVVconst [c]) yes no) && c != 0 => (First no yes)
(NE  (MOVVconst [0]) yes no) => (First no yes)
(NE  (MOVVconst [c]) yes no) && c != 0 => (First yes no)
(LTZ (MOVVconst [c]) yes no) && c <  0 => (First yes no)
(LTZ (MOVVconst [c]) yes no) && c >= 0 => (First no yes)
(LEZ (MOVVconst [c]) yes no) && c <= 0 => (First yes no)
(LEZ (MOVVconst [c]) yes no) && c >  0 => (First no yes)
(GTZ (MOVVconst [c]) yes no) && c >  0 => (First
 yes no)
(GTZ (MOVVconst [c]) yes no) && c <= 0 => (First no yes)
(GEZ (MOVVconst [c]) yes no) && c >= 0 => (First yes no)
(GEZ (MOVVconst [c]) yes no) && c <  0 => (First no yes)

// fold readonly sym load
(MOVBload [off] {sym} (SB) _) && symIsRO(sym) => (MOVVconst [int64(read8(sym, int64(off)))])
(MOVHload [off] {sym} (SB) _) && symIsRO(sym) => (MOVVconst [int64(read16(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVWload [off] {sym} (SB) _) && symIsRO(sym) => (MOVVconst [int64(read32(sym, int64(off),
config.ctxt.Arch.ByteOrder))])
(MOVVload  [off] {sym} (SB) _) && symIsRO(sym) => (MOVVconst [int64(read64(sym, int64(off),
```

config.ctxt.Arch.ByteOrder))])

Found in path(s):
* /compile-zip/compile/internal/ssa/gen/MIPS64.rules

1.161 libldap 2.4.57+dfsg-3+deb11u1

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Local-Date: Fri, 06 Jun 2003 13:18:52 -0400
Date: Fri, 6 Jun 2003 10:18:52 -0700
From: Juan Gomez <juang@us.ibm.com>
To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

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* To: Stephen Frost <sfrost@snowman.net>

* Subject: Re: OpenLDAP Licenseing issues
* From: "Kurt D. Zeilenga" <Kurt@OpenLDAP.org>
* Date: Wed, 28 May 2003 10:55:44 -0700
* Cc: Steve Langasek <vorlon@netexpress.net>,debian-legal@lists.debian.org, openldap-devel@OpenLDAP.org
* In-reply-to: <20030528162613.GB8524@ns.snowman.net>
* Message-id: <5.2.0.9.0.20030528094229.02924780@127.0.0.1>
* Old-return-path: <Kurt@OpenLDAP.org>

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1.162 netty-codec 4.1.90.Final

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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message.  It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
```

```
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
```

```
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
 |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
```

```
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                  AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
```

```
* <b>initialBytesToStrip</b> = <b> 3</b>
*
* BEFORE DECODE (16 bytes)                    AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/
```

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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/json/package-info.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
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/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
 * The encoding and decoding algorithm in this class has been derived from
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*/
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
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 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/Headers.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/base64/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/bytes/package-info.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/DecoderResult.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/DecoderException.java

* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
*
 /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/EncoderException.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
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* /netty-codec-4-1-90-final-sources-jar/io/netty/handler/codec/base64/Base64Dialect.java

1.163 netty-codec 4.1.86.Final

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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CodecOutputList.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java
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/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>

```
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
```

* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment   = -2 (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes)   AFTER DECODE (14 bytes)
* +--------+----------------+   +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" | | 0x000E | "HELLO, WORLD" |
* +--------+----------------+   +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* lengthFieldOffset   = 2 (= the length of Header 1)
* lengthFieldLength   = 3
* lengthAdjustment   = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)   AFTER DECODE (17 bytes)
* +----------+----------+----------------+   +----------+----------+----------------+
* | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |
| 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+   +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* lengthAdjustment   = 2 (= the length of Header 1)
* initialBytesToStrip = 0
*

```
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
 the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   =  1
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b> 3</b>
```

```
*
* BEFORE DECODE (16 bytes)                    AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/
```

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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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Found in path(s):
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/CompressionOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliEncoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliDecoder.java

* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/BrotliOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ValueConverter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/Base64Decoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ReferenceMap.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteInput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/xml/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageAggregator.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassResolver.java

* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java
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 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Snappy.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/CompressionException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
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 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/TooLongFrameException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/base64/package-info.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/bytes/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/EmptyHeaders.java
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* <p>
 * The encoding and decoding algorithm in this class has been derived from
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* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java

* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
*
 /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-86-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java

1.164 cmd/asm (devel)

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* /asm-zip/asm/internal/arch/ppc64.go
* /asm-zip/asm/internal/asm/parse.go
* /asm-zip/asm/internal/lex/lex.go
* /asm-zip/asm/internal/flags/flags.go
* /asm-zip/asm/internal/lex/stack.go
* /asm-zip/asm/internal/lex/slice.go
* /asm-zip/asm/internal/asm/endtoend_test.go
* /asm-zip/asm/doc.go
* /asm-zip/asm/internal/asm/expr_test.go
* /asm-zip/asm/internal/lex/lex_test.go
* /asm-zip/asm/internal/asm/testdata/ppc64.s
* /asm-zip/asm/internal/arch/arm.go
* /asm-zip/asm/internal/asm/testdata/amd64.s
* /asm-zip/asm/internal/lex/tokenizer.go

* /asm-zip/asm/internal/asm/operand_test.go
* /asm-zip/asm/internal/lex/input.go
* /asm-zip/asm/internal/arch/arch.go
* /asm-zip/asm/internal/asm/testdata/arm.s
* /asm-zip/asm/internal/asm/testdata/arm64.s
* /asm-zip/asm/internal/asm/pseudo_test.go
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* /asm-zip/asm/internal/asm/testdata/amd64enc_extra.s
* /asm-zip/asm/internal/asm/testdata/arm64enc.s
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Found in path(s):
* /asm-zip/asm/internal/asm/testdata/loong64enc1.s
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1.165 aws-secretsmanager-caching-java 1.0.1

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* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/ProtobufSchema.java
*
 /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/MessageDefinition.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/DynamicSchema.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/EnumDefinition.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/FileDescriptorUtils.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/apicurio/ProtobufSchemaLoader.java

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* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/SerializationDataEncoder.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/json/JsonDataWithSchema.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializerImpl.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializerFactory.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializerFactory.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializerImpl.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializerDataParser.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/protobuf/ProtobufWireFormatDecoder.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/json/JsonSerializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/protobuf/ProtobufDeserializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/avro/AWSKafkaAvroDeserializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/json/JsonValidator.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/utils/AVROUtils.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryKafkaDeserializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/serializers/avro/AWSKafkaAvroSerializer.java
* /schema-registry-serde-1-1-13-sources-jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializationFacade.java
* /schema-registry-serde-1-1-13-sources-

jar/com/amazonaws/services/schemaregistry/deserializers/SecondaryDeserializer.java
* /schema-registry-serde-1-1-13-sources-
jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializer.java
* /schema-registry-serde-1-1-13-sources-
jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializationFacade.java
* /schema-registry-serde-1-1-13-sources-
jar/com/amazonaws/services/schemaregistry/serializers/protobuf/ProtobufSerializer.java
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jar/com/amazonaws/services/schemaregistry/deserializers/avro/AvroDeserializer.java
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<<<<<<< HEAD
*
* This will be removed once Apicurio releases the latest version with the json_name fix
* https://github.com/Apicurio/apicurio-registry/blob/master/utils/protobuf-schema-utilities/src/main/java/io/apicurio/registry/utils/protobuf/schema/ProtobufFile.java
=======
>>>>>>>
 kafka-connect-converter-protobuf
*/

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1.169 clientmodel 0.2.0

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1.170 re2j 1.7

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* /re2j-1-7-sources-jar/com/google/re2j/Characters.java
* /re2j-1-7-sources-jar/com/google/re2j/RE2.java
* /re2j-1-7-sources-jar/com/google/re2j/MachineInput.java
* /re2j-1-7-sources-jar/com/google/re2j/Unicode.java
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* /re2j-1-7-sources-jar/com/google/re2j/Parser.java
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* /re2j-1-7-sources-jar/com/google/re2j/Utils.java
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* /re2j-1-7-sources-jar/com/google/re2j/Machine.java
*
/re2j-1-7-sources-jar/com/google/re2j/Pattern.java
* /re2j-1-7-sources-jar/com/google/re2j/Compiler.java
* /re2j-1-7-sources-jar/com/google/re2j/Matcher.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapWriter.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapHeaders.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/PcapWriteHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ClientAuth.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
*
/netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilter.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java
*
/netty-handler-4-1-86-final-sources-jar/io/netty/handler/logging/ByteBufFormat.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslClosedEngineException.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
*
 /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java
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* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/package-info.java
* /netty-handler-4-1-86-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
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1.174 aws-java-sdk-sts 1.12.430

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*/
/**
   * <p>
   * Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
   * security token) for a federated user. A typical use is in a proxy application that gets temporary security
   * credentials on behalf of distributed applications inside a corporate network. You must call the

   * <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a
result,
   * this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
   * application. For a comparison of <code>GetFederationToken</code> with the other API operations that
produce
   * temporary credentials, see <a
   * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html">Requesting
Temporary
   * Security Credentials</a> and <a
   *
href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#stsapi_comparison"
   * >Comparing the Amazon Web Services STS API operations</a> in the <i>IAM User Guide</i>.
   * </p>
   * <note>
   * <p>
   * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider
like
   * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider.
 In this case, we
   * recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
   * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href=
   *
"https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebide
ntity"
   * >Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
   * </p>
   * </note>
   * <p>
   * You can also call <code>GetFederationToken</code> using the security credentials of an Amazon Web
Services
   * account root user, but we do not recommend it. Instead, we recommend that you create an IAM user for the
purpose
```

```
   * of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions
   * and resources that they need to access. For more information, see <a
   * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the
<i>IAM
   *
 User Guide</i>.
   * </p>
   * <p>
   * <b>Session duration</b>
   * </p>
   * <p>
   * The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum
of
   * 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials
   * obtained by using the Amazon Web Services account root user credentials have a maximum duration of 3,600
seconds
   * (1 hour).
   * </p>
   * <p>
   * <b>Permissions</b>
   * </p>
   * <p>
   * You can use the temporary credentials created by <code>GetFederationToken</code> in any Amazon Web
Services
   * service with the following exceptions:
   * </p>
   * <ul>
   * <li>
   * <p>
   * You cannot call any IAM operations using the CLI or the Amazon Web Services API. This limitation does not
apply
   * to console sessions.
   * </p>
   * </li>
   * <li>
   * <p>
   * You cannot call any STS operations except <code>GetCallerIdentity</code>.
    * </p>
   * </li>
   * </ul>
   * <p>
   * You can use temporary credentials for single sign-on (SSO) to the console.
   * </p>
   * <p>
   * You must pass an inline or managed <a
   * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">session
policy</a>
   * to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also
```

```
    * specify up to 10 managed policy Amazon Resource Names (ARNs) to use as managed session policies. The
plaintext
    * that you use for both inline and managed session policies can't exceed 2,048 characters.
    * </p>
    * <p>
    * Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user
    * session has no permissions. When you pass session policies, the session permissions are the intersection of the
    * IAM user policies and the session policies that you pass.
 This gives you a way to further restrict the
    * permissions for a federated user. You cannot use session policies to grant more permissions than those that are
    * defined in the permissions policy of the IAM user. For more information, see <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">Session
    * Policies</a> in the <i>IAM User Guide</i>. For information about using <code>GetFederationToken</code>
to create
    * temporary security credentials, see <a
    *
href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederationtoke
n"
    * >GetFederationToken—Federation Through a Custom Identity Broker</a>.
    * </p>
    * <p>
    * You can use the credentials to access a resource that has a resource-based policy. If that policy specifically
    * references the federated user session in the <code>Principal</code> element of the policy, the session has the
    * permissions
 allowed by the policy. These permissions are granted in addition to the permissions granted by the
    * session policies.
    * </p>
    * <p>
    * <b>Tags</b>
    * </p>
    * <p>
    * (Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information
    * about session tags, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-
tags.html">Passing
    * Session Tags in STS</a> in the <i>IAM User Guide</i>.
    * </p>
    * <note>
    * <p>
    * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider
like
    * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
    * recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
    * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href=
    *
"https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebide
ntity"
     * >Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
    * </p>
```

```
    * </note>
    * <p>
    * An administrator must grant you the permissions necessary to pass session tags. The administrator can also create
    * granular permissions to allow you to pass only specific session tags. For more information, see <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/tutorial_attribute-based-access-control.html">Tutorial:
    * Using Tags for Attribute-Based Access Control</a> in the <i>IAM User Guide</i>.
    * </p>
    * <p>
    * Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate
    * <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are federating has
    * the <code>Department</code>=<code>Marketing</code> tag and you pass the <code>department</code>=
    * <code>engineering</code>
     session tag. <code>Department</code> and <code>department</code> are not saved as
    * separate tags, and the session tag passed in the request takes precedence over the user tag.
    * </p>
    *
    * @param getFederationTokenRequest
    * @return Result of the GetFederationToken operation returned by the service.
    * @throws MalformedPolicyDocumentException
    *         The request was rejected because the policy document was malformed. The error message describes the
    *         specific error.
    * @throws PackedPolicyTooLargeException
    *         The request was rejected because the total packed size of the session policies and session tags combined
    *         was too large. An Amazon Web Services conversion compresses the session policy document, session policy
    *         ARNs, and session tags into a packed binary format that has a separate limit. The error message indicates
    *         by percentage how close the policies and tags are to
     the upper size limit. For more information, see <a
    *         href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html">Passing Session Tags in
    *         STS</a> in the <i>IAM User Guide</i>.</p>
    *         <p>
    *         You could receive this error even though you meet other defined session policy and session tag limits.
    *         For more information, see <a href=
    *         "https://docs.aws.amazon.com/IAM/latest/UserGuide/reference_iam-quotas.html#reference_iam-limits-entity-length"
    *         >IAM and STS Entity Character Limits</a> in the <i>IAM User Guide</i>.
    * @throws RegionDisabledException
    *         STS is not activated in the requested region for the account that is being asked to generate credentials.
    *         The account administrator must use the IAM console to activate STS in that region. For more information,
    *         see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_enable-regions.html">
     *         Activating and Deactivating Amazon Web Services STS in an Amazon Web Services Region</a> in the <i>IAM
    *         User Guide</i>.
    * @sample AWSSecurityTokenService.GetFederationToken
```

```
   * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken"
target="_top">AWS API
   *      Documentation</a>
   */
```

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* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceClient.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenService.java
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* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/STSAssumeRoleWithWebIdentitySessionCredentialsProvider.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/RegionalEndpointsOptionResolver.java
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* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/ShouldDoBlockingSessionRefresh.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/ShouldDoAsyncSessionRefresh.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/DaemonThreadFactory.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/RefreshableTask.java
*
/aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/SessionCredentialsHolder.java
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* and limitations under the License.
*/
/**
   * <p>
   * An IAM policy in JSON format that you want to use as an inline session policy.
   * </p>
   * <p>
   * You must pass an inline or managed <a
   * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">session policy</a>
   * to this operation. You can pass a single JSON policy
 document to use as an inline session policy. You can also
   * specify up to 10 managed policy Amazon Resource Names (ARNs) to use as managed session policies.
   * </p>
   * <p>
   * This parameter is optional. However, if you do not pass any session policies, then the resulting federated user
   * session has no permissions.
   * </p>
   * <p>
   * When you pass session policies, the session permissions are the intersection of the IAM user policies and the
   * session policies that you pass. This gives you a way to further restrict the permissions for a federated user.
   * You cannot use session policies to grant more permissions than those that are defined in the permissions policy
   * of the IAM user. For more information, see <a
   * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">Session
   * Policies</a> in the <i>IAM User Guide</i>.
   * </p>
```

```
    * <p>
    * The resulting credentials can be used to access
 a resource that has a resource-based policy. If that policy
    * specifically references the federated user session in the <code>Principal</code> element of the policy, the
    * session has the permissions allowed by the policy. These permissions are granted in addition to the permissions
    * that are granted by the session policies.
    * </p>
    * <p>
    * The plaintext that you use for both inline and managed session policies can't exceed 2,048 characters. The JSON
    * policy characters can be any ASCII character from the space character to the end of the valid character list (
    * through \u00FF). It can also include the tab ( ), linefeed ( ), and carriage return ( ) characters.
    * </p>
    * <note>
    * <p>
    * An Amazon Web Services conversion compresses the passed inline session policy, managed policy ARNs, and
session
    * tags into a packed binary format that has a separate limit. Your request can fail for this limit even if your
    * plaintext
 meets the other requirements. The <code>PackedPolicySize</code> response element indicates by
    * percentage how close the policies and tags for your request are to the upper size limit.
    * </p>
    * </note>
    */

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jar/com/amazonaws/auth/WebIdentityFederationSessionCredentialsProvider.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/STSSessionCredentialsProvider.java
```

* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/STSAssumeRoleSessionCredentialsProvider.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/NoSessionSupportCredentials.java
*
 /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/STSSessionCredentials.java
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*/
/**
    *
    * Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
    * security token) for a federated user. A typical use is in a proxy application that gets temporary security
    * credentials on behalf of distributed applications inside a corporate network. You must call the

    * <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a result,
    * this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
    * application. For a comparison of <code>GetFederationToken</code> with the other API operations that produce
    * temporary credentials, see <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html">Requesting Temporary
    * Security Credentials and <a
    *
href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#stsapi_comparison"
    * >Comparing the Amazon Web Services STS API operations in the IAM User Guide.
    *
    * <note>
    *
    * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like
    * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider.
 In this case, we
    * recommend that you use Amazon Cognito or
    * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href=

```
     *
"https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity"
     * >Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
     * </p>
     * </note>
     * <p>
     * You can also call <code>GetFederationToken</code> using the security credentials of an Amazon Web Services
     * account root user, but we do not recommend it. Instead, we recommend that you create an IAM user for the purpose
     * of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions
     * and resources that they need to access. For more information, see <a
     * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the <i>IAM
     *
 User Guide</i>.
     * </p>
     * <p>
     * <b>Session duration</b>
     * </p>
     * <p>
     * The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of
     * 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials
     * obtained by using the Amazon Web Services account root user credentials have a maximum duration of 3,600 seconds
     * (1 hour).
     * </p>
     * <p>
     * <b>Permissions</b>
     * </p>
     * <p>
     * You can use the temporary credentials created by <code>GetFederationToken</code> in any Amazon Web Services
     * service with the following exceptions:
     * </p>
     * <ul>
     * <li>
     * <p>
     * You cannot call any IAM operations using the CLI or the Amazon Web Services API. This limitation does not apply
     * to console sessions.
     * </p>
     * </li>
     * <li>
     * <p>
     * You cannot call any STS operations except <code>GetCallerIdentity</code>.
```

```
     * </p>
    * </li>
    * </ul>
    * <p>
    * You can use temporary credentials for single sign-on (SSO) to the console.
    * </p>
    * <p>
    * You must pass an inline or managed <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">session
policy</a>
    * to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also
    * specify up to 10 managed policy Amazon Resource Names (ARNs) to use as managed session policies. The
plaintext
    * that you use for both inline and managed session policies can't exceed 2,048 characters.
    * </p>
    * <p>
    * Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user
    * session has no permissions. When you pass session policies, the session permissions are the intersection of the
    * IAM user policies and the session policies that you pass.
 This gives you a way to further restrict the
    * permissions for a federated user. You cannot use session policies to grant more permissions than those that are
    * defined in the permissions policy of the IAM user. For more information, see <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">Session
    * Policies</a> in the <i>IAM User Guide</i>. For information about using <code>GetFederationToken</code>
to create
    * temporary security credentials, see <a
    *
href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederationtoke
n"
    * >GetFederationToken—Federation Through a Custom Identity Broker</a>.
    * </p>
    * <p>
    * You can use the credentials to access a resource that has a resource-based policy. If that policy specifically
    * references the federated user session in the <code>Principal</code> element of the policy, the session has the
    * permissions
 allowed by the policy. These permissions are granted in addition to the permissions granted by the
    * session policies.
    * </p>
    * <p>
    * <b>Tags</b>
    * </p>
    * <p>
    * (Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information
    * about session tags, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-
tags.html">Passing
    * Session Tags in STS</a> in the <i>IAM User Guide</i>.
    * </p>
    * <note>
```

```
    * <p>
    * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like
    * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
    * recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
    * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href=
    *
"https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity"
     * >Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
    * </p>
    * </note>
    * <p>
    * An administrator must grant you the permissions necessary to pass session tags. The administrator can also create
    * granular permissions to allow you to pass only specific session tags. For more information, see <a
    * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/tutorial_attribute-based-access-control.html">Tutorial:
    * Using Tags for Attribute-Based Access Control</a> in the <i>IAM User Guide</i>.
    * </p>
    * <p>
    * Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate
    * <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are federating has
    * the <code>Department</code>=<code>Marketing</code> tag and you pass the <code>department</code>=
    * <code>engineering</code>
 session tag. <code>Department</code> and <code>department</code> are not saved as
    * separate tags, and the session tag passed in the request takes precedence over the user tag.
    * </p>
    *
    * @param getFederationTokenRequest
    * @return A Java Future containing the result of the GetFederationToken operation returned by the service.
    * @sample AWSSecurityTokenServiceAsync.GetFederationToken
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken" target="_top">AWS API
    *      Documentation</a>
    */
```

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* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsync.java
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* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/PackedPolicyTooLargeExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/IDPCommunicationErrorException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/ExpiredTokenExceptionUnmarshaller.java
*
 /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/InvalidAuthorizationMessageExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AbstractAWSSecurityTokenService.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/MalformedPolicyDocumentExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/MalformedPolicyDocumentException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceClientBuilder.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/DecodeAuthorizationMessageResult.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityResult.java
*
 /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/GetAccessKeyInfoRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/GetFederationTokenResult.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleRequestMarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/FederatedUserStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetSessionTokenRequestMarshaller.java

* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsyncClientBuilder.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/DecodeAuthorizationMessageResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithWebIdentityRequestMarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/auth/policy/actions/SecurityTokenServiceActions.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/InvalidIdentityTokenExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/IDPRejectedClaimExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/PackedPolicyTooLargeException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/FederatedUser.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsyncClient.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/IDPRejectedClaimException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleResultStaxUnmarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/GetSessionTokenRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithWebIdentityResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLResult.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/RegionDisabledException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetFederationTokenResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/DecodeAuthorizationMessageRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/RegionDisabledExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/DecodeAuthorizationMessageRequestMarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/IDPCommunicationErrorExceptionUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/PolicyDescriptorTypeStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetFederationTokenRequestMarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-

jar/com/amazonaws/services/securitytoken/model/AWSSecurityTokenServiceException.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/GetAccessKeyInfoResult.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/PolicyDescriptorType.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/GetCallerIdentityResult.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/CredentialsStaxUnmarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/ExpiredTokenException.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/GetCallerIdentityRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleRequest.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithSAMLResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/GetCallerIdentityRequestMarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/Credentials.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/InvalidIdentityTokenException.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/GetAccessKeyInfoRequestMarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/GetAccessKeyInfoResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/package-info.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/InvalidAuthorizationMessageException.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumedRoleUser.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/TagStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLRequest.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/Tag.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithSAMLRequestMarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/AssumedRoleUserStaxUnmarshaller.java
*
/aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/GetCallerIdentityResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/GetSessionTokenResult.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/AbstractAWSSecurityTokenServiceAsync.java
* /aws-java-sdk-sts-1-12-430-sources-
jar/com/amazonaws/services/securitytoken/model/transform/GetSessionTokenResultStaxUnmarshaller.java
* /aws-java-sdk-sts-1-12-430-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleResult.java

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1.175 lz4 1.9.3-2

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1.179 json-java 20230227

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1.180 cast 1.4.1

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1.181 handy-uri-templates 2.1.8

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* /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/UriUtil.java
* /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/UriTransient.java
*
 /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/impl/Modifier.java
* /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/VariableExpansionException.java
* /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/VarName.java
* /handy-uri-templates-2-1-8-sources-jar/com/damnhandy/uri/template/VarExploder.java
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1.182 mawk 1.3.4.20200120-2

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1.185 error_prone_annotations 2.18.0

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1.186 regions 2.19.14

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1.187 xxhash 0.8.0-2

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular expression support

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Subsequently modified by:

1986 John Gilmore hoptoad!gnu
1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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* /proto-google-common-protos-2-11-0-1-jar/google/api/error_reason.proto
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* /proto-google-common-protos-2-11-0-1-jar/google/type/expr.proto
* /proto-google-common-protos-2-11-0-1-jar/google/api/config_change.proto
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1.192 libssh2 1.9.0-2

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Version 2.1, February 1999

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1.197 python 3.9.2-3

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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
https://www.python.org/psf/) was formed, a non-profit organization
created specifically to own Python-related Intellectual Property.
Zope Corporation was a sponsoring member of the PSF.

All

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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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1.198 mercurial 5.6.1-4

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```
#require unix-permissions no-root

 $ hg init a
 $ cd a
 $ echo foo > b
 $ hg add b
 $ hg ci -m "b"

 $ chmod -w .hg/store

 $ cd ..

 $ hg clone a b
 requesting all changes
```

adding changesets
adding manifests
adding file changes
added 1 changesets with 1 changes to 1 files
new changesets 97310831fa1a
updating to branch default
1 files updated, 0 files merged, 0 files removed, 0 files unresolved

$ chmod +w a/.hg/store # let test clean up

$ cd b
$ hg verify
checking changesets
checking manifests
crosschecking files in changesets and manifests
checking files
checked 1 changesets with 1 changes to 1 files

$ cd ..
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Found in path(s):
* /schema-registry-common-1-1-13-sources-jar/META-INF/maven/software.amazon.glue/schema-registry-common/pom.xml

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* /addr2line-zip/addr2line/main.go
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1.201 systemd 247.3-7+deb11u2

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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
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1.205 cmd/go (devel)

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1.207 openssh 8.4p1-5+deb11u1

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1.208 libbrotli1 1.0.9-2+b2

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lib/gssapi/mechglue/g_canon_name.c
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lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
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lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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slave/kpropd_rpc.c
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cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
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lib/libgss/g_dsp_status.c
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lib/libgss/g_verify.c
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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c

lib/gssapi/mechglue/g_export_name.c
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lib/gssapi/mechglue/g_init_sec_context.c
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lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
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lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
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lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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*/
```
/**
   * <p>
   * Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important
   * information needed to manage the secret.
   * </p>
   * <p>
   * Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.
   * Each version contains
 a copy of the encrypted secret data. Each version is associated with one or more
   * "staging labels" that identify where the version is in the rotation cycle. The
   * <code>SecretVersionsToStages</code> field of the secret contains the mapping of staging labels to the active
   * versions of the secret. Versions without a staging label are considered deprecated and are not included in the
   * list.
   * </p>
   * <p>
```

* You provide the secret data to be encrypted by putting text in either the <code>SecretString</code> parameter or
* binary data in the <code>SecretBinary</code> parameter, but not both. If you include <code>SecretString</code> or
* <code>SecretBinary</code> then Secrets Manager also creates an initial secret version and automatically attaches
* the staging label <code>AWSCURRENT</code> to the new version.
*
* <note>
*
*
*
* If you call an operation that needs to encrypt or decrypt the <code>SecretString</code> or
* <code>SecretBinary</code> for a secret in the same account as the calling user and that secret doesn't specify a
* AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key (CMK) with the
* alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
* creates it for you automatically. All users in the same AWS account automatically have access to use the default
* CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed CMK, it
* can result in a one-time significant delay in returning the result.
*
*
*
*
* If the secret is in a different AWS account from the credentials calling an API that requires encryption or
* decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
* default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
* secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
* an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
* a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
* role for both the kms:GenerateDataKey and kms:Decrypt operations.
*
*
*
* </note>
*
*
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* Minimum permissions
*
*

* To run this command, you must have the following permissions:
*
*
*
*
* secretsmanager:CreateSecret
*
*
*
*
* kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
* need
this permission to use the account's default AWS managed CMK for Secrets Manager.
*
*
*
*
* kms:Decrypt - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not need this
* permission to use the account's default AWS managed CMK for Secrets Manager.
*
*
*
*
* Related operations
*
*
*
*
* To delete a secret, use <a>DeleteSecret.
*
*
*
*
* To modify an existing secret, use <a>UpdateSecret.
*
*
*
*
* To create a new version of a secret, use <a>PutSecretValue.
*
*
*
*
* To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue.
*
*

```
    * <li>
    * <p>
    * To retrieve all other details for a secret, use <a>DescribeSecret</a>.
 This does not include the encrypted secure
    * string and secure binary values.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret</a> and examine
    * the <code>SecretVersionsToStages</code> response value.
    * </p>
    * </li>
    * </ul>
    *
    * @param createSecretRequest
    * @return A Java Future containing the result of the CreateSecret operation returned by the service.
    * @sample AWSSecretsManagerAsync.CreateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
    * attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
    * <code>SecretBinary</code>
 value. You can also specify the staging labels that are initially attached to the new
    * version.
    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
    * the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>
    * <p>
    * If this operation creates the first version for the secret then Secrets Manager automatically attaches the
    * staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * <li>
    * <p>
    * If another version of this secret already exists, then this operation does not automatically move any staging
    * labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
```

```
    * </p>
    * </li>
    * <li>
    * <p>
    * If this operation moves the staging label <code>AWSCURRENT</code> from another version
 to this version (because
    * you included it in the <code>StagingLabels</code> parameter) then Secrets Manager also automatically moves
the
    * staging label <code>AWSPREVIOUS</code> to the version that <code>AWSCURRENT</code> was
removed from.
    * </p>
    * </li>
    * <li>
    * <p>
    * This operation is idempotent. If a version with a <code>VersionId</code> with the same value as the
    * <code>ClientRequestToken</code> parameter already exists and you specify the same secret data, the
operation
    * succeeds but does nothing. However, if the secret data is different, then the operation fails because you cannot
    * modify an existing version; you can only create new ones.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation that needs to encrypt or decrypt the <code>SecretString</code> or
    * <code>SecretBinary</code> for a secret in the same account as the calling user and that secret
 doesn't specify a
    * AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key
(CMK) with the
    * alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
    * creates it for you automatically. All users in the same AWS account automatically have access to use the default
    * CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed
CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret is in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access
the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the
 secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using
credentials from
```

```
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:PutSecretValue
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
    * need this permission to use the account's default AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related
 operations</b>
    * </p>
    * <ul>
    * <li>
    * <p>
    * To retrieve the encrypted value you store in the version of a secret, use <a>GetSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To create a secret, use <a>CreateSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To get the details for a secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * <li>
```

```
    * <p>
    * To list the versions attached to a secret, use <a>ListSecretVersionIds</a>.
    * </p>
    * </li>
    * </ul>
    *
    * @param putSecretValueRequest
    * @return A Java Future containing the result of the PutSecretValue operation returned by the service.
    * @sample AWSSecretsManagerAsync.PutSecretValue
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Modifies many of the details of the specified secret. If you
 include a <code>ClientRequestToken</code> and
    * <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version
attached
    * to the secret.
    * </p>
    * <p>
    * To modify the rotation configuration of a secret, use <a>RotateSecret</a> instead.
    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> parameter and therefore limits you to
    * encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,
    * you must use either the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>
    * <p>
    * If a version with a <code>VersionId</code> with the same value as the <code>ClientRequestToken</code>
parameter
    * already exists, the operation results in an error. You cannot modify an existing version, you can only create a
    * new version.
    * </p>
    * </li>
    * <li>
    * <p>
     * If you include <code>SecretString</code> or <code>SecretBinary</code> to create a new secret version,
Secrets
    * Manager automatically attaches the staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * </ul>
```

```
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation that needs to encrypt or decrypt the <code>SecretString</code> or
    * <code>SecretBinary</code> for a secret in the same account as the calling user and that secret doesn't specify a
    * AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key (CMK) with the
    * alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
    * creates it for you automatically. All users in the same AWS account automatically have access to use the default
    * CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed CMK, it
     * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret is in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
     * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:UpdateSecret
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
```

```
    * permission to use the account's AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:Decrypt - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
permission
    * to use the account's AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
    * <ul>
    * <li>
    * <p>
    * To create a new secret, use <a>CreateSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To add only a new version to an existing secret, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
     * <p>
    * To get the details for a secret, use <a>DescribeSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To list the versions contained in a secret, use <a>ListSecretVersionIds</a>.
    * </p>
    * </li>
    * </ul>
    *
    * @param updateSecretRequest
    * @return A Java Future containing the result of the UpdateSecret operation returned by the service.
    * @sample AWSSecretsManagerAsync.UpdateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
target="_top">AWS
    *      API Documentation</a>
    */
```

Found in path(s):
* /aws-java-sdk-secretsmanager-1-11-409-sources-1-jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerAsync.java

No license file was found, but licenses were detected in source scan.

```
/*
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*
* Licensed under the Apache License, Version 2.0 (the "License"). You may not use this file except in compliance with
* the License. A copy of the License is located at
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* http://aws.amazon.com/apache2.0
*
* or in the "license" file accompanying this file. This file is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR
* CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions
* and limitations under the License.
*/
/**
    * <p>
    * Creates a new secret. A secret in Secrets Manager consists of both the protected secret data and the important
    * information needed to manage the secret.
    * </p>
    * <p>
    * Secrets Manager stores the encrypted secret data in one of a collection of "versions" associated with the secret.
    * Each version contains
 a copy of the encrypted secret data. Each version is associated with one or more
    * "staging labels" that identify where the version is in the rotation cycle. The
    * <code>SecretVersionsToStages</code> field of the secret contains the mapping of staging labels to the active
    * versions of the secret. Versions without a staging label are considered deprecated and are not included in the
    * list.
    * </p>
    * <p>
    * You provide the secret data to be encrypted by putting text in either the <code>SecretString</code> parameter or
    * binary data in the <code>SecretBinary</code> parameter, but not both. If you include <code>SecretString</code> or
    * <code>SecretBinary</code> then Secrets Manager also creates an initial secret version and automatically attaches
    * the staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation that needs to encrypt or decrypt the
 <code>SecretString</code> or
    * <code>SecretBinary</code> for a secret in the same account as the calling user and that secret doesn't specify a
    * AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key
```

(CMK) with the
* alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
* creates it for you automatically. All users in the same AWS account automatically have access to use the default
* CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed CMK, it
* can result in a one-time significant delay in returning the result.
*
*
*
*
* If the secret is in a different AWS account from the credentials calling an API that requires encryption or
* decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
* default CMK
for the account using credentials from a different AWS account. Store the ARN of the CMK in the
* secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
* an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
* a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
* role for both the kms:GenerateDataKey and kms:Decrypt operations.
*
*
*
* </note>
*
*
*
* Minimum permissions
*
*
* To run this command, you must have the following permissions:
*
*
*
*
* secretsmanager:CreateSecret
*
*
*
*
* kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
* need
this permission to use the account's default AWS managed CMK for Secrets Manager.
*
*

```
    * <li>
    * <p>
    * kms:Decrypt - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You do not
need this
    * permission to use the account's default AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
    * <p>
    * <b>Related operations</b>
    * </p>
    * <ul>
    * <li>
    * <p>
    * To delete a secret, use <a>DeleteSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To modify an existing secret, use <a>UpdateSecret</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To create a new version of a secret, use <a>PutSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve the encrypted secure string and secure binary values, use <a>GetSecretValue</a>.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve all other details for a secret, use <a>DescribeSecret</a>.
 This does not include the encrypted secure
    * string and secure binary values.
    * </p>
    * </li>
    * <li>
    * <p>
    * To retrieve the list of secret versions associated with the current secret, use <a>DescribeSecret</a> and examine
    * the <code>SecretVersionsToStages</code> response value.
    * </p>
    * </li>
    * </ul>
    *
    * @param createSecretRequest
```

```
    * @return Result of the CreateSecret operation returned by the service.
    * @throws InvalidParameterException
    *         You provided an invalid value for a parameter.
    * @throws InvalidRequestException
    *         You provided a parameter value that is not valid for the current state of the resource.</p>
    *         <p>
    *         Possible causes:
    *         </p>
    *         <ul>
    *         <li>
    *         <p>
    *         You tried to perform the operation on a secret that's currently marked deleted.
    *         </p>
    *
   </li>
    *         <li>
    *         <p>
    *         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
    *         you didn't include such an ARN as a parameter in this call.
    *         </p>
    *         </li>
    * @throws LimitExceededException
    *         The request failed because it would exceed one of the Secrets Manager internal limits.
    * @throws EncryptionFailureException
    *         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
    *         customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
    *         <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
Use
    *         of a Customer Master Key</a>.
    * @throws ResourceExistsException
    *         A resource with the ID you requested already exists.
    * @throws ResourceNotFoundException
     *         We can't find the resource that you asked for.
    * @throws MalformedPolicyDocumentException
    *         The policy document that you provided isn't valid.
    * @throws InternalServiceErrorException
    *         An error occurred on the server side.
    * @throws PreconditionNotMetException
    *         The request failed because you did not complete all the prerequisite steps.
    * @sample AWSSecretsManager.CreateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/CreateSecret"
target="_top">AWS
    *      API Documentation</a>
    */
/**
    * <p>
    * Stores a new encrypted secret value in the specified secret. To do this, the operation creates a new version and
    * attaches it to the secret. The version can contain a new <code>SecretString</code> value or a new
```

```
    * <code>SecretBinary</code> value. You can also specify the staging labels that are initially attached to the new
    * version.

    * </p>
    * <note>
    * <p>
    * The Secrets Manager console uses only the <code>SecretString</code> field. To add binary data to a secret
with
    * the <code>SecretBinary</code> field you must use the AWS CLI or one of the AWS SDKs.
    * </p>
    * </note>
    * <ul>
    * <li>
    * <p>
    * If this operation creates the first version for the secret then Secrets Manager automatically attaches the
    * staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * <li>
    * <p>
    * If another version of this secret already exists, then this operation does not automatically move any staging
    * labels other than those that you explicitly specify in the <code>VersionStages</code> parameter.
    * </p>
    * </li>
    * <li>
    * <p>
    * If this operation moves the staging label <code>AWSCURRENT</code> from another version to this version
(because
    * you included it in the <code>StagingLabels</code> parameter) then Secrets
 Manager also automatically moves the
    * staging label <code>AWSPREVIOUS</code> to the version that <code>AWSCURRENT</code> was
removed from.
    * </p>
    * </li>
    * <li>
    * <p>
    * This operation is idempotent. If a version with a <code>VersionId</code> with the same value as the
    * <code>ClientRequestToken</code> parameter already exists and you specify the same secret data, the
operation
    * succeeds but does nothing. However, if the secret data is different, then the operation fails because you cannot
    * modify an existing version; you can only create new ones.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
    * <p>
```

```
    * If you call an operation that needs to encrypt or decrypt the <code>SecretString</code> or
    * <code>SecretBinary</code> for a secret in the same account as the calling user and that secret doesn't specify a
    * AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer
 master key (CMK) with the
    * alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
    * creates it for you automatically. All users in the same AWS account automatically have access to use the default
    * CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed
CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret is in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access
the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
    * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you
call
    * an API that must
 encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user
or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
    * <li>
    * <p>
    * secretsmanager:PutSecretValue
    * </p>
    * </li>
    * <li>
    * <p>
    * kms:GenerateDataKey - needed only if you use a customer-managed AWS KMS key to encrypt the secret. You
do not
    * need this permission to use the account's default AWS managed CMK for Secrets Manager.
    * </p>
    * </li>
    * </ul>
```

```
   * <p>
   * <b>Related operations</b>
   * </p>
   * <ul>
   * <li>
   * <p>
   * To retrieve the encrypted value you store
in the version of a secret, use <a>GetSecretValue</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To create a secret, use <a>CreateSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To get the details for a secret, use <a>DescribeSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To list the versions attached to a secret, use <a>ListSecretVersionIds</a>.
   * </p>
   * </li>
   * </ul>
   *
   * @param putSecretValueRequest
   * @return Result of the PutSecretValue operation returned by the service.
   * @throws InvalidParameterException
   *         You provided an invalid value for a parameter.
   * @throws InvalidRequestException
   *         You provided a parameter value that is not valid for the current state of the resource.</p>
   *         <p>
   *         Possible causes:
   *         </p>
   *         <ul>
   *         <li>
   *         <p>
   *         You tried to perform the operation on a secret
that's currently marked deleted.
   *         </p>
   *         </li>
   *         <li>
   *         <p>
   *         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
   *         you didn't include such an ARN as a parameter in this call.
   *         </p>
```

```
     *         </li>
     * @throws LimitExceededException
     *         The request failed because it would exceed one of the Secrets Manager internal limits.
     * @throws EncryptionFailureException
     *         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
     *         customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
     *         <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects Use
     *         of a Customer Master Key</a>.
     * @throws ResourceExistsException
     *         A resource with the ID you requested already exists.
     * @throws ResourceNotFoundException
     *         We can't find the resource that you asked for.
     * @throws InternalServiceErrorException
     *         An error occurred on the server side.
     * @sample AWSSecretsManager.PutSecretValue
     * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/PutSecretValue" target="_top">AWS
     *      API Documentation</a>
     */
    /**
     * <p>
     * Modifies many of the details of the specified secret. If you include a <code>ClientRequestToken</code> and
     * <i>either</i> <code>SecretString</code> or <code>SecretBinary</code> then it also creates a new version attached
     * to the secret.
     * </p>
     * <p>
     * To modify the rotation configuration of a secret, use <a>RotateSecret</a> instead.
     * </p>
     * <note>
     * <p>
     * The Secrets Manager console uses only the <code>SecretString</code> parameter and therefore limits you to
     * encrypting and storing only a text string. To encrypt and store binary data as part of the version of a secret,
     * you must use either the AWS CLI or one of the AWS SDKs.
     * </p>
     * </note>
     * <ul>
     * <li>
     * <p>
     * If a version with a <code>VersionId</code> with the same value as the <code>ClientRequestToken</code> parameter
     * already exists, the operation results in an error. You cannot modify an existing version, you can only create a
     * new version.
     * </p>
     * </li>
```

```
    * <li>
    * <p>
    * If you include <code>SecretString</code> or <code>SecretBinary</code> to create a new secret version, Secrets
    * Manager automatically attaches the staging label <code>AWSCURRENT</code> to the new version.
    * </p>
    * </li>
    * </ul>
    * <note>
    * <ul>
    * <li>
    * <p>
    * If you call an operation that needs to encrypt or decrypt the <code>SecretString</code> or
    * <code>SecretBinary</code> for a secret in the same account
 as the calling user and that secret doesn't specify a
    * AWS KMS encryption key, Secrets Manager uses the account's default AWS managed customer master key (CMK) with the
    * alias <code>aws/secretsmanager</code>. If this key doesn't already exist in your account then Secrets Manager
    * creates it for you automatically. All users in the same AWS account automatically have access to use the default
    * CMK. Note that if an Secrets Manager API call results in AWS having to create the account's AWS-managed CMK, it
    * can result in a one-time significant delay in returning the result.
    * </p>
    * </li>
    * <li>
    * <p>
    * If the secret is in a different AWS account from the credentials calling an API that requires encryption or
    * decryption of the secret value then you must create and use a custom AWS KMS CMK because you can't access the
    * default CMK for the account using credentials from a different AWS account. Store the ARN of the CMK in the
     * secret when you create the secret or when you update it by including it in the <code>KMSKeyId</code>. If you call
    * an API that must encrypt or decrypt <code>SecretString</code> or <code>SecretBinary</code> using credentials from
    * a different account then the AWS KMS key policy must grant cross-account access to that other account's user or
    * role for both the kms:GenerateDataKey and kms:Decrypt operations.
    * </p>
    * </li>
    * </ul>
    * </note>
    * <p>
    * <b>Minimum permissions</b>
    * </p>
    * <p>
    * To run this command, you must have the following permissions:
    * </p>
    * <ul>
```

```
   * <li>
   * <p>
   * secretsmanager:UpdateSecret
   * </p>
   * </li>
   * <li>
   * <p>
   * kms:GenerateDataKey - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this
   * permission to use the account's AWS managed CMK for Secrets Manager.
   * </p>
   * </li>
   * <li>
   * <p>

   * kms:Decrypt - needed only if you use a custom AWS KMS key to encrypt the secret. You do not need this permission
   * to use the account's AWS managed CMK for Secrets Manager.
   * </p>
   * </li>
   * </ul>
   * <p>
   * <b>Related operations</b>
   * </p>
   * <ul>
   * <li>
   * <p>
   * To create a new secret, use <a>CreateSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To add only a new version to an existing secret, use <a>PutSecretValue</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To get the details for a secret, use <a>DescribeSecret</a>.
   * </p>
   * </li>
   * <li>
   * <p>
   * To list the versions contained in a secret, use <a>ListSecretVersionIds</a>.
   * </p>
   * </li>
   * </ul>
   *
   * @param updateSecretRequest
```

```
    * @return Result of the UpdateSecret operation returned by the service.
    * @throws InvalidParameterException
    *         You provided an invalid value for a parameter.
     * @throws InvalidRequestException
    *         You provided a parameter value that is not valid for the current state of the resource.</p>
    *         <p>
    *         Possible causes:
    *         </p>
    *         <ul>
    *         <li>
    *         <p>
    *         You tried to perform the operation on a secret that's currently marked deleted.
    *         </p>
    *         </li>
    *         <li>
    *         <p>
    *         You tried to enable rotation on a secret that doesn't already have a Lambda function ARN configured and
    *         you didn't include such an ARN as a parameter in this call.
    *         </p>
    *         </li>
    * @throws LimitExceededException
    *         The request failed because it would exceed one of the Secrets Manager internal limits.
    * @throws EncryptionFailureException
    *         Secrets Manager can't encrypt the protected secret text using the provided KMS key. Check that the
    *
   customer master key (CMK) is available, enabled, and not in an invalid state. For more information, see
    *         <a href="http://docs.aws.amazon.com/kms/latest/developerguide/key-state.html">How Key State Affects
Use
    *         of a Customer Master Key</a>.
    * @throws ResourceExistsException
    *         A resource with the ID you requested already exists.
    * @throws ResourceNotFoundException
    *         We can't find the resource that you asked for.
    * @throws MalformedPolicyDocumentException
    *         The policy document that you provided isn't valid.
    * @throws InternalServiceErrorException
    *         An error occurred on the server side.
    * @throws PreconditionNotMetException
    *         The request failed because you did not complete all the prerequisite steps.
    * @sample AWSSecretsManager.UpdateSecret
    * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/secretsmanager-2017-10-17/UpdateSecret"
target="_top">AWS
    *
   API Documentation</a>
    */
```

Found in path(s):
* /aws-java-sdk-secretsmanager-1-11-409-sources-1-

jar/com/amazonaws/services/secretsmanager/AWSSecretsManagerClient.java
* /aws-java-sdk-secretsmanager-1-11-409-sources-1-
jar/com/amazonaws/services/secretsmanager/AWSSecretsManager.java

1.214 annotations 4.1.1.4

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1.215 profiles 2.19.14

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set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/ServerCookieEncoder.java
*
 /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/package-info.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateFrameClientExtensionHandshaker.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/package-info.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawDecoder.java
*
 /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketServerCompressionHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketClientCompressionHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionDecoder.java
*

/netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateDecoder.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateFrameServerExtensionHandshaker.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaderNames.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpMessageUtil.java
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* /netty-codec-http-4-1-90-final-sources-
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockDecoder.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtensionHandshaker.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpHeadersEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameCodec.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
*
/netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/DeflateDecoder.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtension.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateServerExtensionHandshaker.
java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketServerExtension.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpChunkedInput.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionData.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyGoAwayFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynReplyFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeadersFrame.java
*

/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyDataFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySynStreamFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyRstStreamFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyDataFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamStatus.java
* /netty-codec-http-4-1-90-final-sources-
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyPingFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockRawEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/FullHttpRequest.java
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/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyPingFrame.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientProtocolHandshakeHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyWindowUpdateFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpCodec.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyRstStreamFrame.java
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/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyWindowUpdateFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockJZlibEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySynReplyFrame.java
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* /netty-codec-http-4-1-90-final-sources-
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyStreamFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySynStreamFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpResponse.java
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/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySettingsFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/FullHttpMessage.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySessionStatus.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cors/package-info.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyVersion.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyCodecUtil.java
*

/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamFrame.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakeException.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/DeleteFileOnExitHook.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameDecoder.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameDecoder.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket08FrameEncoder.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameEncoder.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdySettingsFrame.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/MemoryFileUpload.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpResponse.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractDiskHttpData.java
* /netty-codec-http-4-1-90-final-sources-
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/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/HttpDataFactory.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpObjectAggregator.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/CaseIgnoringComparator.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/Attribute.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/package-info.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketUtil.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpRequestDecoder.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/BinaryWebSocketFrame.java
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/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpClientCodec.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspHeaders.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/DefaultHttpMessage.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspObjectEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspVersions.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpMethod.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/PingWebSocketFrame.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpObjectDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractMemoryHttpData.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/HttpPostRequestDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketVersion.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpObjectEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/spdy/SpdyHttpResponseStreamIdHandler.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpConstants.java
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jar/io/netty/handler/codec/http/multipart/HttpPostMultipartRequestDecoder.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/DefaultCookie.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshaker08.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/AbstractHttpData.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpHeaders.java
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jar/io/netty/handler/codec/http/multipart/InterfaceHttpPostRequestDecoder.java
* /netty-codec-http-4-1-90-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketClientHandshakerFactory.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/package-info.java
*
/netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpContentCompressor.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspResponseStatuses.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/multipart/InternalAttribute.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java
*
 /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/CookieUtil.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpScheme.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpUtil.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/package-info.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
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 /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/Cookie.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/rtsp/RtspDecoder.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/TooLongHttpHeaderException.java

* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValidationUtil.java
*
 /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/TooLongHttpContentException.java
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* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/ReadOnlyHttpHeaders.java
* /netty-codec-http-4-1-90-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketScheme.java

1.219 libsepol 3.1-1

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

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Section 6 states terms for distribution of such executables.

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whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany the work with the complete corresponding machine-readable
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1.220 media-types 4.0.0

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1.222 proto-google-common-protos 2.0.1

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* /proto-google-common-protos-2-0-1-sources-jar/google/api/monitored_resource.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/timeofday.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/system_parameter.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/cloud/audit/audit_log.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/control.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/postal_address.proto
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* /proto-google-common-protos-2-0-1-sources-jar/google/type/expr.proto
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* /proto-google-common-protos-2-0-1-sources-jar/google/api/source_info.proto

* /proto-google-common-protos-2-0-1-sources-jar/google/longrunning/operations.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/resource.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/latlng.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/code.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/datetime.proto
*
 /proto-google-common-protos-2-0-1-sources-jar/google/api/label.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/type/quaternion.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/geo/type/viewport.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/service.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/httpbody.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/logging.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/annotations.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/billing.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/logging/type/http_request.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/field_behavior.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/rpc/error_details.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/backend.proto
* /proto-google-common-protos-2-0-1-sources-jar/google/api/endpoint.proto
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```
 * <code>EARLY_ACCESS = 1;</code>
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/Http.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ProjectProperties.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/ChangeType.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Expr.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/type/Color.java
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*
 /proto-google-common-protos-2-0-1-sources-jar/com/google/api/CustomHttpPatternOrBuilder.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/MetricProto.java
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* /proto-google-common-protos-2-0-1-sources-jar/com/google/logging/type/HttpRequestProto.java

* /proto-google-common-protos-2-0-1-sources-jar/com/google/rpc/ResourceInfo.java
* /proto-google-common-protos-2-0-1-sources-jar/com/google/api/BackendRule.java
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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c

lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
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lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation,
including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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Jackson JSON processor

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/classgraph-4-8-120-sources-2-jar/io/github/classgraph/ClasspathElementPathDir.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/TypeResolutions.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/BaseTypeSignature.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/URLClassLoaderHandler.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/MethodTypeSignature.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/concurrency/WorkQueue.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/JSONReference.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ClassRefOrTypeVariableSignature.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ClasspathElementZip.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/utils/FastPathResolver.java
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/classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/recycler/Resettable.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/FieldInfoList.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/concurrency/InterruptionChecker.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/InfoList.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ReferenceTypeSignature.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/ClassFields.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/concurrency/SingletonMap.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/AnnotationParameterValueList.java

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 /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
* /classgraph-4-8-120-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ModuleRef.java
* /classgraph-4-8-120-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/ClassGraphClassLoaderHandler.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/PackageInfoList.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ClasspathElementModule.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/TypeArgument.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/scanspec/ScanSpec.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ArrayTypeSignature.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classpath/ClasspathOrder.java
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 /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classpath/CallStackReader.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/AnnotationEnumValue.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/Id.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/MethodInfo.java
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* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/Classfile.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/JSONObject.java
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* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/utils/VersionFinder.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ClassGraph.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/GraphvizDotfileGenerator.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/JSONArray.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/utils/StringUtils.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ArrayClassInfo.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/types/ParseException.java
* /classgraph-4-8-120-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/UnoOneJarClassLoaderHandler.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/FieldTypeInfo.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSClassLoaderHandler.java
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 /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/json/JSONUtils.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ScanResultObject.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/AnnotationInfoList.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ModulePathInfo.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/utils/CollectionUtils.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ScanResult.java

* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ObjectTypedValueWrapper.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/PackageInfo.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/AnnotationInfo.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/recycler/Recycler.java
* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java
*
/classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/Scanner.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/ModuleReaderProxy.java
* /classgraph-4-8-120-sources-2-jar/io/github/classgraph/MethodInfoList.java
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* Hosted at: https://github.com/classgraph/classgraph
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* /classgraph-4-8-120-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/JBossClassLoaderHandler.java

1.231 libfido2-1 1.6.0-2

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1.232 git 2.30.2-1+deb11u2

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jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
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* /netty-codec-socks-4-1-85-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java
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* /netty-codec-socks-4-1-85-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java
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* /netty-codec-socks-4-1-85-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandStatus.java
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 /netty-codec-socks-4-1-85-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AuthMethod.java
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*/
/**
* Creates a new JSRInliner. Subclasses must not use this
* constructor. Instead, they must use the

```
   * {@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
   * version.
   *
   * @param mv
   *
  the <code>MethodVisitor</code> to send the resulting inlined
   *          method code to (use <code>null</code> for none).
   * @param access
   *          the method's access flags (see {@link Opcodes}). This
   *          parameter also indicates if the method is synthetic and/or
   *          deprecated.
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type}).
   * @param signature
   *          the method's signature. May be <tt>null</tt>.
   * @param exceptions
   *          the internal names of the method's exception classes (see
   *          {@link Type#getInternalName() getInternalName}). May be
   *          <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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*/
/**
   * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
   * not use this constructor</i>. Instead, they must use the
   * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
   * version.
   *

   * @param typeRef
   *          a reference to the annotated type. See {@link TypeReference}.
   * @param typePath
   *          the path to the annotated type argument, wildcard bound, array
   *          element type, or static inner type within 'typeRef'. May be
   *          <tt>null</tt> if the annotation targets 'typeRef' as a whole.
   * @param start
   *          the fist instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (inclusive).
   * @param end
   *          the last instructions corresponding to the continuous ranges
   *          that make the scope of this local variable (exclusive). This
   *          array must have the same size as the 'start' array.
   * @param index
   *          the local variable's index in each range. This array must have
   *          the same size as the 'start' array.
   * @param desc
   *          the class descriptor of
 the annotation class.
   */
```

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*/
/**
   * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #ClassNode(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */

Found in path(s):
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ClassNode.java
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*/
/**
   * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the
   * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
   * version.
   *
   * @param mv
   *            the
 method visitor to which this adapter delegates calls.
   * @param access
   *            the method's access flags (see {@link Opcodes}).
   * @param name
   *            the method's name.
   * @param desc
   *            the method's descriptor (see {@link Type Type}).
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
   */
```

Found in path(s):
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/GeneratorAdapter.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/package.html
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/package.html
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/Processor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/TypePath.java
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*/
/**
    * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
    * constructor</i>. Instead, they must use the
    * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
```

```
   * version.
   *
   * @param owner
   *
     the owner's class name.
   * @param access
   *          the method's access flags (see {@link Opcodes}).
   * @param name
   *          the method's name.
   * @param desc
   *          the method's descriptor (see {@link Type Type}).
   * @param mv
   *          the method visitor to which this adapter delegates calls. May
   *          be <tt>null</tt>.
   * @throws IllegalStateException
   *           If a subclass calls this constructor.
   */
```

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AnalyzerAdapter.java
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*/
/**
   * Constructs a new {@link Textifier}. <i>Subclasses must not use this
   * constructor</i>. Instead, they must use the {@link #Textifier(int)}
   * version.
   *
   * @throws IllegalStateException
   *             If a subclass calls this constructor.
    */
```

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Textifier.java
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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Type.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/NameMapping.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Printer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Shrinker.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Method.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Attribute.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceValue.java
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/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Remapper.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ByteVector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnNode.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/JarOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeAnnotationNode.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handle.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/ASMifier.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceClassVisitor.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Analyzer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeInsnNode.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Frame.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SimpleRemapper.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Context.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handler.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnList.java
*
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Item.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Edge.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FrameNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Opcodes.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckClassAdapter.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureVisitor.java

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1.241 keyutils 1.6.1-2

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1.245 pkg-config 0.29.2-1

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Version 2, June 1991

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<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
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Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute
it
under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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is what you want to do, use the GNU Lesser General
Public License instead of this License.

1.246 perl-base 5.32.1-4+deb11u2

1.246.1 Available under license :

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```
/*
* $Id: setsid.C,v 3.0.1.1 1994/01/24 13:58:47 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
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*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: setsid.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:47  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/lib/C/fake/setsid.C
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_sqrtl: Inlibc
?MAKE: -pick add $@ %<
?S:d_sqrtl:
?S: This variable conditionally defines the HAS_SQRTL symbol, which
?S: indicates to the C program that the sqrtl() routine is available.
?S:.
?C:HAS_SQRTL:
?C: This symbol, if defined, indicates that the sqrtl routine is
?C: available to do long double square roots.
?C:.
?H:#$d_sqrtl HAS_SQRTL  /**/
?H:.
?LINT:set d_sqrtl
```

: see if sqrtl exists
set sqrtl d_sqrtl
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_sqrtl.U
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?X:
?X: Useless unit dropped. Use randfunc instead.
?X:
?LINT:empty

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/compline/randbits.U
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?RCS:
?MAKE:d_isinfl: Inlibc
?MAKE: -pick add $@ %<
?S:d_isinfl:
?S: This variable conditionally defines the HAS_ISINFL symbol, which
?S: indicates to the C program that the isinfl() routine is available.
?S:.
?C:HAS_ISINFL:
?C: This symbol, if defined, indicates that the isinfl routine is
?C: available to check whether a long double is an infinity.
?C:.
?H:#$d_isinfl HAS_ISINFL /**/
?H:.
?LINT:set d_isinfl
: see if isinfl exists
set isinfl d_isinfl

```
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_isinfl.U
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```
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?RCS:
?MAKE:d_clearenv: Inlibc
?MAKE: -pick add $@ %<
?S:d_clearenv:
?S: This variable conditionally defines the HAS_CLEARENV symbol, which
?S: indicates to the C program that the clearenv () routine is available.
?S:.
?C:HAS_CLEARENV:
?C: This symbol, if defined, indicates that the clearenv () routine is
?C: available for use.
?C:.
?H:#$d_clearenv HAS_CLEARENV  /**/
?H:.
?LINT:set d_clearenv
: see if clearenv exists
set clearenv d_clearenv
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_clearenv.U
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```
?RCS: You may distribute under the terms of either the GNU General Public
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?RCS:
?MAKE:d_fdclose: Inlibc
?MAKE: -pick add $@ %<
?S:d_fdclose:
?S: This variable conditionally defines the HAS_FDCLOSE symbol, which
?S: indicates to the C program that the fdclose() routine is available.
?S:.
?C:HAS_FDCLOSE:
?C: This symbol, if defined, indicates that the fdclose routine is
?C: available to free a FILE structure without closing the underlying
?C: file descriptor.  This function appeared in FreeBSD 10.2.
?C:.
```

?H:#$d_fdclose HAS_FDCLOSE /**/
?H:.
?LINT:set d_fdclose
: see if fdclose exists
set fdclose d_fdclose
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fdclose.U
No license file was found, but licenses were detected in source scan.

/*
* $Id: scandir.C,v 3.0.1.1 1994/01/24 13:58:45 ram Exp ram $
*
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* of the source tree for dist 4.0.
*
* $Log: scandir.C,v $
* Revision 3.0.1.1 1994/01/24 13:58:45 ram
* patch16: created
*
*/

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/lib/C/fake/scandir.C
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_shadow.U,v $
?RCS:
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?RCS:
?MAKE:i_prot: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_prot:
?S: This variable conditionally defines the I_PROT symbol, and indicates
?S: whether a C program should include <prot.h>.
?S:.
?C:I_PROT:
?C: This symbol, if defined, indicates that <prot.h> exists and
?C: should be included.

?C:.
?H:#$i_prot I_PROT /**/
?H:.
?LINT:set i_prot
: see if this is a prot.h system
set prot.h i_prot
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_prot.U
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?RCS:
?MAKE:d_lround: Inlibc
?MAKE: -pick add $@ %<
?S:d_lround:
?S: This variable conditionally defines the HAS_LROUND symbol, which
?S: indicates to the C program that the lround() routine is available
?S: to return the integral value nearest to x.
?S:.
?C:HAS_LROUND:
?C: This symbol, if defined, indicates that the lround routine is
?C: available to return the nearest integral value.
?C:.
?H:#$d_lround HAS_LROUND /**/
?H:.
?LINT:set d_lround
: see if lround exists
set lround d_lround
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lround.U
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?RCS:
?MAKE:d_llround: Inlibc
?MAKE: -pick add $@ %<
?S:d_llround:
?S: This variable conditionally defines the HAS_LLROUND symbol, which
?S: indicates to the C program that the llround() routine is available
?S: to return the long long value nearest to x.
?S:.
?C:HAS_LLROUND:

?C: This symbol, if defined, indicates that the llround routine is
?C: available to return the nearest long long value.
?C:.
?H:#$d_llround HAS_LLROUND /**/
?H:.
?LINT:set d_llround
: see if llround exists
set llround d_llround
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_llround.U
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?RCS:
?MAKE:d_fdim: Inlibc
?MAKE: -pick add $@ %<
?S:d_fdim:
?S: This variable conditionally defines the HAS_FDIM symbol, which
?S: indicates to the C program that the fdim() routine is available.
?S:.
?C:HAS_FDIM:
?C: This symbol, if defined, indicates that the fdim routine is
?C: available to do the positive difference function.
?C:.
?H:#$d_fdim HAS_FDIM /**/
?H:.
?LINT:set d_fdim
: see if fdim exists
set fdim d_fdim
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fdim.U
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?RCS: $Id: i_poll.U,v $
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?RCS:
?MAKE:i_poll: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_poll:

?S: This variable conditionally defines the I_POLL symbol, and indicates
?S: whether a C program should include <poll.h>.
?S:.
?C:I_POLL:
?C: This symbol, if defined, indicates that <poll.h> exists and
?C: should be included. (see also HAS_POLL)
?C:.
?H:#$i_poll I_POLL /**/
?H:.
?LINT:set i_poll
: see if this is a poll.h system
set poll.h i_poll
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_poll.U
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?RCS:
?MAKE:d_unsetenv: Inlibc
?MAKE: -pick add $@ %<
?S:d_unsetenv:
?S: This variable conditionally defines the HAS_UNSETENV symbol, which
?S: indicates to the C program that the unsetenv () routine is available.
?S:.
?C:HAS_UNSETENV:
?C: This symbol, if defined, indicates that the unsetenv () routine is
?C: available for use.
?C:.
?H:#$d_unsetenv HAS_UNSETENV /**/
?H:.
?LINT:set d_unsetenv
: see if unsetenv exists
set unsetenv d_unsetenv
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_unsetenv.U
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?RCS:
?MAKE:d_tgamma: Inlibc
?MAKE: -pick add $@ %<
?S:d_tgamma:
?S: This variable conditionally defines the HAS_TGAMMA symbol, which
?S: indicates to the C program that the tgamma() routine is available
?S: for the gamma function. See also d_lgamma.
?S:.
?C:HAS_TGAMMA:
?C: This symbol, if defined, indicates that the tgamma routine is
?C: available to do the gamma function. See also HAS_LGAMMA.
?C:.
?H:#$d_tgamma HAS_TGAMMA /**/
?H:.
?LINT:set d_tgamma
: see if tgamma exists
set tgamma d_tgamma
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_tgamma.U
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?RCS:
?MAKE:d_strtold: Inlibc
?MAKE: -pick add $@ %<
?S:d_strtold:
?S: This variable conditionally defines the HAS_STRTOLD symbol, which
?S: indicates to the C program that the strtold() routine is available.
?S:.
?C:HAS_STRTOLD:
?C: This symbol, if defined, indicates that the strtold routine is
?C: available to convert strings to long doubles.
?C:.
?H:#$d_strtold HAS_STRTOLD /**/
?H:.
?LINT:set d_strtold
: see if strtold exists
set strtold d_strtold
eval $inlibc

Found in path(s):

* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_strtold.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_fpgetround: Inlibc
?MAKE: -pick add $@ %<
?S:d_fpgetround:
?S: This variable conditionally defines HAS_FPGETROUND if fpgetround()
?S: is available to get the floating point rounding mode.
?S:.
?C:HAS_FPGETROUND:
?C: This symbol, if defined, indicates that the fpgetround routine is
?C: available to get the floating point rounding mode.
?C:.
?H:#$d_fpgetround HAS_FPGETROUND /**/
?H:.
?LINT:set d_fpgetround
: see if fpgetround exists
set fpgetround d_fpgetround
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fpgetround.U
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?RCS:
?MAKE:d_towlower: Inlibc
?MAKE: -pick add $@ %<
?S:d_towlower:
?S: This variable conditionally defines the HAS_TOWLOWER symbol, which
?S: indicates to the C program that the towlower() routine is available.
?S:.
?C:HAS_TOWLOWER:
?C: This symbol, if defined, indicates that the towlower () routine is
?C: available to do case conversion.
?C:.
?H:#$d_towlower HAS_TOWLOWER /**/
?H:.
?LINT:set d_towlower
: see if towlower exists

```
set towlower d_towlower
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_towlower.U
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?RCS: $Id: i_bfd.U,v $
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_bfd: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_bfd:
?S: This variable conditionally defines the I_BFD symbol, and
?S: indicates whether a C program can include <bfd.h>.
?S:.
?C:I_BFD:
?C: This symbol, if defined, indicates that <bfd.h> exists and
?C: can be included.
?C:.
?H:#$i_bfd I_BFD  /**/
?H:.
?LINT:set i_bfd
: see if this is a bfd.h system
set bfd.h i_bfd
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_bfd.U
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?RCS:
?MAKE:i_quadmath: Inhdr
?MAKE: -pick add $@ %<
?S:i_quadmath:
?S: This variable conditionally defines I_QUADMATH, which indicates
?S: to the C program that it should include <quadmath.h>.
?S:.
?C:I_QUADMATH:
?C: This symbol, if defined, indicates that <quadmath.h> exists and
?C: should be included.
?C:.
```

?H:#$i_quadmath I_QUADMATH /**/
?H:.
?LINT:set i_quadmath
: see if this is a quadmath.h system
set quadmath.h i_quadmath
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_quadmath.U
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?RCS:
?MAKE:d_llroundl: Inlibc
?MAKE: -pick add $@ %<
?S:d_llroundl:
?S: This variable conditionally defines the HAS_LLROUNDL symbol, which
?S: indicates to the C program that the llroundl() routine is available
?S: to return the long long value nearest to x away from zero.
?S:.
?C:HAS_LLROUNDL:
?C: This symbol, if defined, indicates that the llroundl routine is
?C: available to return the nearest long long value away from zero of
?C: the long double argument value.
?C:.
?H:#$d_llroundl HAS_LLROUNDL /**/
?H:.
?LINT:set d_llroundl
: see if llroundl exists
set llroundl d_llroundl
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_llroundl.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_fp_class.U,v $
?RCS:
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?RCS:
?MAKE:i_fp_class: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_fp_class:
?S: This variable conditionally defines the I_FP_CLASS symbol, and indicates

?S: whether a C program should include <fp_class.h>.
?S:.
?C:I_FP_CLASS:
?C: This symbol, if defined, indicates that <fp_class.h> exists and
?C: should be included.
?C:.
?H:#$i_fp_class I_FP_CLASS /**/
?H:.
?LINT:set i_fp_class
: see if this is a fp_class.h system
set fp_class.h i_fp_class
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_fp_class.U
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?RCS: $Id: i_sysmount.U,v $
?RCS:
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?RCS:
?MAKE:i_sysmount: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysmount:
?S: This variable conditionally defines the I_SYSMOUNT symbol,
?S: and indicates whether a C program should include <sys/mount.h>.
?S:.
?C:I_SYS_MOUNT:
?C: This symbol, if defined, indicates that <sys/mount.h> exists and
?C: should be included.
?C:.
?H:#$i_sysmount I_SYS_MOUNT /**/
?H:.
?LINT:set i_sysmount
: see if this is a sys/mount.h system
set sys/mount.h i_sysmount
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysmount.U
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?RCS:

?MAKE:d_lrintl: Inlibc
?MAKE: -pick add $@ %<
?S:d_lrintl:
?S: This variable conditionally defines the HAS_LRINTL symbol, which
?S: indicates to the C program that the lrintl() routine is available
?S: to return the integral value closest to a long double (according
?S: to the current rounding mode).
?S:.
?C:HAS_LRINTL:
?C: This symbol, if defined, indicates that the lrintl routine is
?C: available to return the integral value closest to a long double
?C: (according to the current rounding mode).
?C:.
?H:#$d_lrintl HAS_LRINTL /**/
?H:.
?LINT:set d_lrintl
: see if lrintl exists
set lrintl d_lrintl
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lrintl.U
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?RCS:
?MAKE:d_trunc: Inlibc
?MAKE: -pick add $@ %<
?S:d_trunc:
?S: This variable conditionally defines the HAS_TRUNC symbol, which
?S: indicates to the C program that the trunc() routine is available
?S: to round doubles towards zero.
?S:.
?C:HAS_TRUNC:
?C: This symbol, if defined, indicates that the trunc routine is
?C: available to round doubles towards zero.
?C:.
?H:#$d_trunc HAS_TRUNC /**/
?H:.
?LINT:set d_trunc
: see if trunc exists
set trunc d_trunc
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_trunc.U

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?RCS:
?MAKE:i_stdint: Inhdr
?MAKE: -pick add $@ %<
?S:i_stdint:
?S: This variable conditionally defines the I_STDINT symbol, which
?S: indicates to the C program that <stdint.h> exists and should
?S: be included.
?S:.
?C:I_STDINT:
?C: This symbol, if defined, indicates that <stdint.h> exists and
?C: should be included.
?C:.
?H:#$i_stdint I_STDINT /**/
?H:.
?LINT:set i_stdint
: see if stdint is available
set stdint.h i_stdint
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_stdint.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_crypt.U,v $
?RCS:
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?RCS:
?MAKE:i_crypt: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_crypt:
?S: This variable conditionally defines the I_CRYPT symbol, and indicates
?S: whether a C program should include <crypt.h>.
?S:.
?C:I_CRYPT:
?C: This symbol, if defined, indicates that <crypt.h> exists and
?C: should be included.
?C:.
?H:#$i_crypt I_CRYPT /**/
?H:.
?LINT:set i_crypt
: see if this is a crypt.h system

```
set crypt.h i_crypt
eval $inhdr
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_crypt.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_getmnt: Inlibc
?MAKE: -pick add $@ %<
?S:d_getmnt:
?S: This variable conditionally defines the HAS_GETMNT symbol, which
?S: indicates to the C program that the getmnt() routine is available
?S: to retrieve one or more mount info blocks by filename.
?S:.
?C:HAS_GETMNT:
?C: This symbol, if defined, indicates that the getmnt routine is
?C: available to get filesystem mount info by filename.
?C:.
?H:#$d_getmnt HAS_GETMNT  /**/
?H:.
?LINT:set d_getmnt
: see if getmnt exists
set getmnt d_getmnt
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getmnt.U
No license file was found, but licenses were detected in source scan.

```
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?RCS:
?MAKE:d_writev: Inlibc
?MAKE: -pick add $@ %<
?S:d_writev:
?S: This variable conditionally defines the HAS_WRITEV symbol, which
?S: indicates to the C program that the writev() routine is available.
```

?S:.
?C:HAS_WRITEV:
?C: This symbol, if defined, indicates that the writev routine is
?C: available to do scatter writes.
?C:.
?H:#$d_writev HAS_WRITEV /**/
?H:.
?LINT:set d_writev
: see if writev exists
set writev d_writev
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_writev.U
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?RCS: Id
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_qgcvt: Inlibc
?MAKE: -pick add $@ %<
?S:d_qgcvt:
?S: This variable conditionally defines the HAS_QGCVT symbol, which
?S: indicates to the C program that the qgcvt() routine is available.
?S:.
?C:HAS_QGCVT:
?C: This symbol, if defined, indicates that the qgcvt routine is
?C: available to convert long doubles ("quad doubles") to strings.
?C: This is a low-level routine hopefully faster than sprintf.
?C:.
?H:#$d_qgcvt HAS_QGCVT /**/
?H:.
?LINT:set d_qgcvt
: see if qgcvt exists
set qgcvt d_qgcvt
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_qgcvt.U
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?RCS: $Id: i_socks.U,v $
?RCS:
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```
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?RCS:
?MAKE:i_socks: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_socks:
?S: This variable conditionally defines the I_SOCKS symbol, and indicates
?S: whether a C program should include <socks.h>.
?S:.
?C:I_SOCKS:
?C: This symbol, if defined, indicates that <socks.h> exists and
?C: should be included.
?C:.
?H:#$i_socks I_SOCKS  /**/
?H:.
?LINT:set i_socks
: see if this is a socks.h system
set socks.h i_socks
eval $inhdr
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_socks.U
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```
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?RCS:
?MAKE:d_setproctitle: Inlibc
?MAKE: -pick add $@ %<
?S:d_setproctitle:
?S: This variable conditionally defines the HAS_SETPROCTITLE symbol,
?S: which indicates to the C program that the setproctitle() routine
?S: is available.
?S:.
?C:HAS_SETPROCTITLE:
?C: This symbol, if defined, indicates that the setproctitle routine is
?C: available to set process title.
?C:.
?H:#$d_setproctitle HAS_SETPROCTITLE  /**/
?H:.
?LINT:set d_setproctitle
: see if setproctitle exists
set setproctitle d_setproctitle
```

```
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_setproctitle.U
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```
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?RCS:
?MAKE:d_erfc: Inlibc
?MAKE: -pick add $@ %<
?S:d_erfc:
?S: This variable conditionally defines the HAS_ERFC symbol, which
?S: indicates to the C program that the erfc() routine is available.
?S:.
?C:HAS_ERFC:
?C: This symbol, if defined, indicates that the erfc routine is
?C: available to do the complementary error function.
?C:.
?H:#$d_erfc HAS_ERFC  /**/
?H:.
?LINT:set d_erfc
: see if erfc exists
set erfc d_erfc
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_erfc.U
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```
?RCS: $Id: i_shadow.U,v $
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_shadow: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_shadow:
?S: This variable conditionally defines the I_SHADOW symbol, and indicates
?S: whether a C program should include <shadow.h>.
?S:.
?C:I_SHADOW:
?C: This symbol, if defined, indicates that <shadow.h> exists and
?C: should be included.
?C:.
?H:#$i_shadow I_SHADOW  /**/
```

?H:.
?LINT:set i_shadow
: see if this is a shadow.h system
set shadow.h i_shadow
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_shadow.U
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?RCS: $Id: i_ustat.U,v $
?RCS:
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?RCS:
?MAKE:i_ustat: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_ustat:
?S: This variable conditionally defines the I_USTAT symbol, and indicates
?S: whether a C program should include <ustat.h>.
?S:.
?C:I_USTAT:
?C: This symbol, if defined, indicates that <ustat.h> exists and
?C: should be included.
?C:.
?H:#$i_ustat I_USTAT /**/
?H:.
?LINT:set i_ustat
: see if this is a ustat.h system
set ustat.h i_ustat
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_ustat.U
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?RCS:
?MAKE:d_acosh: Inlibc
?MAKE: -pick add $@ %<
?S:d_acosh:
?S: This variable conditionally defines the HAS_ACOSH symbol, which
?S: indicates to the C program that the acosh() routine is available.
?S:.
?C:HAS_ACOSH:

?C: This symbol, if defined, indicates that the acosh routine is
?C: available to do the inverse hyperbolic cosine function.
?C:.
?H:#$d_acosh HAS_ACOSH /**/
?H:.
?LINT:set d_acosh
: see if acosh exists
set acosh d_acosh
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_acosh.U
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?RCS:
?MAKE:d_lrint: Inlibc
?MAKE: -pick add $@ %<
?S:d_lrint:
?S: This variable conditionally defines the HAS_LRINT symbol, which
?S: indicates to the C program that the lrint() routine is available
?S: to return the integral value closest to a double (according
?S: to the current rounding mode).
?S:.
?C:HAS_LRINT:
?C: This symbol, if defined, indicates that the lrint routine is
?C: available to return the integral value closest to a double
?C: (according to the current rounding mode).
?C:.
?H:#$d_lrint HAS_LRINT /**/
?H:.
?LINT:set d_lrint
: see if lrint exists
set lrint d_lrint
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lrint.U
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?RCS:
?MAKE:d_fmin: Inlibc
?MAKE: -pick add $@ %<
?S:d_fmin:
?S: This variable conditionally defines the HAS_FMIN symbol, which

?S: indicates to the C program that the fmin() routine is available.
?S:.
?C:HAS_FMIN:
?C: This symbol, if defined, indicates that the fmin routine is
?C: available to do the minimum function.
?C:.
?H:#$d_fmin HAS_FMIN /**/
?H:.
?LINT:set d_fmin
: see if fmin exists
set fmin d_fmin
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fmin.U
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?RCS:
?MAKE:d_log2: Inlibc
?MAKE: -pick add $@ %<
?S:d_log2:
?S: This variable conditionally defines the HAS_LOG2 symbol, which
?S: indicates to the C program that the log2() routine is available
?S: to compute log base two.
?S:.
?C:HAS_LOG2:
?C: This symbol, if defined, indicates that the log2 routine is
?C: available to do the log2 function.
?C:.
?H:#$d_log2 HAS_LOG2 /**/
?H:.
?LINT:set d_log2
: see if log2 exists
set log2 d_log2
eval $inlibc

Found in path(s):
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?RCS:
?MAKE:d_sockatmark: Inlibc
?MAKE: -pick add $@ %<
?S:d_sockatmark:
?S: This variable conditionally defines the HAS_SOCKATMARK symbol, which
?S: indicates to the C program that the sockatmark() routine is available.
?S:.
?C:HAS_SOCKATMARK:
?C: This symbol, if defined, indicates that the sockatmark routine is
?C: available to test whether a socket is at the out-of-band mark.
?C:.
?H:#$d_sockatmark HAS_SOCKATMARK /**/
?H:.
?LINT:set d_sockatmark
: see if sockatmark exists
set sockatmark d_sockatmark
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_sockatmark.U
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* Feel free to modify any of this as the need arises. Note, however,

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/metaconfig.html
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?RCS:
?MAKE:d_getnameinfo: Inlibc
?MAKE: -pick add $@ %<
?S:d_getnameinfo:
?S: This variable conditionally defines the HAS_GETNAMEINFO symbol,
?S: which indicates to the C program that the getnameinfo() function
?S: is available.
?S:.
?C:HAS_GETNAMEINFO:
?C: This symbol, if defined, indicates that the getnameinfo() function
?C: is available for use.
?C:.
?H:#$d_getnameinfo HAS_GETNAMEINFO /**/
?H:.

```
?LINT:set d_getnameinfo
: see if getnameinfo exists
set getnameinfo d_getnameinfo
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getnameinfo.U
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```
?RCS: $Id: i_libutil.U,v $
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_libutil: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_libutil:
?S: This variable conditionally defines the I_LIBUTIL symbol, and indicates
?S: whether a C program should include <libutil.h>.
?S:.
?C:I_LIBUTIL:
?C: This symbol, if defined, indicates that <libutil.h> exists and
?C: should be included.
?C:.
?H:#$i_libutil I_LIBUTIL  /**/
?H:.
?LINT:set i_libutil
: see if this is a libutil.h system
set libutil.h i_libutil
eval $inhdr
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_libutil.U
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```
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?RCS:
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?RCS:
?MAKE:d_frexpl: Inlibc
?MAKE: -pick add $@ %<
?S:d_frexpl:
?S: This variable conditionally defines the HAS_FREXPL symbol, which
```

```
?S: indicates to the C program that the frexpl() routine is available.
?S:.
?C:HAS_FREXPL:
?C: This symbol, if defined, indicates that the frexpl routine is
?C: available to break a long double floating-point number into
?C: a normalized fraction and an integral power of 2.
?C:.
?H:#$d_frexpl HAS_FREXPL  /**/
?H:.
?LINT:set d_frexpl
: see if frexpl exists
set frexpl d_frexpl
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_frexpl.U
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```
?RCS: You may distribute under the terms of either the GNU General Public
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?RCS:
?MAKE:d_lroundl: Inlibc
?MAKE: -pick add $@ %<
?S:d_lroundl:
?S: This variable conditionally defines the HAS_LROUNDL symbol, which
?S: indicates to the C program that the lroundl() routine is available
?S: to return the integral value nearest to x away from zero.
?S:.
?C:HAS_LROUNDL:
?C: This symbol, if defined, indicates that the lroundl routine is
?C: available to return the nearest integral value away from zero of
?C: the long double argument value.
?C:.
?H:#$d_lroundl HAS_LROUNDL  /**/
?H:.
?LINT:set d_lroundl
: see if lroundl exists
set lroundl d_lroundl
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lroundl.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
```

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_ualarm: Inlibc
?MAKE: -pick add $@ %<
?S:d_ualarm:
?S: This variable conditionally defines the HAS_UALARM symbol, which
?S: indicates to the C program that the ualarm() routine is available.
?S:.
?C:HAS_UALARM:
?C: This symbol, if defined, indicates that the ualarm routine is
?C: available to do alarms with microsecond granularity.
?C:.
?H:#$d_ualarm HAS_UALARM  /**/
?H:.
?LINT:set d_ualarm
: see if ualarm exists
set ualarm d_ualarm
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_ualarm.U
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```
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?RCS:
?MAKE:d_inetntop: Inlibc
?MAKE: -pick add $@ %<
?S:d_inetntop:
?S: This variable conditionally defines the HAS_INETNTOP symbol,
?S: which indicates to the C program that the inet_ntop() function
?S: is available.
?S:.
?C:HAS_INETNTOP:
?C: This symbol, if defined, indicates that the inet_ntop() function
?C: is available to parse IPv4 and IPv6 strings.
?C:.
?H:#$d_inetntop HAS_INETNTOP  /**/
?H:.
?LINT:set d_inetntop
: see if inet_ntop exists
set inet_ntop d_inetntop
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_inetntop.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_fegetround: Inlibc
?MAKE: -pick add $@ %<
?S:d_fegetround:
?S: This variable conditionally defines HAS_FEGETROUND if fegetround() is
?S: available to get the floating point rounding mode.
?S:.
?C:HAS_FEGETROUND:
?C: This symbol, if defined, indicates that the fegetround routine is
?C: available to return the macro corresponding to the current rounding
?C: mode.
?C:.
?H:#$d_fegetround HAS_FEGETROUND /**/
?H:.
?LINT:set d_fegetround
: see if fegetround exists
set fegetround d_fegetround
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fegetround.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_fma: Inlibc
?MAKE: -pick add $@ %<
?S:d_fma:
?S: This variable conditionally defines the HAS_FMA symbol, which
?S: indicates to the C program that the fma() routine is available.
?S:.
?C:HAS_FMA:
?C: This symbol, if defined, indicates that the fma routine is
?C: available to do the multiply-add function.
?C:.
?H:#$d_fma HAS_FMA /**/
?H:.
?LINT:set d_fma
: see if fma exists
set fma d_fma

```
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fma.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_recvmsg: Inlibc
?MAKE: -pick add $@ %<
?S:d_recvmsg:
?S: This variable conditionally defines the HAS_RECVMSG symbol, which
?S: indicates to the C program that the recvmsg() routine is available.
?S:.
?C:HAS_RECVMSG:
?C: This symbol, if defined, indicates that the recvmsg routine is
?C: available to send structured socket messages.
?C:.
?H:#$d_recvmsg HAS_RECVMSG  /**/
?H:.
?LINT:set d_recvmsg
: see if recvmsg exists
set recvmsg d_recvmsg
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_recvmsg.U
No license file was found, but licenses were detected in source scan.

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_asinh: Inlibc
?MAKE: -pick add $@ %<
?S:d_asinh:
?S: This variable conditionally defines the HAS_ASINH symbol, which
?S: indicates to the C program that the asinh() routine is available.
?S:.
?C:HAS_ASINH:
?C: This symbol, if defined, indicates that the asinh routine is
?C: available to do the inverse hyperbolic sine function.
?C:.
?H:#$d_asinh HAS_ASINH  /**/
```

?H:.
?LINT:set d_asinh
: see if asinh exists
set asinh d_asinh
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_asinh.U
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?RCS: You may distribute under the terms of either the GNU General Public
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?RCS:
?MAKE:d_expm1: Inlibc
?MAKE: -pick add $@ %<
?S:d_expm1:
?S: This variable conditionally defines the HAS_EXPM1 symbol, which
?S: indicates to the C program that the expm1() routine is available.
?S:.
?C:HAS_EXPM1:
?C: This symbol, if defined, indicates that the expm1 routine is
?C: available to do the exp(x) - 1 when x is near 1 function.
?C:.
?H:#$d_expm1 HAS_EXPM1 /**/
?H:.
?LINT:set d_expm1
: see if expm1 exists
set expm1 d_expm1
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_expm1.U
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?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_getfsstat : Inlibc
?MAKE: -pick add $@ %<
?S:d_getfsstat:
?S: This variable conditionally defines the HAS_GETFSSTAT symbol, which
?S: indicates to the C program that the getfsstat() routine is available.
?S:.
?C:HAS_GETFSSTAT:

?C: This symbol, if defined, indicates that the getfsstat routine is
?C: available to stat filesystems in bulk.
?C:.
?H:#$d_getfsstat HAS_GETFSSTAT /**/
?H:.
?LINT:set d_getfsstat
: see if getfsstat exists
set getfsstat d_getfsstat
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getfsstat.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_inetpton: Inlibc
?MAKE: -pick add $@ %<
?S:d_inetpton:
?S: This variable conditionally defines the HAS_INETPTON symbol,
?S: which indicates to the C program that the inet_pton() function
?S: is available.
?S:.
?C:HAS_INETPTON:
?C: This symbol, if defined, indicates that the inet_pton() function
?C: is available to parse IPv4 and IPv6 strings.
?C:.
?H:#$d_inetpton HAS_INETPTON /**/
?H:.
?LINT:set d_inetpton
: see if inet_pton exists
set inet_pton d_inetpton
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_inetpton.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_atanh: Inlibc
?MAKE: -pick add $@ %<

?S:d_atanh:
?S: This variable conditionally defines the HAS_ATANH symbol, which
?S: indicates to the C program that the atanh() routine is available.
?S:.
?C:HAS_ATANH:
?C: This symbol, if defined, indicates that the atanh routine is
?C: available to do the inverse hyperbolic tangent function.
?C:.
?H:#$d_atanh HAS_ATANH /**/
?H:.
?LINT:set d_atanh
: see if atanh exists
set atanh d_atanh
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_atanh.U
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?RCS:
?MAKE:d_fchdir: Inlibc
?MAKE: -pick add $@ %<
?S:d_fchdir:
?S: This variable conditionally defines the HAS_FCHDIR symbol, which
?S: indicates to the C program that the fchdir() routine is available.
?S:.
?C:HAS_FCHDIR:
?C: This symbol, if defined, indicates that the fchdir routine is
?C: available to change directory using a file descriptor.
?C:.
?H:#$d_fchdir HAS_FCHDIR /**/
?H:.
?LINT:set d_fchdir
: see if fchdir exists
set fchdir d_fchdir
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fchdir.U
No license file was found, but licenses were detected in source scan.

?RCS: Id

```
?RCS:
?RCS: Copyright (c) 1998 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_eaccess: Inlibc
?MAKE: -pick add $@ %<
?S:d_eaccess:
?S: This variable conditionally defines the HAS_EACCESS symbol, which
?S: indicates to the C program that the eaccess() routine is available.
?S:.
?C:HAS_EACCESS :
?C: This symbol, if defined, indicates that the eaccess routine is
?C: available to do extended access checks.
?C:.
?H:#$d_eaccess HAS_EACCESS  /**/
?H:.
?LINT:set d_eaccess
: see if eaccess exists
set eaccess d_eaccess
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/acl/d_eaccess.U
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```
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_scalbnl: Inlibc
?MAKE: -pick add $@ %<
?S:d_scalbnl:
?S: This variable conditionally defines the HAS_SCALBNL symbol, which
?S: indicates to the C program that the scalbnl() routine is available.
?S: If ilogbl is also present we can emulate frexpl.
?S:.
?C:HAS_SCALBNL:
?C: This symbol, if defined, indicates that the scalbnl routine is
?C: available.  If ilogbl is also present we can emulate frexpl.
?C:.
?H:#$d_scalbnl HAS_SCALBNL  /**/
?H:.
?LINT:set d_scalbnl
```

: see if scalbnl exists
set scalbnl d_scalbnl
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_scalbnl.U
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?RCS:
?MAKE:i_fenv: Inhdr
?MAKE: -pick add $@ %<
?S:i_fenv:
?S: This variable conditionally defines the I_FENV symbol, which
?S: indicates to the C program that <fenv.h> exists and should
?S: be included.
?S:.
?C:I_FENV:
?C: This symbol, if defined, indicates to the C program that it should
?C: include <fenv.h> to get the floating point environment definitions.
?C:.
?H:#$i_fenv I_FENV /**/
?H:.
?LINT:set i_fenv
: see if this is a fenv.h system
set fenv.h i_fenv
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_fenv.U
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?RCS:
?MAKE:d_strtoq: Inlibc
?MAKE: -pick add $@ %<
?S:d_strtoq:
?S: This variable conditionally defines the HAS_STRTOQ symbol, which
?S: indicates to the C program that the strtoq() routine is available.
?S:.
?C:HAS_STRTOQ:
?C: This symbol, if defined, indicates that the strtoq routine is

```
?C: available to convert strings to long longs (quads).
?C:.
?H:#$d_strtoq HAS_STRTOQ  /**/
?H:.
?LINT:set d_strtoq
: see if strtoq exists
set strtoq d_strtoq
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_strtoq.U
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```
?RCS: $Id: i_ieeefp.U,v $
?RCS:
?RCS: Copyright (c) 1998 Jarkko Hietaniemi
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_ieeefp: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_ieeefp:
?S: This variable conditionally defines the I_IEEEFP symbol, and indicates
?S: whether a C program should include <ieeefp.h>.
?S:.
?C:I_IEEEFP:
?C: This symbol, if defined, indicates that <ieeefp.h> exists and
?C: should be included.
?C:.
?H:#$i_ieeefp I_IEEEFP  /**/
?H:.
?LINT:set i_ieeefp
: see if this is a ieeefp.h system
case "$i_ieeefp" in
" ) set ieeefp.h i_ieeefp
   eval $inhdr
   ;;
esac
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_ieeefp.U
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```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
```

?RCS: You may distribute under the terms of either the GNU General Public
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?RCS:
?MAKE:d_isfinitel: Inlibc
?MAKE: -pick add $@ %<
?S:d_isfinitel:
?S: This variable conditionally defines the HAS_ISFINITEL symbol, which
?S: indicates to the C program that the isfinitel() routine is available.
?S:.
?C:HAS_ISFINITEL:
?C: This symbol, if defined, indicates that the isfinitel routine is
?C: available to check whether a long double is finite.
?C: (non-infinity non-NaN).
?C:.
?H:#$d_isfinitel HAS_ISFINITEL /**/
?H:.
?LINT:set d_isfinitel
: see if isfinitel exists
set isfinitel d_isfinitel
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_isfinitel.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_atoll: Inlibc
?MAKE: -pick add $@ %<
?S:d_atoll:
?S: This variable conditionally defines the HAS_ATOLL symbol, which
?S: indicates to the C program that the atoll() routine is available.
?S:.
?C:HAS_ATOLL:
?C: This symbol, if defined, indicates that the atoll routine is
?C: available to convert strings into long longs.
?C:.
?H:#$d_atoll HAS_ATOLL /**/
?H:.
?LINT:set d_atoll
: see if atoll exists
set atoll d_atoll
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/atoll.U
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?RCS:
?MAKE:d_lgamma_r: Inlibc
?MAKE: -pick add $@ %<
?S:d_lgamma_r:
?S: This variable conditionally defines the HAS_LGAMMA_R symbol, which
?S: indicates to the C program that the lgamma_r() routine is available
?S: for the log gamma function, without using the global signgam variable.
?S:.
?C:HAS_LGAMMA_R:
?C: This symbol, if defined, indicates that the lgamma_r routine is
?C: available to do the log gamma function without using the global
?C: signgam variable.
?C:.
?H:#$d_lgamma_r HAS_LGAMMA_R /**/
?H:.
?LINT:set d_lgamma_r
: see if lgamma_r exists
set lgamma_r d_lgamma_r
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lgamma_r.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Nothing.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Nothing.U,v $
?RCS: Revision 3.0 1993/08/18 12:05:09 ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: The purpose of this file is to supply an empty target for the private
?X: Makefile built by metaconfig to order the units.

?X:
?MAKE:Nothing: Head

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/U/Nothing.U
No license file was found, but licenses were detected in source scan.

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?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_strnlen: Inlibc
?MAKE: -pick add $@ %<
?S:d_strnlen:
?S: This variable conditionally defines the HAS_STRNLEN symbol, which
?S: indicates to the C program that the strnlen () routine is available.
?S:.
?C:HAS_STRNLEN:
?C: This symbol, if defined, indicates that the strnlen () routine is
?C: available to check the length of a string up to a maximum.
?C:.
?H:#$d_strnlen HAS_STRNLEN /**/
?H:.
?LINT:set d_strnlen
: see if strnlen exists
set strnlen d_strnlen
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_strnlen.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_timegm: Inlibc
?MAKE: -pick add $@ %<
?S:d_timegm:
?S: This variable conditionally defines the HAS_TIMEGM symbol, which
?S: indicates to the C program that the timegm () routine is available.
?S:.

```
?C:HAS_TIMEGM:
?C: This symbol, if defined, indicates that the timegm routine is
?C: available to do the opposite of gmtime ()
?C:.
?H:#$d_timegm HAS_TIMEGM  /**/
?H:.
?LINT:set d_timegm
: see if timegm exists
set timegm d_timegm
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_timegm.U
No license file was found, but licenses were detected in source scan.

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_remquo: Inlibc
?MAKE: -pick add $@ %<
?S:d_remquo:
?S: This variable conditionally defines the HAS_REMQUO symbol, which
?S: indicates to the C program that the remquo() routine is available.
?S:.
?C:HAS_REMQUO:
?C: This symbol, if defined, indicates that the remquo routine is
?C: available to return the remainder and part of quotient.
?C:.
?H:#$d_remquo HAS_REMQUO  /**/
?H:.
?LINT:set d_remquo
: see if remquo exists
set remquo d_remquo
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_remquo.U
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```
/*
* $Id: dup2.C,v 3.0.1.1 1994/01/24 13:58:37 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
```

```
*  of the source tree for dist 4.0.
*
* Original Author: Larry Wall <lwall@netlabs.com>
*
* $Log: dup2.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:37  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/lib/C/fake/dup2.C
No license file was found, but licenses were detected in source scan.

```
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?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_socks5_init: Inlibc
?MAKE: -pick add $@ %<
?S:d_socks5_init:
?S: This variable conditionally defines the HAS_SOCKS5_INIT symbol, which
?S: indicates to the C program that the socks5_init() routine is available.
?S:.
?C:HAS_SOCKS5_INIT:
?C: This symbol, if defined, indicates that the socks5_init routine is
?C: available to initialize SOCKS 5.
?C:.
?H:#$d_socks5_init HAS_SOCKS5_INIT  /**/
?H:.
?LINT:set d_socks5_init
: see if socks5_init exists
set socks5_init d_socks5_init
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_socks5_init.U
No license file was found, but licenses were detected in source scan.

```
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```

```
?RCS:
?MAKE:d_aintl: Inlibc
?MAKE: -pick add $@ %<
?S:d_aintl:
?S: This variable conditionally defines the HAS_AINTL symbol, which
?S: indicates to the C program that the aintl() routine is available.
?S: If copysignl is also present we can emulate modfl.
?S:.
?C:HAS_AINTL:
?C: This symbol, if defined, indicates that the aintl routine is
?C: available.  If copysignl is also present we can emulate modfl.
?C:.
?H:#$d_aintl HAS_AINTL  /**/
?H:.
?LINT:set d_aintl
: see if aintl exists
set aintl d_aintl
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_aintl.U
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```
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?RCS:
?MAKE:d_nexttoward: Inlibc
?MAKE: -pick add $@ %<
?S:d_nexttoward:
?S: This variable conditionally defines HAS_NEXTTOWARD if nexttoward()
?S: is available to return the next machine representable long double from
?S: x in direction y.
?S:.
?C:HAS_NEXTTOWARD:
?C: This symbol, if defined, indicates that the nexttoward routine is
?C: available to return the next machine representable long double from
?C: x in direction y.
?C:.
?H:#$d_nexttoward HAS_NEXTTOWARD  /**/
?H:.
?LINT:set d_nexttoward
: see if nexttoward exists
set nexttoward d_nexttoward
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_nexttoward.U

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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_atolf: Inlibc
?MAKE: -pick add $@ %<
?S:d_atolf:
?S: This variable conditionally defines the HAS_ATOLF symbol, which
?S: indicates to the C program that the atolf() routine is available.
?S:.
?C:HAS_ATOLF:
?C: This symbol, if defined, indicates that the atolf routine is
?C: available to convert strings into long doubles.
?C:.
?H:#$d_atolf HAS_ATOLF /**/
?H:.
?LINT:set d_atolf
: see if atolf exists
set atolf d_atolf
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/atolf.U
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?RCS: $Id: i_sysuio.U,v $
?RCS:
?RCS: Copyright (c) 1998 Jarkko Hietaniemi
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sysuio: Inhdr
?MAKE: -pick add $@ %<
?S:i_sysuio:
?S: This variable conditionally defines the I_SYSUIO symbol, and indicates
?S: whether a C program should include <sys/uio.h>.
?S:.
?C:I_SYSUIO:
?C: This symbol, if defined, indicates that <sys/uio.h> exists and
?C: should be included.
?C:.
?H:#$i_sysuio I_SYSUIO /**/

?H:.
?LINT:set i_sysuio
: see if this is a sys/uio.h system
set sys/uio.h i_sysuio
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/modified/i_sysuio.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_fsync: Inlibc
?MAKE: -pick add $@ %<
?S:d_fsync:
?S: This variable conditionally defines the HAS_FSYNC symbol, which
?S: indicates to the C program that the fsync() routine is available.
?S:.
?C:HAS_FSYNC:
?C: This symbol, if defined, indicates that the fsync routine is
?C: available to write a file's modified data and attributes to
?C: permanent storage.
?C:.
?H:#$d_fsync HAS_FSYNC /**/
?H:.
?LINT:set d_fsync
: see if fsync exists
set fsync d_fsync
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fsync.U
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?RCS:
?MAKE:d_nearbyint: Inlibc
?MAKE: -pick add $@ %<
?S:d_nearbyint:
?S: This variable conditionally defines HAS_NEARBYINT if nearbyint()
?S: is available to return the integral value closest to (according to
?S: the current rounding mode) to x.

?S:.
?C:HAS_NEARBYINT:
?C: This symbol, if defined, indicates that the nearbyint routine is
?C: available to return the integral value closest to (according to
?C: the current rounding mode) to x.
?C:.
?H:#$d_nearbyint HAS_NEARBYINT /**/
?H:.
?LINT:set d_nearbyint
: see if nearbyint exists
set nearbyint d_nearbyint
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_nearbyint.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_exp2: Inlibc
?MAKE: -pick add $@ %<
?S:d_exp2:
?S: This variable conditionally defines the HAS_EXP2 symbol, which
?S: indicates to the C program that the exp2() routine is available.
?S:.
?C:HAS_EXP2:
?C: This symbol, if defined, indicates that the exp2 routine is
?C: available to do the 2**x function.
?C:.
?H:#$d_exp2 HAS_EXP2 /**/
?H:.
?LINT:set d_exp2
: see if exp2 exists
set exp2 d_exp2
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_exp2.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_netdb.U,v $
?RCS:
?RCS: Copyright (c) 1998 Andy Dougherty
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:

?MAKE:i_netdb: Inhdr
?MAKE: -pick add $@ %<
?S:i_netdb:
?S: This variable conditionally defines the I_NETDB symbol, and indicates
?S: whether a C program should include <netdb.h>.
?S:.
?C:I_NETDB:
?C: This symbol, if defined, indicates that <netdb.h> exists and
?C: should be included.
?C:.
?H:#$i_netdb I_NETDB /**/
?H:.
?LINT:set i_netdb
: see if this is a netdb.h system
set netdb.h i_netdb
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/modified/i_netdb.U
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?RCS:
?MAKE:d_finitel: Inlibc
?MAKE: -pick add $@ %<
?S:d_finitel:
?S: This variable conditionally defines the HAS_FINITEL symbol, which
?S: indicates to the C program that the finitel() routine is available.
?S:.
?C:HAS_FINITEL:
?C: This symbol, if defined, indicates that the finitel routine is
?C: available to check whether a long double is finite
?C: (non-infinity non-NaN).
?C:.
?H:#$d_finitel HAS_FINITEL /**/
?H:.
?LINT:set d_finitel
: see if finitel exists
set finitel d_finitel
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_finitel.U

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?RCS:
?MAKE:d_nan: Inlibc
?MAKE: -pick add $@ %<
?S:d_nan:
?S: This variable conditionally defines HAS_NAN if nan() is
?S: available to generate NaN.
?S:.
?C:HAS_NAN:
?C: This symbol, if defined, indicates that the nan routine is
?C: available to generate NaN.
?C:.
?H:#$d_nan HAS_NAN /**/
?H:.
?LINT:set d_nan
: see if nan exists
set nan d_nan
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_nan.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_localeconv_l: Inlibc
?MAKE: -pick add $@ %<
?S:d_localeconv_l:
?S: This variable conditionally defines the HAS_LOCALECONV_L symbol, which
?S: indicates to the C program that the localeconv_l() routine is available.
?S:.
?C:HAS_LOCALECONV_L:
?C: This symbol, if defined, indicates that the localeconv_l routine is
?C: available to query certain information about a locale.
?C:.
?H:#$d_localeconv_l HAS_LOCALECONV_L /**/
?H:.
?LINT:set d_localeconv_l
: see if localeconv_l exists
set localeconv_l d_localeconv_l

```
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/threads/d_localeconv_l.U
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```
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_isnanl: Inlibc
?MAKE: -pick add $@ %<
?S:d_isnanl:
?S: This variable conditionally defines the HAS_ISNANL symbol, which
?S: indicates to the C program that the isnanl() routine is available.
?S:.
?C:HAS_ISNANL:
?C: This symbol, if defined, indicates that the isnanl routine is
?C: available to check whether a long double is a NaN.
?C:.
?H:#$d_isnanl HAS_ISNANL  /**/
?H:.
?LINT:set d_isnanl
: see if isnanl exists
set isnanl d_isnanl
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_isnanl.U
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```
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?RCS:
?MAKE:d_readv: Inlibc
?MAKE: -pick add $@ %<
?S:d_readv:
?S: This variable conditionally defines the HAS_READV symbol, which
?S: indicates to the C program that the readv() routine is available.
?S:.
?C:HAS_READV:
```

?C: This symbol, if defined, indicates that the readv routine is
?C: available to do gather reads. You will also need <sys/uio.h>
?C: and there I_SYSUIO.
?C:.
?H:#$d_readv HAS_READV /**/
?H:.
?LINT:set d_readv
: see if readv exists
set readv d_readv
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_readv.U
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?RCS:
?MAKE:d_hasmntopt: Inlibc
?MAKE: -pick add $@ %<
?S:d_hasmntopt:
?S: This variable conditionally defines the HAS_HASMNTOPT symbol, which
?S: indicates to the C program that the hasmntopt() routine is available
?S: to query the mount options of file systems.
?S:.
?C:HAS_HASMNTOPT:
?C: This symbol, if defined, indicates that the hasmntopt routine is
?C: available to query the mount options of file systems.
?C:.
?H:#$d_hasmntopt HAS_HASMNTOPT /**/
?H:.
?LINT:set d_hasmntopt
: see if hasmntopt exists
set hasmntopt d_hasmntopt
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_hasmntopt.U
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?RCS:
?MAKE:d_remainder: Inlibc

?MAKE: -pick add $@ %<
?S:d_remainder:
?S: This variable conditionally defines the HAS_REMAINDER symbol, which
?S: indicates to the C program that the remainder() routine is available.
?S:.
?C:HAS_REMAINDER:
?C: This symbol, if defined, indicates that the remainder routine is
?C: available to return the floating-point remainder.
?C:.
?H:#$d_remainder HAS_REMAINDER /**/
?H:.
?LINT:set d_remainder
: see if remainder exists
set remainder d_remainder
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_remainder.U
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?RCS:
?MAKE:d_getitimer: Inlibc
?MAKE: -pick add $@ %<
?S:d_getitimer:
?S: This variable conditionally defines the HAS_GETITIMER symbol, which
?S: indicates to the C program that the getitimer() routine is available.
?S:.
?C:HAS_GETITIMER:
?C: This symbol, if defined, indicates that the getitimer routine is
?C: available to return interval timers.
?C:.
?H:#$d_getitimer HAS_GETITIMER /**/
?H:.
?LINT:set d_getitimer
: see if getitimer exists
set getitimer d_getitimer
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getitimer.U
No license file was found, but licenses were detected in source scan.

```
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?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_strtold_l: Inlibc
?MAKE: -pick add $@ %<
?S:d_strtold_l:
?S: This variable conditionally defines the HAS_STRTOLD_L symbol, which
?S: indicates to the C program that the strtold_l() routine is available.
?S:.
?C:HAS_STRTOLD_L:
?C: This symbol, if defined, indicates that the strtold_l routine is
?C: available to convert strings to long doubles.
?C:.
?H:#$d_strtold_l HAS_STRTOLD_L  /**/
?H:.
?LINT:set d_strtold_l
: see if strtold_l exists
set strtold_l d_strtold_l
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/threads/d_strtold_l.U
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```
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?RCS:
?MAKE:d_getcwd: Inlibc
?MAKE: -pick add $@ %<
?S:d_getcwd:
?S: This variable conditionally defines the HAS_GETCWD symbol, which
?S: indicates to the C program that the getcwd() routine is available
?S: to get the current working directory.
?S:.
?C:HAS_GETCWD :
?C: This symbol, if defined, indicates that the getcwd routine is
?C: available to get the current working directory.
?C:.
?H:#$d_getcwd HAS_GETCWD  /**/
?H:.
```

?LINT:set d_getcwd
: see if getcwd exists
set getcwd d_getcwd
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getcwd.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: baserev.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: baserev.U,v $
?RCS: Revision 3.0 1993/08/18 12:05:24 ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:baserev: Null
?MAKE: -pick wipe $@ %<
?S:baserev:
?S: The base revision level of this package, from the .package file.
?S:.
: set the base revision
baserev=<BASEREV>

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/U/baserev.U
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_copysignl: Inlibc
?MAKE: -pick add $@ %<
?S:d_copysignl:
?S: This variable conditionally defines the HAS_COPYSIGNL symbol, which
?S: indicates to the C program that the copysignl() routine is available.
?S: If aintl is also present we can emulate modfl.

```
?S:.
?C:HAS_COPYSIGNL:
?C: This symbol, if defined, indicates that the copysignl routine is
?C: available.  If aintl is also present we can emulate modfl.
?C:.
?H:#$d_copysignl HAS_COPYSIGNL  /**/
?H:.
?LINT:set d_copysignl
: see if copysignl exists
set copysignl d_copysignl
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_copysignl.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: i_mntent.U,v $
?RCS:
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?RCS:
?MAKE:i_mntent: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_mntent:
?S: This variable conditionally defines the I_MNTENT symbol, and indicates
?S: whether a C program should include <mntent.h>.
?S:.
?C:I_MNTENT:
?C: This symbol, if defined, indicates that <mntent.h> exists and
?C: should be included.
?C:.
?H:#$i_mntent I_MNTENT  /**/
?H:.
?LINT:set i_mntent
: see if this is a mntent.h system
set mntent.h i_mntent
eval $inhdr
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_mntent.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 2019 Karl Williamson
?RCS:
```

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_towupper: Inlibc
?MAKE: -pick add $@ %<
?S:d_towupper:
?S: This variable conditionally defines the HAS_TOWUPPER symbol, which
?S: indicates to the C program that the towupper() routine is available.
?S:.
?C:HAS_TOWUPPER:
?C: This symbol, if defined, indicates that the towupper () routine is
?C: available to do case conversion.
?C:.
?H:#$d_towupper HAS_TOWUPPER  /**/
?H:.
?LINT:set d_towupper
: see if towupper exists
set towupper d_towupper
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_towupper.U
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```
?RCS: $Id: i_sysstatfs.U,v $
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sysstatfs: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysstatfs:
?S: This variable conditionally defines the I_SYSSTATFS symbol,
?S: and indicates whether a C program should include <sys/statfs.h>.
?S:.
?C:I_SYS_STATFS:
?C: This symbol, if defined, indicates that <sys/statfs.h> exists.
?C:.
?H:#$i_sysstatfs I_SYS_STATFS  /**/
?H:.
?LINT:set i_sysstatfs
: see if this is a sys/statfs.h system
set sys/statfs.h i_sysstatfs
eval $inhdr
```

Found in path(s):

* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysstatfs.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_sysmode.U,v $
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sysmode: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysmode:
?S: This variable conditionally defines the I_SYSMODE symbol,
?S: and indicates whether a C program should include <sys/mode.h>.
?S:.
?C:I_SYSMODE:
?C: This symbol, if defined, indicates that <sys/mode.h> exists and
?C: should be included.
?C:.
?H:#$i_sysmode I_SYSMODE /**/
?H:.
?LINT:set i_sysmode
: see if this is a sys/mode.h system
set sys/mode.h i_sysmode
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysmode.U
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?RCS:
?MAKE:d_hypot: Inlibc
?MAKE: -pick add $@ %<
?S:d_hypot:
?S: This variable conditionally defines HAS_HYPOT if hypot is available
?S: for numerically stable hypotenuse function.
?S:.
?C:HAS_HYPOT:
?C: This symbol, if defined, indicates that the hypot routine is
?C: available to do the hypotenuse function.
?C:.
?H:#$d_hypot HAS_HYPOT /**/
?H:.
?LINT:set d_hypot
: see if hypot exists

```
set hypot d_hypot
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_hypot.U
No license file was found, but licenses were detected in source scan.

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_fmax: Inlibc
?MAKE: -pick add $@ %<
?S:d_fmax:
?S: This variable conditionally defines the HAS_FMAX symbol, which
?S: indicates to the C program that the fmax() routine is available.
?S:.
?C:HAS_FMAX:
?C: This symbol, if defined, indicates that the fmax routine is
?C: available to do the maximum function.
?C:.
?H:#$d_fmax HAS_FMAX  /**/
?H:.
?LINT:set d_fmax
: see if fmax exists
set fmax d_fmax
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fmax.U
No license file was found, but licenses were detected in source scan.

```
/*
* $Id: rename.C,v 3.0.1.1 1994/01/24 13:58:42 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: rename.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:42  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/lib/C/fake/rename.C
No license file was found, but licenses were detected in source scan.

?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_lgamma: Inlibc
?MAKE: -pick add $@ %<
?S:d_lgamma:
?S: This variable conditionally defines the HAS_LGAMMA symbol, which
?S: indicates to the C program that the lgamma() routine is available
?S: for the log gamma function. See also d_tgamma and d_lgamma_r.
?S:.
?C:HAS_LGAMMA:
?C: This symbol, if defined, indicates that the lgamma routine is
?C: available to do the log gamma function. See also HAS_TGAMMA and
?C: HAS_LGAMMA_R.
?C:.
?H:#$d_lgamma HAS_LGAMMA /**/
?H:.
?LINT:set d_lgamma
: see if lgamma exists
set lgamma d_lgamma
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_lgamma.U
No license file was found, but licenses were detected in source scan.

?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_logb: Inlibc
?MAKE: -pick add $@ %<
?S:d_logb:
?S: This variable conditionally defines the HAS_LOGB symbol, which
?S: indicates to the C program that the logb() routine is available
?S: to extract the exponent of x.
?S:.
?C:HAS_LOGB:
?C: This symbol, if defined, indicates that the logb routine is
?C: available to do the logb function.
?C:.
?H:#$d_logb HAS_LOGB /**/
?H:.
?LINT:set d_logb
: see if logb exists

```
set logb d_logb
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_logb.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_mkdtemp: Inlibc
?MAKE: -pick add $@ %<
?S:d_mkdtemp:
?S: This variable conditionally defines the HAS_MKDTEMP symbol, which
?S: indicates to the C program that the mkdtemp() routine is available
?S: to exclusively create a uniquely named temporary directory.
?S:.
?C:HAS_MKDTEMP :
?C: This symbol, if defined, indicates that the mkdtemp routine is
?C: available to exclusively create a uniquely named temporary directory.
?C:.
?H:#$d_mkdtemp HAS_MKDTEMP  /**/
?H:.
?LINT:set d_mkdtemp
: see if mkdtemp exists
set mkdtemp d_mkdtemp
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_mkdtemp.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: i_sysutsname.U,v $
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sysutsname: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysutsname:
?S: This variable conditionally defines the I_SYSUTSNAME symbol,
?S: and indicates whether a C program should include <sys/utsname.h>.
```

?S:.
?C:I_SYSUTSNAME:
?C: This symbol, if defined, indicates that <sys/utsname.h> exists and
?C: should be included.
?C:.
?H:#$i_sysutsname I_SYSUTSNAME /**/
?H:.
?LINT:set i_sysutsname
: see if this is a sys/utsname.h system
set sys/utsname.h i_sysutsname
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysutsname.U
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?RCS:
?MAKE:d_ilogb: Inlibc
?MAKE: -pick add $@ %<
?S:d_ilogb:
?S: This variable conditionally defines the HAS_ILOGB symbol, which
?S: indicates to the C program that the ilogb() routine is available
?S: for extracting the exponent of double x as a signed integer.
?S:.
?C:HAS_ILOGB:
?C: This symbol, if defined, indicates that the ilogb routine is
?C: available to get integer exponent of a floating-point value.
?C:.
?H:#$d_ilogb HAS_ILOGB /**/
?H:.
?LINT:set d_ilogb
: see if ilogb exists
set ilogb d_ilogb
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_ilogb.U
No license file was found, but licenses were detected in source scan.

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?RCS: License or the Artistic License, as specified in the README file.
?RCS:

?MAKE:d_strtod_l: Inlibc
?MAKE: -pick add $@ %<
?S:d_strtod_l:
?S: This variable conditionally defines the HAS_STRTOD_L symbol, which
?S: indicates to the C program that the strtod_l() routine is available.
?S:.
?C:HAS_STRTOD_L:
?C: This symbol, if defined, indicates that the strtod_l routine is
?C: available to convert strings to long doubles.
?C:.
?H:#$d_strtod_l HAS_STRTOD_L /**/
?H:.
?LINT:set d_strtod_l
: see if strtod_l exists
set strtod_l d_strtod_l
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/threads/d_strtod_l.U
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?RCS: $Id: i_fp.U,v $
?RCS:
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?RCS:
?MAKE:i_fp: Inhdr
?MAKE: -pick add $@ %<
?S:i_fp:
?S: This variable conditionally defines the I_FP symbol, and indicates
?S: whether a C program should include <fp.h>.
?S:.
?C:I_FP:
?C: This symbol, if defined, indicates that <fp.h> exists and
?C: should be included.
?C:.
?H:#$i_fp I_FP /**/
?H:.
?LINT:set i_fp
: see if this is a fp.h system
set fp.h i_fp
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_fp.U

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?RCS:
?MAKE:d_round: Inlibc
?MAKE: -pick add $@ %<
?S:d_round:
?S: This variable conditionally defines the HAS_ROUND symbol, which
?S: indicates to the C program that the round() routine is available.
?S:.
?C:HAS_ROUND:
?C: This symbol, if defined, indicates that the round routine is
?C: available to round to nearest integer, away from zero.
?C:.
?H:#$d_round HAS_ROUND /**/
?H:.
?LINT:set d_round
: see if round exists
set round d_round
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_round.U
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?RCS:
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?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_getaddrinfo: Inlibc
?MAKE: -pick add $@ %<
?S:d_getaddrinfo:
?S: This variable conditionally defines the HAS_GETADDRINFO symbol,
?S: which indicates to the C program that the getaddrinfo() function
?S: is available.
?S:.
?C:HAS_GETADDRINFO:
?C: This symbol, if defined, indicates that the getaddrinfo() function
?C: is available for use.
?C:.
?H:#$d_getaddrinfo HAS_GETADDRINFO /**/
?H:.
?LINT:set d_getaddrinfo
: see if getaddrinfo exists

```
set getaddrinfo d_getaddrinfo
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_getaddrinfo.U
No license file was found, but licenses were detected in source scan.

```
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_nextafter: Inlibc
?MAKE: -pick add $@ %<
?S:d_nextafter:
?S: This variable conditionally defines HAS_NEXTAFTER if nextafter()
?S: is available to return the next machine representable double from
?S: x in direction y.
?S:.
?C:HAS_NEXTAFTER:
?C: This symbol, if defined, indicates that the nextafter routine is
?C: available to return the next machine representable double from
?C: x in direction y.
?C:.
?H:#$d_nextafter HAS_NEXTAFTER  /**/
?H:.
?LINT:set d_nextafter
: see if nextafter exists
set nextafter d_nextafter
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_nextafter.U
No license file was found, but licenses were detected in source scan.

```
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?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_fstatfs : Inlibc
?MAKE: -pick add $@ %<
?S:d_fstatfs:
?S: This variable conditionally defines the HAS_FSTATFS symbol, which
?S: indicates to the C program that the fstatfs() routine is available.
?S:.
?C:HAS_FSTATFS:
?C: This symbol, if defined, indicates that the fstatfs routine is
```

?C: available to stat filesystems by file descriptors.
?C:.
?H:#$d_fstatfs HAS_FSTATFS /**/
?H:.
?LINT:set d_fstatfs
: see if fstatfs exists
set fstatfs d_fstatfs
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_fstatfs.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_llrint: Inlibc
?MAKE: -pick add $@ %<
?S:d_llrint:
?S: This variable conditionally defines the HAS_LLRINT symbol, which
?S: indicates to the C program that the llrint() routine is available
?S: to return the long long value closest to a double (according
?S: to the current rounding mode).
?S:.
?C:HAS_LLRINT:
?C: This symbol, if defined, indicates that the llrint routine is
?C: available to return the long long value closest to a double
?C: (according to the current rounding mode).
?C:.
?H:#$d_llrint HAS_LLRINT /**/
?H:.
?LINT:set d_llrint
: see if llrint exists
set llrint d_llrint
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_llrint.U
No license file was found, but licenses were detected in source scan.

?RCS: Id
?RCS:
?RCS: Copyright (c) 2014 Jarkko Hietaniemi & H.Merijn Brand
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_copysign: Inlibc

?MAKE: -pick add $@ %<
?S:d_copysign:
?S: This variable conditionally defines the HAS_COPYSIGN symbol, which
?S: indicates to the C program that the copysign() routine is available.
?S:.
?C:HAS_COPYSIGN:
?C: This symbol, if defined, indicates that the copysign routine is
?C: available to do the copysign function.
?C:.
?H:#$d_copysign HAS_COPYSIGN /**/
?H:.
?LINT:set d_copysign
: see if copysign exists
set copysign d_copysign
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_copysign.U
No license file was found, but licenses were detected in source scan.

?RCS: Id
?RCS:
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?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_strftime: Inlibc
?MAKE: -pick add $@ %<
?S:d_strftime:
?S: This variable conditionally defines the HAS_STRFTIME symbol, which
?S: indicates to the C program that the strftime() routine is available.
?S:.
?C:HAS_STRFTIME:
?C: This symbol, if defined, indicates that the strftime routine is
?C: available to do time formatting.
?C:.
?H:#$d_strftime HAS_STRFTIME /**/
?H:.
?LINT:set d_strftime
: see if strftime exists
set strftime d_strftime
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_strftime.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1998 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_sendmsg: Inlibc
?MAKE: -pick add $@ %<
?S:d_sendmsg:
?S: This variable conditionally defines the HAS_SENDMSG symbol, which
?S: indicates to the C program that the sendmsg() routine is available.
?S:.
?C:HAS_SENDMSG:
?C: This symbol, if defined, indicates that the sendmsg routine is
?C: available to send structured socket messages.
?C:.
?H:#$d_sendmsg HAS_SENDMSG  /**/
?H:.
?LINT:set d_sendmsg
: see if sendmsg exists
set sendmsg d_sendmsg
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_sendmsg.U
No license file was found, but licenses were detected in source scan.

```
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:d_scalbn: Inlibc
?MAKE: -pick add $@ %<
?S:d_scalbn:
?S: This variable conditionally defines the HAS_SCALBN symbol, which
?S: indicates to the C program that the scalbn() routine is available.
?S:.
?C:HAS_SCALBN:
?C: This symbol, if defined, indicates that the scalbn routine is
?C: available to multiply floating-point number by integral power
?C: of radix.
?C:.
?H:#$d_scalbn HAS_SCALBN  /**/
?H:.
?LINT:set d_scalbn
: see if scalbn exists
set scalbn d_scalbn
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_scalbn.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_syslog.U,v $
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_syslog: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_syslog:
?S: This variable conditionally defines the I_SYSLOG symbol,
?S: and indicates whether a C program should include <syslog.h>.
?S:.
?C:I_SYSLOG:
?C: This symbol, if defined, indicates that <syslog.h> exists and
?C: should be included.
?C:.
?H:#$i_syslog I_SYSLOG /**/
?H:.
?LINT:set i_syslog
: see if this is a syslog.h system
set syslog.h i_syslog
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_syslog.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_rint: Inlibc
?MAKE: -pick add $@ %<
?S:d_rint:
?S: This variable conditionally defines the HAS_RINT symbol, which
?S: indicates to the C program that the rint() routine is available.
?S:.
?C:HAS_RINT:
?C: This symbol, if defined, indicates that the rint routine is
?C: available to return the nearest integral value to x as double
?C: using the current rounding mode.
?C:.
?H:#$d_rint HAS_RINT /**/

```
?H:.
?LINT:set d_rint
: see if rint exists
set rint d_rint
eval $inlibc
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_rint.U
No license file was found, but licenses were detected in source scan.

```
/*
* $Id: getopt.C,v 3.0.1.1 1994/01/24 13:58:40 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* Original Author: unknown, got this off net.sources
*
* $Log: getopt.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:40  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/dist/lib/C/fake/getopt.C
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: i_sunmath.U,v $
?RCS:
?RCS: Copyright (c) 2000 Jarkko Hietaniemi
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sunmath: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sunmath:
?S: This variable conditionally defines the I_SUNMATH symbol, and indicates
?S: whether a C program should include <sunmath.h>.
?S:.
?C:I_SUNMATH:
?C: This symbol, if defined, indicates that <sunmath.h> exists and
```

?C: should be included.
?C:.
?H:#$i_sunmath I_SUNMATH /**/
?H:.
?LINT:set i_sunmath
: see if this is a sunmath.h system
set sunmath.h i_sunmath
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sunmath.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_sysvfs.U,v $
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
?RCS:
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?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:i_sysvfs: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysvfs:
?S: This variable conditionally defines the I_SYSVFS symbol,
?S: and indicates whether a C program should include <sys/vfs.h>.
?S:.
?C:I_SYS_VFS:
?C: This symbol, if defined, indicates that <sys/vfs.h> exists and
?C: should be included.
?C:.
?H:#$i_sysvfs I_SYS_VFS /**/
?H:.
?LINT:set i_sysvfs
: see if this is a sys/vfs.h system
set sys/vfs.h i_sysvfs
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysvfs.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: i_poll.U,v $
?RCS:
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?RCS:

?MAKE:i_langinfo: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_langinfo:
?S: This variable conditionally defines the I_LANGINFO symbol,
?S: and indicates whether a C program should include <langinfo.h>.
?S:.
?C:I_LANGINFO:
?C: This symbol, if defined, indicates that <langinfo.h> exists and
?C: should be included.
?C:.
?H:#$i_langinfo I_LANGINFO /**/
?H:.
?LINT:set i_langinfo
: see if this is a langinfo.h system
set langinfo.h i_langinfo
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_langinfo.U
No license file was found, but licenses were detected in source scan.

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?RCS:
?MAKE:d_truncl: Inlibc
?MAKE: -pick add $@ %<
?S:d_truncl:
?S: This variable conditionally defines the HAS_TRUNCL symbol, which
?S: indicates to the C program that the truncl() routine is available
?S: to round long doubles towards zero. If copysignl is also present,
?S: we can emulate modfl.
?S:.
?C:HAS_TRUNCL :
?C: This symbol, if defined, indicates that the truncl routine is
?C: available. If copysignl is also present we can emulate modfl.
?C:.
?H:#$d_truncl HAS_TRUNCL /**/
?H:.
?LINT:set d_truncl
: see if truncl exists
set truncl d_truncl
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_truncl.U
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?RCS: $Id: i_sysstatvfs.U,v $

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?RCS:
?MAKE:i_sysstatvfs: Inhdr Hasfield
?MAKE: -pick add $@ %<
?S:i_sysstatvfs:
?S: This variable conditionally defines the I_SYSSTATVFS symbol,
?S: and indicates whether a C program should include <sys/statvfs.h>.
?S:.
?C:I_SYS_STATVFS:
?C: This symbol, if defined, indicates that <sys/statvfs.h> exists and
?C: should be included.
?C:.
?H:#$i_sysstatvfs I_SYS_STATVFS /**/
?H:.
?LINT:set i_sysstatvfs
: see if this is a sys/statvfs.h system
set sys/statvfs.h i_sysstatvfs
eval $inhdr

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/i_sysstatvfs.U
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?RCS:
?MAKE:d_unordered: Inlibc
?MAKE: -pick add $@ %<
?S:d_unordered:
?S: This variable conditionally defines the HAS_UNORDERED symbol, which
?S: indicates to the C program that the unordered() routine is available.
?S:.
?C:HAS_UNORDERED:
?C: This symbol, if defined, indicates that the unordered routine is
?C: available to check whether two doubles are unordered
?C: (effectively: whether either of them is NaN)
?C:.
?H:#$d_unordered HAS_UNORDERED /**/
?H:.
?LINT:set d_unordered

: see if unordered exists
set unordered d_unordered
eval $inlibc

Found in path(s):
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?MAKE:d_accessx: Inlibc
?MAKE: -pick add $@ %<
?S:d_accessx:
?S: This variable conditionally defines the HAS_ACCESSX symbol, which
?S: indicates to the C program that the accessx() routine is available.
?S:.
?C:HAS_ACCESSX :
?C: This symbol, if defined, indicates that the accessx routine is
?C: available to do extended access checks.
?C:.
?H:#$d_accessx HAS_ACCESSX /**/
?H:.
?LINT:set d_accessx
: see if accessx exists
set accessx d_accessx
eval $inlibc

Found in path(s):
* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/acl/d_accessx.U
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?MAKE:d_setitimer: Inlibc
?MAKE: -pick add $@ %<
?S:d_setitimer:
?S: This variable conditionally defines the HAS_SETITIMER symbol, which
?S: indicates to the C program that the setitimer() routine is available.

?S:.
?C:HAS_SETITIMER:
?C: This symbol, if defined, indicates that the setitimer routine is
?C: available to set interval timers.
?C:.
?H:#$d_setitimer HAS_SETITIMER /**/
?H:.
?LINT:set d_setitimer
: see if setitimer exists
set setitimer d_setitimer
eval $inlibc

Found in path(s):
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?MAKE:d_erf: Inlibc
?MAKE: -pick add $@ %<
?S:d_erf:
?S: This variable conditionally defines the HAS_ERF symbol, which
?S: indicates to the C program that the erf() routine is available.
?S:.
?C:HAS_ERF:
?C: This symbol, if defined, indicates that the erf routine is
?C: available to do the error function.
?C:.
?H:#$d_erf HAS_ERF /**/
?H:.
?LINT:set d_erf
: see if erf exists
set erf d_erf
eval $inlibc

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?RCS:
?MAKE:d_finite: Inlibc

?MAKE: -pick add $@ %<
?S:d_finite:
?S: This variable conditionally defines the HAS_FINITE symbol, which
?S: indicates to the C program that the finite() routine is available.
?S:.
?C:HAS_FINITE:
?C: This symbol, if defined, indicates that the finite routine is
?C: available to check whether a double is finite (non-infinity non-NaN).
?C:.
?H:#$d_finite HAS_FINITE /**/
?H:.
?LINT:set d_finite
: see if finite exists
set finite d_finite
eval $inlibc

Found in path(s):
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?MAKE:d_log1p: Inlibc
?MAKE: -pick add $@ %<
?S:d_log1p:
?S: This variable conditionally defines the HAS_LOG1P symbol, which
?S: indicates to the C program that the logp1() routine is available
?S: to compute log(1 + x) for values of x close to zero.
?S:.
?C:HAS_LOG1P:
?C: This symbol, if defined, indicates that the log1p routine is
?C: available to do the logarithm of 1 plus argument function.
?C:.
?H:#$d_log1p HAS_LOG1P /**/
?H:.
?LINT:set d_log1p
: see if log1p exists
set log1p d_log1p
eval $inlibc

Found in path(s):

* /perl-5-32-1-orig-regen-configure-1-tar-gz/metaconfig-5.32.1~rc1/U/perl/d_log1p.U

1.247 media-types 4.0.0

1.247.1 Available under license :

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1.248 ion-java 1.0.2

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1.249 netty-handler-proxy 4.1.90.Final

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* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java
* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java
* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java
*
/netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/package-info.java
* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java
* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java
* /netty-handler-proxy-4-1-90-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
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* /netty-handler-proxy-4-1-90-final-sources-jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml

1.250 github.com/xiaomi/pegasus-go-client 0.0.0-20210427083443-f3b6b08bc4c2

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1.251 utils 2.19.2

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It was downloaded from <https://download.gnome.org/sources/glib/>.

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1.257 log4j-api 2.20.0

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1.259 go-redis-redis v8.11.4

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1.263 glibc 2.31-13+deb11u5

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/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
```

```
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable}
to use {@link
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 */
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
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*/
```

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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
```

array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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* the License.
*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-30-0-android-sources-jar/com/google/common/primitives/IntsMethodsForWeb.java
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* /guava-30-0-android-sources-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-30-0-android-sources-jar/com/google/common/graph/GraphConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
*
 /guava-30-0-android-sources-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-30-0-android-sources-jar/com/google/common/graph/NetworkBuilder.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractNetwork.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/MapIteratorCache.java
* /guava-30-0-android-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Comparators.java
* /guava-30-0-android-sources-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
*
 /guava-30-0-android-sources-jar/com/google/common/graph/GraphConstants.java
* /guava-30-0-android-sources-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-30-0-android-sources-jar/com/google/common/graph/StandardValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/DirectedNetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/GraphBuilder.java
* /guava-30-0-android-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-30-0-android-sources-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/StandardNetwork.java
* /guava-30-0-android-sources-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ForwardingGraph.java
*
 /guava-30-0-android-sources-jar/com/google/common/graph/EdgesConnecting.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/EndpointPair.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-30-0-android-sources-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-30-0-android-sources-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/MutableValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/DirectedGraphConnections.java

* /guava-30-0-android-sources-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/ElementOrder.java
*
 /guava-30-0-android-sources-jar/com/google/common/graph/NetworkConnections.java
* /guava-30-0-android-sources-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-30-0-android-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
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* /guava-30-0-android-sources-jar/com/google/common/base/FinalizableSoftReference.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/DeadEvent.java
* /guava-30-0-android-sources-jar/com/google/common/io/Flushables.java
* /guava-30-0-android-sources-jar/com/google/common/io/Files.java
* /guava-30-0-android-sources-jar/com/google/common/io/LineReader.java
*
 /guava-30-0-android-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-30-0-android-sources-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-30-0-android-sources-jar/com/google/common/base/Throwables.java
* /guava-30-0-android-sources-jar/com/google/common/base/Suppliers.java
* /guava-30-0-android-sources-jar/com/google/common/base/Predicates.java
* /guava-30-0-android-sources-jar/com/google/common/base/Charsets.java
* /guava-30-0-android-sources-jar/com/google/common/io/CharStreams.java
* /guava-30-0-android-sources-jar/com/google/common/io/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/base/FinalizableReference.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/base/AbstractIterator.java
* /guava-30-0-android-sources-jar/com/google/common/base/Predicate.java
*
 /guava-30-0-android-sources-jar/com/google/common/primitives/Primitives.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EnumMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-30-0-android-sources-jar/com/google/common/base/Function.java

* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-30-0-android-sources-jar/com/google/common/io/ByteStreams.java
* /guava-30-0-android-sources-jar/com/google/common/io/CountingOutputStream.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-30-0-android-sources-jar/com/google/common/base/Preconditions.java
* /guava-30-0-android-sources-jar/com/google/common/base/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-30-0-android-sources-jar/com/google/common/io/LittleEndianDataInputStream.java
*
 /guava-30-0-android-sources-jar/com/google/common/io/MultiInputStream.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Interners.java
* /guava-30-0-android-sources-jar/com/google/common/io/CountingInputStream.java
* /guava-30-0-android-sources-jar/com/google/common/io/Closeables.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/EventBus.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/Subscribe.java
* /guava-30-0-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-30-0-android-sources-jar/com/google/common/base/Functions.java
* /guava-30-0-android-sources-jar/com/google/common/base/Defaults.java
* /guava-30-0-android-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-0-android-sources-jar/com/google/common/base/Objects.java
* /guava-30-0-android-sources-jar/com/google/common/base/FinalizableWeakReference.java
*
 /guava-30-0-android-sources-jar/com/google/common/io/LineBuffer.java
* /guava-30-0-android-sources-jar/com/google/common/base/Supplier.java
* /guava-30-0-android-sources-jar/com/google/common/collect/HashBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/io/Resources.java
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*/
/*
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  * http://creativecommons.org/licenses/publicdomain
  *

```
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap
class.
 */
```

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* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/Striped.java
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Found in path(s):
* /guava-30-0-android-sources-jar/com/google/common/math/BigDecimalMath.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Java8Compatibility.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /guava-30-0-android-sources-jar/com/google/common/math/ToDoubleRounder.java
*
/guava-30-0-android-sources-jar/com/google/common/io/Java8Compatibility.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/GwtTransient.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */
```

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* /guava-30-0-android-sources-jar/com/google/common/collect/Hashing.java
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```

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* /guava-30-0-android-sources-jar/com/google/common/collect/Queues.java
* /guava-30-0-android-sources-jar/com/google/common/math/LongMath.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/cache/RemovalListener.java
*
/guava-30-0-android-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Funnels.java
* /guava-30-0-android-sources-jar/com/google/common/base/Ticker.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Hasher.java
* /guava-30-0-android-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/math/BigIntegerMath.java
* /guava-30-0-android-sources-jar/com/google/common/hash/HashCode.java
* /guava-30-0-android-sources-jar/com/google/common/base/Enums.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/math/package-info.java
*
/guava-30-0-android-sources-jar/com/google/common/math/IntMath.java
* /guava-30-0-android-sources-jar/com/google/common/base/Optional.java
* /guava-30-0-android-sources-jar/com/google/common/math/DoubleUtils.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/ParseRequest.java
* /guava-30-0-android-sources-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/reflect/TypeParameter.java
* /guava-30-0-android-sources-jar/com/google/common/collect/BoundType.java
* /guava-30-0-android-sources-jar/com/google/common/cache/Weigher.java
* /guava-30-0-android-sources-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
*
/guava-30-0-android-sources-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /guava-30-0-android-sources-jar/com/google/common/cache/RemovalNotification.java
* /guava-30-0-android-sources-jar/com/google/common/net/HostAndPort.java
* /guava-30-0-android-sources-jar/com/google/common/hash/HashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/cache/AbstractCache.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/UnsignedInts.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/UnsignedLong.java
* /guava-30-0-android-sources-jar/com/google/common/cache/RemovalCause.java
* /guava-30-0-android-sources-jar/com/google/common/base/Present.java
*

/guava-30-0-android-sources-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/cache/Cache.java
* /guava-30-0-android-sources-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-0-android-sources-jar/com/google/common/math/MathPreconditions.java
* /guava-30-0-android-sources-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Funnel.java
* /guava-30-0-android-sources-jar/com/google/common/cache/CacheStats.java
* /guava-30-0-android-sources-jar/com/google/common/cache/RemovalListeners.java
* /guava-30-0-android-sources-jar/com/google/common/net/MediaType.java
*
/guava-30-0-android-sources-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-30-0-android-sources-jar/com/google/common/cache/CacheLoader.java
* /guava-30-0-android-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-30-0-android-sources-jar/com/google/common/hash/HashingOutputStream.java
* /guava-30-0-android-sources-jar/com/google/common/hash/AbstractHasher.java
* /guava-30-0-android-sources-jar/com/google/common/cache/LoadingCache.java
* /guava-30-0-android-sources-jar/com/google/common/hash/BloomFilter.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-30-0-android-sources-jar/com/google/common/reflect/Types.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-30-0-android-sources-jar/com/google/common/base/FunctionalEquivalence.java
*
/guava-30-0-android-sources-jar/com/google/common/cache/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/net/HttpHeaders.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Hashing.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-0-android-sources-jar/com/google/common/math/DoubleMath.java
* /guava-30-0-android-sources-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeRangeSet.java
* /guava-30-0-android-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-30-0-android-sources-jar/com/google/common/cache/ForwardingCache.java
* /guava-30-0-android-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-30-0-android-sources-jar/com/google/common/base/Absent.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
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*/

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/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* /guava-30-0-android-sources-jar/com/google/common/collect/CompactHashing.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/Range.java
* /guava-30-0-android-sources-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-30-0-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Tables.java
* /guava-30-0-android-sources-jar/com/google/common/collect/StandardTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Serialization.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableCollection.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableMap.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/PeekingIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Table.java

* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableEntry.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Collections2.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeBasedTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/HashBasedTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/CollectPreconditions.java
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* the License.
*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/
```

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* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/Partially.java
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```
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*/
```

Found in path(s):
* /guava-30-0-android-sources-jar/com/google/common/cache/Striped64.java

* /guava-30-0-android-sources-jar/com/google/common/cache/LongAdder.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /guava-30-0-android-sources-jar/com/google/common/hash/Striped64.java
* /guava-30-0-android-sources-jar/com/google/common/hash/LongAdder.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-30-0-android-sources-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /guava-30-0-android-sources-jar/com/google/common/annotations/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ContiguousSet.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/base/Strings.java
* /guava-30-0-android-sources-jar/com/google/common/annotations/Beta.java
*
 /guava-30-0-android-sources-jar/com/google/common/net/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SortedLists.java
* /guava-30-0-android-sources-jar/com/google/common/base/Equivalence.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/Atomics.java
* /guava-30-0-android-sources-jar/com/google/common/base/Ascii.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/Monitor.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/CompactHashMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TransformedIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/CompactHashSet.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingDeque.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EvictingQueue.java
* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeRangeMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeTraverser.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/DescendingImmutableSortedSet.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/RangeMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TransformedListIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractNavigableMap.java

* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/DescendingMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
*
/guava-30-0-android-sources-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/CompactLinkedHashSet.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/ArrayTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ComparisonChain.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/DiscreteDomain.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableList.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingTable.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ComputationException.java
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* /guava-30-0-android-sources-jar/com/google/common/math/Quantiles.java
* /guava-30-0-android-sources-jar/com/google/common/base/MoreObjects.java
*
 /guava-30-0-android-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/Dispatcher.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/SubscriberRegistry.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingObject.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/AbstractMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Maps.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/HashMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ReverseOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SortedSetMultimap.java
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 /guava-30-0-android-sources-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Multimaps.java
* /guava-30-0-android-sources-jar/com/google/common/collect/BiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Synchronized.java
* /guava-30-0-android-sources-jar/com/google/common/collect/package-info.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Multisets.java
* /guava-30-0-android-sources-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingListIterator.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/Iterables.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableList.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/HashMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractMapBasedMultimap.java

* /guava-30-0-android-sources-jar/com/google/common/collect/Ordering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingList.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/EnumBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-30-0-android-sources-jar/com/google/common/collect/TreeMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractIterator.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/MapDifference.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Lists.java
* /guava-30-0-android-sources-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractBiMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Multiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-30-0-android-sources-jar/com/google/common/collect/CompoundOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/LexicographicalOrdering.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Iterators.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ImmutableSet.java
* /guava-30-0-android-sources-jar/com/google/common/collect/NaturalOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingCollection.java
* /guava-30-0-android-sources-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ListMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingQueue.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/Interner.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingSortedMap.java
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-30-0-android-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/MinMaxPriorityQueue.java
*
 /guava-30-0-android-sources-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingSetMultimap.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-30-0-android-sources-jar/com/google/common/collect/SortedMapDifference.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
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* /guava-30-0-android-sources-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-30-0-android-sources-jar/com/google/common/hash/FarmHashFingerprint64.java
*
 /guava-30-0-android-sources-jar/com/google/common/io/ReaderInputStream.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-30-0-android-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/ObjectCountHashMap.java
* /guava-30-0-android-sources-jar/com/google/common/graph/BaseGraph.java
*

/guava-30-0-android-sources-jar/com/google/common/collect/ObjectCountLinkedHashMap.java
* /guava-30-0-android-sources-jar/com/google/common/graph/Traverser.java
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* /guava-30-0-android-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-30-0-android-sources-jar/com/google/common/io/CharSequenceReader.java
*
/guava-30-0-android-sources-jar/com/google/common/reflect/TypeVisitor.java
* /guava-30-0-android-sources-jar/com/google/common/collect/AbstractTable.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /guava-30-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-30-0-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-30-0-android-sources-jar/com/google/common/base/Utf8.java
* /guava-30-0-android-sources-jar/com/google/common/hash/HashingInputStream.java
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* /guava-30-0-android-sources-jar/com/google/common/base/Stopwatch.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/Floats.java
* /guava-30-0-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
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* /guava-30-0-android-sources-jar/com/google/common/io/FileBackedOutputStream.java
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* /guava-30-0-android-sources-jar/com/google/common/primitives/Longs.java
* /guava-30-0-android-sources-jar/com/google/common/base/CharMatcher.java
* /guava-30-0-android-sources-jar/com/google/common/base/internal/Finalizer.java
* /guava-30-0-android-sources-jar/com/google/common/primitives/Booleans.java
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* /guava-30-0-android-sources-jar/com/google/common/graph/PredecessorsFunction.java
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* /guava-30-0-android-sources-jar/com/google/common/reflect/Element.java

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* /guava-30-0-android-sources-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
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* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-30-0-android-sources-jar/com/google/common/annotations/VisibleForTesting.java
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* /guava-30-0-android-sources-jar/com/google/common/util/concurrent/TimeLimiter.java
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*/
```

Found in path(s):
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/Tag.java
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/package-info.java
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/Link.java
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/PerfMark.java
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*/
```

Found in path(s):
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/TaskCloseable.java
* /perfmark-api-0-23-0-sources-1-jar/io/perfmark/StringFunction.java

1.268 libnghttp2-14 1.43.0-1

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set yrange [0:]
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024
set xtics rotate by -45
set style histogram errorbars gap 2 lw 1
set style fill solid border -1
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1.269 hostname 3.23

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1.270 commons-validator 1.7

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1.271 libfido2 1.6.0-2

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1.272 joda-time 2.10.2

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1.273 libncurses 6.2+20201114-2+deb11u1

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1.274 scala 2.12.10

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```
not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (a, b) => ... }
 val x: ((Int, Int) => Int) = (((a, b)) => a)
                              ^
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
 val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
                                   ^
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the
 Tuple3,
    or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
 val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
                                   ^
three errors found
```

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This is the specification of a previous version of Scala. See the <a href="{{
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lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
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lib/csharp/src/Transport/TTransport.cs
lib/csharp/src/Transport/TTransportException.cs
lib/csharp/src/Transport/TTransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
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```

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* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttEncoder.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscribePayload.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttCodecUtil.java
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* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdVariableHeader.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttVersion.java
*
/netty-codec-mqtt-4-1-85-final-sources-
jar/io/netty/handler/codec/mqtt/MqttUnacceptableProtocolVersionException.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttFixedHeader.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageType.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubscribeMessage.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectMessage.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubAckPayload.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessage.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectPayload.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttConnectReturnCode.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttPubAckMessage.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubAckMessage.java
*
/netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttIdentifierRejectedException.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubscribePayload.java
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jar/io/netty/handler/codec/mqtt/MqttPubReplyMessageVariableHeader.java
* /netty-codec-mqtt-4-1-85-final-sources-
jar/io/netty/handler/codec/mqtt/MqttMessageIdAndPropertiesVariableHeader.java
*
 /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttProperties.java
* /netty-codec-mqtt-4-1-85-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubAckPayload.java
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menu, a prominent item in the list meets this criterion.

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The "source code" for a work means the preferred form of the work
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The
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Corresponding Source in
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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DRuntime: Runtime Library for the D Programming Language
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iconv (Charset Conversion Library) v2.0

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Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into
proprietary software. To prevent this,
we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative
of the original library,
and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are

not covered by this License; they are outside its scope. The act of running
a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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b. You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c. You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d. If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function

must be optional: if the application does not supply it, the
square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software

interchange.

If distribution of object code is
made by offering access to copy
from a designated place, then offering equivalent access to copy
the source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the
Library, but is designed to work with the Library by being
compiled or linked with it, is called a "work that uses the
Library". Such a work, in isolation, is not a derivative work of
the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because
it contains portions of the Library), rather than a "work that
uses the library". The executable is therefore covered by this
License. Section 6 states terms for distribution of such
executables.

When a "work that uses the Library" uses material from a header
file that is part of the Library, the object code for the work may
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not. Whether this is true is especially significant if the work
can be linked without the Library, or if the work is itself a
library. The threshold for this to be true is not precisely
defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a
derivative work. (Executables containing this object code plus
portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section
6. Any
executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or
link a "work that uses the Library" with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse

engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a.
Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b. Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of

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c. If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d. Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries

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a. Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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SIGNATURE OF TY COON, 1 April 1990
Ty Coon, President of Vice

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Developers that use the GNU GPL protect your rights with two steps:
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For the developers' and authors' protection, the GPL clearly explains
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authors' sake, the GPL requires that modified versions be marked as
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Some devices are designed to deny users access to install or run
modified versions of the software inside them, although the
manufacturer can do so. This is fundamentally incompatible with the
aim of protecting users' freedom to change the software. The
systematic pattern of such abuse occurs in the area of products for
individuals to use, which is precisely where it is most unacceptable.
Therefore, we have designed this version of the GPL to prohibit the
practice
for those products. If such problems arise substantially in
other domains, we stand ready to extend this provision to those
domains in future versions of the GPL, as needed to protect the
freedom of users.

Finally, every program is threatened constantly by software patents.
States should not allow patents to restrict development and use of
software on general-purpose computers, but in those that do, we wish
to avoid the special danger that patents applied to a free program
could make it effectively proprietary. To prevent this, the GPL
assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and
modification follow.

@heading TERMS AND CONDITIONS

@enumerate 0
@item Definitions.

``This License'' refers to version 3 of the GNU General Public License.

``Copyright'' also means copyright-like laws that apply to other kinds
of works, such as semiconductor masks.

``The Program'' refers to any copyrightable work licensed
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To ``modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a ``modified version" of the earlier work or a work ``based on" the earlier work.

A ``covered work" means either the unmodified Program or a work based on the Program.

To ``propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

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@item Source Code.

The ``source code" for a work means the preferred form of the work for making modifications to it. ``Object code" means any non-source form of a work.

A ``Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming
language, one that
is widely used among developers working in that language.

The ``System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that

Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A ``Major Component'', in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The ``Corresponding Source'' for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However,
it does not include the work's
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You may convey a work based on the Program, or the modifications to
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@enumerate a
@item
The work must carry prominent notices stating that you modified it,
and giving a relevant date.

@item
The work must carry prominent notices stating that it is released
under this License and any conditions added
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requirement modifies the requirement in section 4 to ``keep intact all
notices''.

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You must license the entire work, as a whole, under this License to
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(including a physical distribution medium), accompanied by the
Corresponding Source fixed on a durable physical medium customarily
used for software interchange.

@item
Convey the object code in, or embodied in, a physical product
(including a physical distribution medium), accompanied by a written
offer,
valid for at least three years and valid for as long as you
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1.290 go-billy 4.3.2

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1.291 netty-nio-client 2.19.14

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c,
include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From
strings/apr_snprintf.c:

*
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1.297 libapt-pkg 2.2.4

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* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/deserializers/protobuf/ProtobufWireFormatDecoder.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/deserializers/avro/AvroDeserializer.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializationFacade.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/avro/AWSKafkaAvroSerializer.java
*
/schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/deserializers/protobuf/ProtobufDeserializer.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/json/JsonDataWithSchema.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializerImpl.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/protobuf/ProtobufSerializer.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/serializers/GlueSchemaRegistrySerializer.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/deserializers/GlueSchemaRegistryDeserializer.java
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<<<<<<< HEAD
*
* This will be removed once Apicurio releases the latest version with the json_name fix
* https://github.com/Apicurio/apicurio-registry/blob/master/utils/protobuf-schema-
utilities/src/main/java/io/apicurio/registry/utils/protobuf/schema/ProtobufFile.java
=======
>>>>>>>
 kafka-connect-converter-protobuf
*/
```

Found in path(s):
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/utils/apicurio/ProtobufFile.java
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jar/com/amazonaws/services/schemaregistry/utils/apicurio/DynamicSchema.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/utils/apicurio/EnumDefinition.java
*
 /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/utils/apicurio/FileDescriptorUtils.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/utils/apicurio/MessageDefinition.java
* /schema-registry-serde-1-1-14-sources-
jar/com/amazonaws/services/schemaregistry/utils/apicurio/ProtobufMessage.java
* /schema-registry-serde-1-1-14-sources-

jar/com/amazonaws/services/schemaregistry/utils/apicurio/ProtobufSchema.java
* /schema-registry-serde-1-1-14-sources-
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* /schema-registry-serde-1-1-14-sources-jar/META-INF/maven/software.amazon.glue/schema-registry-serde/pom.xml

1.300 libpsl 0.21.0-1.2

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1.301 cmd/pack (devel)

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* /pack-zip/pack/doc.go
* /pack-zip/pack/pack_test.go
* /pack-zip/pack/pack.go

1.302 kryo 5.0.0-RC1

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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/AsmField.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/Kryo.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferOutputStream.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/MapSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/TimeSerializers.java
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/kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/Registration.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/Generics.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/Util.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/VersionFieldSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/unsafe/UnsafeByteBufferOutput.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/BlowfishSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInputStream.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/EnumNameSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/MapReferenceResolver.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/DeflateSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/KryoException.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/IntMap.java

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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/ReferenceResolver.java
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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/Output.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/DefaultInstantiatorStrategy.java
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 /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/unsafe/UnsafeInput.java
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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/DefaultSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInput.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/GenericsUtil.java
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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/ObjectMap.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/KryoDataInput.java
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* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/Pool.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/io/KryoObjectInput.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/JavaSerializer.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/ReflectField.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/unsafe/UnsafeByteBufferInput.java

* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/serializers/OptionalSerializers.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/ClassResolver.java
* /kryo-5-0-0-rc1-sources-jar/com/esotericsoftware/kryo/util/IntArray.java

1.303 protobuf-java 3.22.2

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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapEntry.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/TextFormatParseLocation.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Internal.java
*
 /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RpcCallback.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/AbstractMessage.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UnmodifiableLazyStringList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/BufferAllocator.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ProtoSyntax.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/FieldInfo.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ByteOutput.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/IterableByteBufferInputStream.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Parser.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RpcController.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/GeneratedMessageInfoFactory.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/BinaryWriter.java
*
 /protobuf-java-3-22-2-sources-jar/com/google/protobuf/SchemaUtil.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapFieldLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Service.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/GeneratedMessageLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionRegistryLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/DynamicMessage.java

* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Protobuf.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MessageInfo.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/NewInstanceSchema.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionSchemaFull.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/AbstractParser.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/NewInstanceSchemaLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionSchemas.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Writer.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapFieldSchemaLite.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Utf8.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/BlockingRpcChannel.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapFieldSchema.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionSchema.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionRegistryFactory.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/LazyStringArrayList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/WireFormat.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UnknownFieldSchema.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/NioByteString.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/FieldType.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RawMessageInfo.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RpcChannel.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapFieldSchemas.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RopeByteString.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/JavaType.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ProtobufArrayList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/CanIgnoreReturnValue.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MessageLiteOrBuilder.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/LazyStringList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/FieldSet.java
*

/protobuf-java-3-22-2-sources-jar/com/google/protobuf/ByteString.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/LazyFieldLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Extension.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/DoubleArrayList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ListFieldSchema.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/TypeRegistry.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/SmallSortedMap.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UnknownFieldSetSchema.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MessageOrBuilder.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ServiceException.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MapFieldSchemaFull.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UnknownFieldSetLite.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/MessageInfoFactory.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RpcUtil.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/StructuralMessageInfo.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/RepeatedFieldBuilder.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/IntArrayList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/ProtocolStringList.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UnsafeByteOperations.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/SingleFieldBuilderV3.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/NewInstanceSchemas.java
*
/protobuf-java-3-22-2-sources-jar/com/google/protobuf/ExtensionRegistry.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/Android.java
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* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/CodedInputStream.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/UninitializedMessageException.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/SingleFieldBuilder.java
* /protobuf-java-3-22-2-sources-jar/com/google/protobuf/AbstractProtobufList.java

1.304 libgdbm6 1.19-2

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* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheMessage.java
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 /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheRequest.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/FullMemcacheMessage.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultFullBinaryMemcacheResponse.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheResponseDecoder.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/LastMemcacheContent.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/AbstractMemcacheObject.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheObjectAggregator.java
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* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheDecoder.java

* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/MemcacheContent.java
* /netty-codec-memcache-4-1-85-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequest.java
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* /netty-codec-memcache-4-1-85-final-sources-jar/META-INF/maven/io.netty/netty-codec-memcache/pom.xml

1.309 libksba 1.5.0-3+deb11u2

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compiler/cpp/src/thrifty.yy
lib/csharp/src/Protocol/TBinaryProtocol.cs
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lib/csharp/src/Protocol/TType.cs
lib/csharp/src/Server/TServer.cs
lib/csharp/src/Server/TSimpleServer.cs
lib/csharp/src/Server/TThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs
lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TSocket.cs
lib/csharp/src/Transport/TStreamTransport.cs
lib/csharp/src/Transport/TTransport.cs
lib/csharp/src/Transport/TTransportException.cs
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lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
test/ThriftTest.thrift

For the aclocal/ax_boost_base.m4 and contrib/fb303/aclocal/ax_boost_base.m4 components:

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/*

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* /vet-zip/vet/vet_test.go
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* /vet-zip/vet/testdata/httpresponse/httpresponse.go
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1.323 readline 8.1-1

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former contains code derived from the library, whereas the latter must
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Version 3.1, 31 March 2009

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DRuntime: Runtime Library for the D Programming Language
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========

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 for those products. If such problems arise substantially in
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The precise terms and conditions for copying, distribution and modification follow.

@heading TERMS AND CONDITIONS

@enumerate 0
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``Major Component'', in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

The ``Corresponding Source'' for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However,
it does not include the work's
System Libraries, or general-purpose tools or generally available free
programs which are used unmodified in performing those activities but
which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,
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Corresponding Source fixed on a durable physical medium customarily
used for software interchange.

@item
Convey the object code in, or embodied in, a physical product
(including a physical distribution medium), accompanied by a written
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for software interchange, for a price no more than your reasonable
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Convey individual copies of the object code with a copy of the written
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received the object code with such an offer, in accord with subsection
6b.

@item
Convey the object code by offering access from a designated place
(gratis or for a charge), and offer equivalent access to the
Corresponding Source in the same way through
the same place at no
further charge. You need not require recipients to copy the
Corresponding Source along with the object code. If the place to copy
the object code is a network server, the Corresponding Source may be
on a different server (operated by you or a third party) that supports
equivalent copying facilities, provided you maintain clear directions
next to the object code saying where to find the Corresponding Source.
Regardless of what server hosts the Corresponding Source, you remain
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@item
Convey the object code using peer-to-peer transmission, provided you
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does not include a
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1.332 protobuf-java 3.21.12

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1.333 aws-query-protocol 2.19.2

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* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/NameServerComparator.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/Cache.java
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* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsAddressResolverGroup.java
*
 /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsServerAddresses.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsResolveContext.java
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* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java
*
 /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-85-final-sources-
jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsCacheEntry.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java

* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java
*
/netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java
* /netty-resolver-dns-4-1-85-final-sources-
jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java
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* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java
*
 /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/ShuffledDnsServerAddressStream.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsNameResolverBuilder.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsQueryContextManager.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java
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* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/NoopDnsCache.java
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 /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/DnsCache.java
* /netty-resolver-dns-4-1-85-final-sources-jar/io/netty/resolver/dns/InflightNameResolver.java

1.336 protobuf-java 3.22.5

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1.337 wire-profiles 3.7.1

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* /wire-profiles-3-7-1-sources-jar/com/squareup/wire/java/internal/ProfileFileElement.kt
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 /wire-profiles-3-7-1-sources-jar/com/squareup/wire/java/internal/TypeConfigElement.kt

1.338 gopkg.in-tomb 2.0.0-20161208151619-d5d1b5820637

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1.339 kotlin-reflect 1.8.10-release-430

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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/ClassifierDescriptor.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/java/typeEnhancement/typeEnhancement.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/types/CapturedTypeApproximation.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/types/checker/utils.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/types/IntersectionTypeConstructor.kt
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* /kotlin-reflect-1-8-10-sources-

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* /kotlin-reflect-1-8-10-sources-
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* /kotlin-reflect-1-8-10-sources-
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/GivenFunctionsMemberScope.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/java/lazy/types/RawType.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/full/exceptions.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/utils/DFS.java
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/kotlin/JavaFlexibleTypeDeserializer.kt
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* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/receivers/Receiver.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/VariableDescriptorImpl.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/kotlin/DeserializedDescriptorResolver.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/KFunctionImpl.kt
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/DeclarationDescriptorNonRootImpl.java
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/types/checker/TypeCheckingProcedureCallbacks.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/builtins/DefaultBuiltIns.kt
*
/kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/load/java/lazy/descriptors/DeclaredMemberIndex.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/util/ModuleVisibilityHelper.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/KClassesJvm.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/util.kt
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/AbstractLazyTypeParameterDescriptor.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/KProperty2Impl.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/annotations/AnnotatedImpl.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/MemberDescriptor.java
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/PropertyGetterDescriptorImpl.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/jvm/JavaDescriptorResolver.kt
*
/kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/PropertyAccessorDescriptor.java
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/receivers/AbstractReceiverValue.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/DeclarationDescriptorNonRoot.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/ModuleDescriptorImpl.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/DescriptorFactory.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/CallableDescriptor.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/java/lazy/LazyJavaAnnotations.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/ExternalOverridabilityCondition.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/InnerClassesScopeWrapper.kt
*
/kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/storage/NoLock.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/java/sources/JavaSourceElementFactory.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/ReflectProperties.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/PropertyGetterDescriptor.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/KProperty0Impl.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/annotations/annotationUtil.kt
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/LazyClassReceiverParameterDescriptor.java
* /kotlin-reflect-1-8-10-sources-

jar/kotlin/reflect/jvm/internal/impl/descriptors/impl/ReceiverParameterDescriptorImpl.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/utils/strings.kt
*
/kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/incremental/utils.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/kotlin/JavaClassDataFinder.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/ScriptDescriptor.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/types/TypeProjection.java
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/MemberScope.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/utils/collections.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/types/TypeProjectionImpl.java
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/load/java/lazy/LazyJavaPackageFragmentProvider.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/builtins/functions/FunctionClassScope.kt
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/descriptors/runtime/components/ReflectAnnotationSource.kt
*
/kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/load/java/specialBuiltinMembers.kt
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/receivers/ImplicitClassReceiver.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/resolve/scopes/AbstractScopeAdapter.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/SimpleFunctionDescriptor.java
* /kotlin-reflect-1-8-10-sources-
jar/kotlin/reflect/jvm/internal/impl/load/java/lazy/descriptors/LazyJavaStaticScope.kt
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/utils/exceptionUtils.kt
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Found in path(s):
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/descriptors/runtime/structure/ReflectJavaField.kt
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*/
// A seemingly obvious way to come about this case would be to declare a special exception class, but the problem is that

Found in path(s):
* /kotlin-reflect-1-8-10-sources-jar/kotlin/reflect/jvm/internal/impl/storage/LockBasedStorageManager.java

1.340 netty 4.1.70.Final

1.340.1 Available under license :

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Manifest-Version: 1.0
Implementation-Title: Netty/All-in-One
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name:
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.all
Implementation-Version: 4.1.70.Final
Built-By: norman
Bnd-LastModified: 1635932641304
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/All-in-One
Bundle-Version: 4.1.70.Final
Created-By: Apache Maven Bundle Plugin

Build-Jdk:
1.8.0_252
Implementation-URL: https://netty.io/netty-all/

Found in path(s):
* /netty-all-4-1-70-final-jar/META-INF/MANIFEST.MF
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /netty-all-4-1-70-final-jar/META-INF/maven/io.netty/netty-all/pom.xml

1.341 libcbin 2.31-13+deb11u6

1.341.1 Available under license :

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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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* /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/package-info.java
* /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/DefaultUdtChannelConfig.java
* /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/UdtChannelConfig.java
*
 /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/UdtMessage.java
* /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/nio/package-info.java
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* /netty-transport-udt-4-1-85-final-sources-jar/io/netty/channel/udt/UdtServerChannel.java

1.343 apache-log4j 2.20.0

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1.344 opentelemetry-context 1.24.0

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Found in path(s):
* /opentelemetry-context-1-24-0-sources-jar/io/opentelemetry/context/internal/shaded/AbstractWeakConcurrentMap.java
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* /opentelemetry-context-1-24-0-sources-jar/io/opentelemetry/context/ArrayBasedContext.java
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1.350 grpc-testing 1.39.0

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 /grpc-testing-1-39-0-sources-jar/io/grpc/testing/TestMethodDescriptors.java
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* /grpc-testing-1-39-0-sources-jar/io/grpc/internal/NoopClientCall.java
* /grpc-testing-1-39-0-sources-jar/io/grpc/testing/GrpcServerRule.java
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1.351 x-sys 0.1.0

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file_io/unix/mktemp.c, strings/apr_strings.c:

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From strings/apr_strnatcmp.c,
include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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 misc/unix/getopt.c,
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From strings/apr_strnatcmp.c, include/apr_strings.h:

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1.357 netty-transport-classes-kqueue 4.1.85.Final

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 /netty-transport-classes-kqueue-4-1-85-final-sources-jar/io/netty/channel/kqueue/Native.java
* /netty-transport-classes-kqueue-4-1-85-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
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* /netty-transport-classes-kqueue-4-1-85-final-sources-jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
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* /netty-transport-classes-kqueue-4-1-85-final-sources-jar/io/netty/channel/kqueue/NativeLongArray.java
* /netty-transport-classes-kqueue-4-1-85-final-sources-jar/io/netty/channel/kqueue/AcceptFilter.java
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1.358 gson 2.9.0

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* /gson-2-9-0-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-9-0-sources-jar/com/google/gson/JsonParseException.java
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 /gson-2-9-0-sources-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-9-0-sources-jar/com/google/gson/JsonIOException.java
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* /gson-2-9-0-sources-jar/com/google/gson/JsonNull.java
* /gson-2-9-0-sources-jar/com/google/gson/annotations/SerializedName.java
* /gson-2-9-0-sources-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-9-0-sources-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-9-0-sources-jar/com/google/gson/JsonPrimitive.java
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 /gson-2-9-0-sources-jar/com/google/gson/reflect/TypeToken.java
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* /gson-2-9-0-sources-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /gson-2-9-0-sources-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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 /gson-2-9-0-sources-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /gson-2-9-0-sources-jar/com/google/gson/TypeAdapter.java
* /gson-2-9-0-sources-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
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* /gson-2-9-0-sources-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-9-0-sources-jar/com/google/gson/internal/ConstructorConstructor.java
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1.359 sensible-utils 0.0.14

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1.362 jackson 2.14.1

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* /netty-transport-4-1-86-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
*
 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelId.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/group/ChannelMatchers.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
*
 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultChannelId.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
*
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its subtypes:
*
* {@link
 ChannelInboundHandler} to handle inbound I/O events, and
* {@link ChannelOutboundHandler} to handle outbound I/O operations.
*
*
*
* Alternatively, the following adapter classes are provided for your convenience:
*
* {@link ChannelInboundHandlerAdapter} to handle inbound I/O events,
* {@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and
* {@link ChannelDuplexHandler} to handle both inbound and outbound events
*
*
*

```
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
```

```
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
```

```
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/embedded/EmbeddedSocketAddress.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/nio/NioServerSocketChannel.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/VoidChannelPromise.java
* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/DatagramChannelConfig.java
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* /netty-transport-4-1-86-final-sources-jar/io/netty/channel/ChannelException.java
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 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
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 /netty-transport-4-1-86-final-sources-jar/io/netty/channel/DefaultEventLoopGroup.java
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1.366 netty-codec-socks 4.1.90.Final

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* /netty-codec-socks-4-1-90-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java
* /netty-codec-socks-4-1-90-final-sources-jar/io/netty/handler/codec/socksx/v4/AbstractSocks4Message.java
* /netty-codec-socks-4-1-90-final-sources-
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* /netty-codec-socks-4-1-90-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponseDecoder.java
* /netty-codec-socks-4-1-90-final-sources-
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* /netty-codec-socks-4-1-90-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5ClientEncoder.java
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* /netty-codec-socks-4-1-90-final-sources-
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
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* /netty-codec-socks-4-1-90-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequestDecoder.java
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*/
 -->

Found in path(s):

* /schema-registry-build-tools-1-1-14-sources-jar/META-INF/maven/software.amazon.glue/schema-registry-build-tools/pom.xml

1.372 third-party-jackson-core 2.20.8

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1.373 netty-resolver-dns-native-macos 4.1.85.Final

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* /netty-resolver-dns-native-macos-4-1-85-final-jar/META-INF/maven/io.netty/netty-resolver-dns-native-macos/pom.xml
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Manifest-Version: 1.0
Implementation-Title: Netty/Resolver/DNS/Native/MacOS
Bundle-Description: Netty is an asynchronous event-driven network appl
ication framework for rapid development of maintainable high perfo
rmance protocol servers and clients.
Automatic-Module-Name: io.netty.resolver.dns.macos.osx.aarch_64
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.resolver-dns-native-macos
Implementation-Version: 4.1.85.Final
Built-By: chris
Bnd-LastModified: 1668019112741
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Resolver/DNS/Native/MacOS
Bundle-Version:
 4.1.85.Final
Created-By: Apache Maven Bundle Plugin

Build-Jdk: 1.8.0_312
Implementation-URL: https://netty.io/netty-resolver-dns-native-macos/

Found in path(s):
* /netty-resolver-dns-native-macos-4-1-85-final-jar/META-INF/MANIFEST.MF

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Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Present.java

* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Types.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Optional.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Enums.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Absent.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java

* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/
```

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Partially.java
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```
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* Expert Group and released to the public domain, as explained at
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*/
```

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAdder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
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*/
/*
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  * and released to the public domain, as explained at
  * http://creativecommons.org/licenses/publicdomain
  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullnessCasts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/NullnessCasts.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Count.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
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* the License.
*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/DoublesMethodsForWeb.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumBiMap.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultimap.java
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/guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingObject.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompoundOrdering.java
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/guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingCollection.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComputationException.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeVisitor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Function.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closeables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interners.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Functions.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Resources.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java

* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/Files.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Flushables.java
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/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/package-info.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/package-info.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntry.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMultisets.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeToken.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/AppendableWriter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Cut.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Escapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/net/UrlEscapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteProcessor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Tables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Range.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/net/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/ParametricNullness.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ParametricNullness.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ParametricNullness.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSetMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java
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/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/FloatsMethodsForWeb.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/
```

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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/BaseGraph.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Java8Compatibility.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Java8Compatibility.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/Joiner.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java

* /guava-31-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
*
/guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
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  */

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*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java

* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectCollectors.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
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#+STARTUP: showall

* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular
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1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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1.385 apimachinery 0.0.0-20191123233150-4c4803ed55e3

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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/IdempotentUtils.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkStructuredJsonFactory.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkCborGenerator.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/StructuredJsonGenerator.java

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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/internal/MaxAttemptsResolver.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/waiters/PollingStrategy.java

* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/NoneTlsKeyManagersProvider.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/XmlUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/AWSCredentials.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/HttpMethodName.java

* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/SigningAlgorithm.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/AmazonClientException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/SignatureVersion.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/LegacyErrorUnmarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/VoidUnmarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/SimpleTypeUnmarshallers.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/auth/SignerProviderContext.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/adapters/types/StringToInputStreamAdapter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/MetadataCache.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/auth/DefaultSignerProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/NullResponseMetadataCache.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/adapters/types/TypeAdapter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/adapters/types/StringToByteBufferAdapter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/auth/NoOpSignerProvider.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/annotation/package-info.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/http/ErrorCodeParser.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/http/IonErrorCodeParser.java

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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/ServiceClientHolderInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/json/Jackson.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/metrics/MetricAdmin.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/jmx/JmxInfoProviderSupport.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/AWSSessionCredentialsProvider.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/jmx/spi/JmxInfoProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/RequestClientOptions.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/jmx/spi/SdkMBeanRegistry.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/metrics/MetricAdminMBean.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/BasicSessionCredentials.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/ClassLoaderHelper.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/AWSSessionCredentials.java

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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base32.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base16.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/EncodingSchemeEnum.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/RegionAwareSigner.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/EC2MetadataUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/SdkRuntime.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/MetricAware.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Throwables.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/IOUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base16Codec.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base64.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/CodecUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/AbortedException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/jmx/SdkMBeanRegistrySupport.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base32Codec.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkDigestInputStream.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/jmx/MBeans.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/Region.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/ResetException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkBufferedInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/EncodingScheme.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/RegionMetadataParser.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkFilterOutputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/AbstractBase32Codec.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/RegionUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/MetricsInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkFilterInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/HttpClientWrappingInputStream.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base64Codec.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/ServiceAwareSigner.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/ListWithAutoConstructFlag.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Codec.java
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jar/com/amazonaws/auth/profile/internal/ProfileStaticCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/DefaultMarshallingType.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/DefaultValueSupplier.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonOperationMetadata.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/OperationInfo.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/StringInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/builder/AwsAsyncClientBuilder.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/profile/path/config/SharedConfigDefaultLocationProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/AwsRegionProviderChain.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/AwsSyncClientParams.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/MarshallingInfo.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/builder/AwsClientBuilder.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/RetryPolicyAdapter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/SimpleRetryPolicy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/MapUnmarshaller.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/ClientHandler.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/AwsErrorResponseHandler.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonErrorResponseMetadata.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/SdkClock.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonErrorShapeMetadata.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/JsonMarshallerContext.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/PredefinedBackoffStrategies.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/builder/AwsSyncClientBuilder.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/AbstractErrorUnmarshaller.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonContentTypeResolver.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/SdkBaseException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/StaticSignerProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/TimingInfoUnmodifiable.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/DefaultAwsRegionProviderChain.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/Protocol.java
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jar/com/amazonaws/profile/path/cred/CredentialsLegacyConfigLocationProvider.java

* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/EmptyBodyJsonMarshaller.java
*
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/MarshallLocation.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/presign/PresignerFacade.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/request/HttpRequestFactory.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkJsonGenerator.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/ProtocolMarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/builder/ExecutorFactory.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonContentTypeResolverImpl.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/StaticCredentialsProvider.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/ClientConfigurationFactory.java
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* /aws-java-sdk-core-1-12-430-sources-
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/SimpleTypeJsonMarshallers.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/AwsAsyncClientParams.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/RetryOnStatusCodeCondition.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/FixedDelayBackoffStrategy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/AllProfiles.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/AWSStaticCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/ClientExecutionParams.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/V2CompatibleBackoffStrategyAdapter.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/AwsEnvVarOverrideRegionProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/StructuredPojo.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/RetryCondition.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/PathMarshallers.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/ProtocolRequestMarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/ClientHandlerImpl.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/ListUnmarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/RequestConfig.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/SdkClientException.java
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* /aws-java-sdk-core-1-12-430-sources-
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/client/ClientHandlerParams.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkStructuredJsonFactoryImpl.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/BasicProfile.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonClientMetadata.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/MarshallerRegistry.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/ExecutionContext.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/BackoffStrategy.java

* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/TimingInfo.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkFunction.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/AwsProfileNameLoader.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/TimingInfoFullSupport.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/AmazonWebServiceResult.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/HeaderMarshallers.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/RetryPolicyContext.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/AwsSystemPropertyRegionProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/OrRetryCondition.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/AmazonWebServiceRequestAdapter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/XMLWriter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/MarshallingType.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/presign/PresignerParams.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/client/SdkInterruptedException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonContent.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/V2CompatibleBackoffStrategy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/ValueToStringConverters.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/profile/path/AwsDirectoryBasePathProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/MaxNumberOfRetriesCondition.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/EndpointToRegion.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/SdkHttpMetadata.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/JsonProtocolMarshallerBuilder.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/auth/profile/internal/ProfileAssumeRoleCredentialsProvider.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/v2/RetryPolicy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/internal/QueryParamMarshallers.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/InstanceMetadataRegionProvider.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/profile/path/config/ConfigEnvVarOverrideLocationProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/AwsProfileRegionProvider.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/request/ProgressSupport.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/ProgressInputStream.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/BasicProfileConfigLoader.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/internal/SignerKey.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/ProfileCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/RoleInfo.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/auth/profile/internal/securitytoken/STSProfileCredentialsServiceLoader.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFileWriter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/SyncProgressListener.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/LengthCheckInputStream.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/auth/profile/internal/securitytoken/ProfileCredentialsService.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/RequestProgressInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/internal/SignerConstants.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/internal/AWS4SignerRequestParams.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/DelegateSSLSocket.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/ProgressEventFilter.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/package-info.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/UnreliableFilterInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/request/Progress.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/Releasable.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/FIFOCache.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/DeliveryMode.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/UnreliableTestConfig.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkSSLSocket.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/SDKProgressPublisher.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Platform.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/auth/profile/internal/securitytoken/STSProfileCredentialsServiceProvider.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/auth/profile/internal/ProfileProcessCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/internal/Profile.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/event/ResponseProgressInputStream.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/BoundedLinkedHashMap.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFile.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/internal/AWS4SignerUtils.java
*

/aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkSocket.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/NameValuePair.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/URLEncodedUtils.java

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jar/com/amazonaws/http/apache/client/impl/CRC32ChecksumResponseInterceptor.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/model/Service.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/RegionImpl.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/model/Partition.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/model/CredentialScope.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/model/Endpoint.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/PartitionRegionImpl.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/apache/SdkProxyRoutePlanner.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/PartitionMetadataProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/AbstractRegionMetadataProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/InMemoryRegionsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java
*
 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/regions/InMemoryRegionImpl.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/PartitionsLoader.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/partitions/model/Region.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/protocol/json/SdkIonGenerator.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/BaseCredentialsFetcher.java

* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/CredentialsEndpointProvider.java
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 /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/InstanceMetadataServiceResourceFetcher.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/TokenBucket.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/ExceptionUtils.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/ContainerCredentialsRetryPolicy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/EndpointPrefixAwareSigner.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/retry/RetryMode.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/ContainerCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/EC2ResourceFetcher.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/InstanceMetadataServiceCredentialsFetcher.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/IdleConnectionReaper.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/HandlerContextAware.java
*
/aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/InstanceProfileCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/CRC32MismatchException.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/AWSCredentialsProviderChain.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/EC2MetadataClient.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/DefaultAWSCredentialsProviderChain.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/auth/SystemPropertiesCredentialsProvider.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/DynamoDBBackoffStrategy.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/DelegatingDnsResolver.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/client/HttpClientFactory.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/PredefinedClientConfigurations.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/DelegateSocket.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/transform/JsonErrorUnmarshaller.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/settings/HttpClientSettings.java
* /aws-java-sdk-core-1-12-430-sources-
jar/com/amazonaws/http/timers/client/ClientExecutionAbortTrackerTask.java
*

/aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/http/JsonErrorCodeParser.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/ReadLimitInfo.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkInternalMap.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/client/ConnectionManagerFactory.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/TimeoutThreadPoolBuilder.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/request/HttpRequestAbortTask.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/Base16Lower.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/client/ClientExecutionAbortTask.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/client/ClientExecutionAbortTaskImpl.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/log/CommonsLog.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/util/NumberUtils.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/request/HttpRequestAbortTaskImpl.java
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/aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/SDKGlobalTime.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/client/ClientExecutionTimer.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/log/JulLogFactory.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/DnsResolver.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/timers/request/HttpRequestTimer.java
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* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/http/conn/SdkConnectionKeepAliveStrategy.java
* /aws-java-sdk-core-1-12-430-sources-jar/com/amazonaws/internal/SdkInternalList.java

1.388 linux-libc-dev 5.10.178-3

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```
/* nicstar.c  v0.22  Jawaid Bazyar (bazyar@hypermall.com)
* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
*
* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
*  http://www.hypermall.com/
* 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY
* interrupts us (except possibly for removal/insertion of the cable?)
* 10/4/97 - began heavy inline documentation of the code. Corrected typos
* and spelling mistakes.
* 10/5/97 - added code to handle PHY interrupts, disable PHY on
* loss of link, and correctly re-enable PHY when link is
* re-established. (put back CFG_PHYIE)
*
*   Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
*
* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
*
* Linux driver for the IDT77201 NICStAR PCI ATM controller.
* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
* see init_nicstar() for PHY initialization to change this. This driver
* expects the Linux ATM stack to support scatter-gather
 lists
* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
*
* Implementing minimal-copy of received data:
*   IDT always receives data into a small buffer, then large buffers
*     as needed. This means that data must always be copied to create
*     the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
*     Fix is simple: make large buffers large enough to hold entire
*     SDU, and leave <small_buffer_data> bytes empty at the start. Then
*     copy small buffer contents to head of large buffer.
*   Trick is to avoid fragmenting Linux, due to need for a lot of large
*     buffers. This is done by 2 things:
*       1) skb->destructor / skb->atm.recycle_buffer
*            combined, allow nicstar_free_rx_skb to be called to
```

```
*           recycle large data buffers
*       2) skb_clone of received buffers
*   See nicstar_free_rx_skb and linearize_buffer for implementation
*    details.
*
*
*
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* M. Welsh, 6 July 1996
*
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To: Stephen Frost <sfrost@debian.org>
X-Mailer: Lotus Notes Release 5.0.2a (Intl) 23 November 1999
Subject: Re: Juan C. Gomez license in OpenLDAP Source

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Found in path(s):
* /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/package-info.java
* /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/RxtxDeviceAddress.java
* /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/RxtxChannelOption.java
*
 /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/RxtxChannelConfig.java
* /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/DefaultRxtxChannelConfig.java
* /netty-transport-rxtx-4-1-85-final-sources-jar/io/netty/channel/rxtx/RxtxChannel.java
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1.391 commons-lang3 3.3.2

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Found in path(s):

* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/ReflectUtil.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/DuplicateHandler.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/TokenIterator.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/Time.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/regex/RegExTokenIterator.java
*
 /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/WeakWeakMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/regex/WildcardStringParser.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/DateUtil.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/NullMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/TimeConverter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/NumberConverter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/LinkedSet.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/PropertyConverter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/DefaultConverter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/FilterIterator.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/ExpiringMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/BeanUtil.java
*
 /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/NoAvailableConverterException.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/SystemUtil.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/LinkedMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/StringTokenIterator.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/TimeFormat.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/Platform.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/AbstractTokenIterator.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/MissingTypeException.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/service/ServiceConfigurationError.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/lang/StringUtil.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/Converter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/TimeoutMap.java
*
 /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/ConverterImpl.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/BeanMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/AbstractDecoratedMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/service/RegisterableService.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/LRUMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/LRUHashMap.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/ConversionException.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/CollectionUtil.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/TypeMismathException.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/convert/DateConverter.java
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/IgnoreCaseMap.java
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/**
* A registry for service provider objects.
* <p/>
* Service providers are looked up from the classpath, under the path
* {@code META-INF/services/}&lt;full-class-name&gt;.
* <p/>
* For example:<br/>
* {@code META-INF/services/com.company.package.spi.MyService}.
* <p/>
* The file should contain a list of fully-qualified concrete
 class names,
* one per line.
* <p/>
* The <em>full-class-name</em> represents an interface or (typically) an
* abstract class, and is the same class used as the category for this registry.
* Note that only one instance of a concrete subclass may be registered with a
* specific category at a time.
* <p/>
* <small>Implementation detail: This class is a clean room implementation of
* a service registry and does not use the proprietary {@code sun.misc.Service}
* class that is referred to in the <em>JAR File specification</em>.
* This class should work on any Java platform.
* </small>
```

*
* @author Harald Kuhr
* @version $Id: com/twelvemonkeys/util/service/ServiceRegistry.java#2 $
* @see RegisterableService
* @see JAR File Specification
*/

Found in path(s):
* /common-lang-3-3-2-sources-2-jar/com/twelvemonkeys/util/service/ServiceRegistry.java

1.392 netty-transport-classes-epoll 4.1.86.Final

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* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollMode.java
*
 /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java
* /netty-transport-classes-epoll-4-1-86-final-sources-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /netty-transport-classes-epoll-4-1-86-final-sources-
jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
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/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

```
   */
/**
    * Set the {@code TCP_QUICKACK} option on the socket.
    * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
    * for more details.
    */
```

Found in path(s):
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/SegmentedDatagramPacket.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollDomainDatagramChannel.java
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/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */

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* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/LinuxSocket.java
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* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/package-info.java
*

/netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/Epoll.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
* /netty-transport-classes-epoll-4-1-86-final-sources-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java

1.393 make 4.3-4.1

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1.396 pcre 10.36-2+deb11u1

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1.397 client-spi 2.19.2

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* /netty-codec-haproxy-4-1-85-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyProxiedProtocol.java
*

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1.400 sdk-core 2.19.14

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1.401 gmp 6.2.1+dfsg-1+deb11u1

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1.404 prometheus-client 1.12.0

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1.405 lsb-base 11.1.0

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src/clnt_perror.c
src/clnt_raw.c
src/clnt_simple.c
src/clnt_vc.c
src/debug.c
src/debug.h
src/des_crypt.c
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src/getnetpath.c
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src/key_call.c

src/key_prot_xdr.c
src/pmap_clnt.c
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src/rpc_callmsg.c
src/rpc_com.h
src/rpc_commondata.c
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src/rpc_soc.c
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src/rtime.c
src/svc_auth.c
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src/xdr_float.c
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src/xdr_rec.c
src/xdr_reference.c
src/xdr_sizeof.c
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tirpc/rpc/auth_des.h
tirpc/rpc/auth_unix.h
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tirpc/rpc/pmap_prot.h
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/DefaultFileRegion.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/oio/OioEventLoopGroup.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/ServerSocketChannel.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/DefaultChannelPipeline.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ThreadPerChannelEventLoop.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/group/ChannelGroupFuture.java
*
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/local/package-info.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/group/CombinedIterator.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/DatagramChannelConfig.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/nio/NioSocketChannel.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelPipeline.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelException.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/local/LocalServerChannel.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/bootstrap/Bootstrap.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelPromise.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/nio/NioEventLoop.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/DatagramPacket.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/EventLoopException.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelOption.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/oio/package-info.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelPromiseNotifier.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/local/LocalChannel.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/package-info.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/CombinedChannelDuplexHandler.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ServerChannel.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelInitializer.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelConfig.java
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*
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/group/ChannelMatchers.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
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*
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its {@link ChannelPipeline}.
*
* <h3>Sub-types</h3>
* <p>
* {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>{@link
 ChannelInboundHandler} to handle inbound I/O events, and</li>
* <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
```

```
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*
 }
*     }
*     ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See {@link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*     }
* }
*
* </pre>
```

```
*
* <h4>Using {@link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use {@link AttributeKey}s which is provided by
* {@link ChannelHandlerContext}:
 * <pre>
* public interface Message {
*     // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*     private final {@link AttributeKey}&lt;{@link Boolean}&gt; auth =
*           {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
*     {@code @Override}
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {@link Attribute}&lt;{@link Boolean}&gt; attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             <b>attr.set(true)</b>;
*         } else (message instanceof GetDataMessage) {
*             if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
*     ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
```

```
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/package-info.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/ChannelPool.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java
* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/PendingWriteQueue.java
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* /netty-transport-4-1-89-final-sources-jar/io/netty/channel/ChannelHandlerMask.java

1.411 tdb 1.46.2

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1.414 snake-yaml 2.6

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* /netty-transport-native-kqueue-4-1-85-final-sources-jar/netty_kqueue_bsdsocket.h
* /netty-transport-native-kqueue-4-1-85-final-sources-jar/netty_kqueue_eventarray.h
* /netty-transport-native-kqueue-4-1-85-final-sources-jar/netty_kqueue_native.c
* /netty-transport-native-kqueue-4-1-85-final-sources-jar/netty_kqueue_eventarray.c
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* /netty-transport-native-kqueue-4-1-85-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-kqueue/pom.xml

1.416 failureaccess 1.0.1

1.417 kotlinpoet 1.7.2

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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DRuntime: Runtime Library for the D Programming Language
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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git://git.savannah.gnu.org/gm2.git (for Modula-2)

The current gcc-10 source package is taken from the SVN gcc-10-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language, library, and documentation as follows:

Language	Compiler package	Library package	Documentation
Ada	gnat-10	libgnat-10	gnat-10-doc
BRIG	gccbrig-10	libhsail-rt0	
C	gcc-10		gcc-10-doc
C++	g++-10	libstdc++6	libstdc++6-10-doc
D	gdc-10		
Fortran 95	gfortran-10	libgfortran5	gfortran-10-doc
Go	gccgo-10	libgo0	
Objective C	gobjc-10	libobjc4	
Objective C++	gobjc++-10		
Modula-2	gm2-10	libgm2	

For some language run-time libraries, Debian provides source files, development files, debugging symbols and libraries containing position-independent code in separate packages:

Language	Sources	Development	Debugging	Position-Independent
C++			libstdc++6-10-dbg	libstdc++6-10-pic
D	libphobos-10-dev			

Additional packages include:

All languages:

libgcc1, libgcc2, libgcc4	GCC intrinsics (platform-dependent)
gcc-10-base	Base files common to all compilers
gcc-10-soft-float	Software floating point (ARM only)
gcc-10-source	The sources with patches

Ada:

libgnat-util10-dev, libgnat-util10	GNAT version library

C:

cpp-10, cpp-10-doc	GNU C Preprocessor
libssp0-dev, libssp0	GCC stack smashing protection library
libquadmath0	Math routines for the __float128 type

fixincludes Fix non-ANSI header files

C, C++ and Fortran 95:
libgomp1-dev, libgomp1 GCC OpenMP (GOMP) support library
libitm1-dev, libitm1 GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can
also run 64-bit code, Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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libphobos-10-dev D standard runtime library

The D source package is made up of the following components.

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The Phobos standard runtime library:
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========

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library

creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any
executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a.
Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete

machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b. Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of

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c. If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d. Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable.

Therefore, we have designed this version of the GPL to prohibit the practice
for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

@heading TERMS AND CONDITIONS

@enumerate 0
@item Definitions.

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through a computer network, with no transfer of a copy, is not
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work under this License, and how to view a copy of this License. If
the interface presents a list of user commands or options, such as a
menu, a prominent item in the list meets this criterion.

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The ``source code'' for a work means the preferred form of the work for
making modifications to it. ``Object code'' means any non-source form
of a work.

A ``Standard Interface'' means an interface that either is an official
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interfaces specified for a particular programming
language, one that
is widely used among developers working in that language.

The ``System Libraries'' of an executable work include anything, other
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packaging a Major Component, but which is not part of that Major
Component, and (b) serves only to enable use of the work with that
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implementation is available to the public in source code form. A
``Major Component'', in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

The ``Corresponding Source'' for a work in object code form means all
the source code needed to generate, install, and (for an executable
work) run the object code and to modify the work, including scripts to
control those activities. However,
it does not include the work's
System Libraries, or general-purpose tools or generally available free
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which are not part of the work. For example, Corresponding Source
includes interface definition files associated with source files for
the work, and the source code for shared libraries and dynamically
linked subprograms that the work is specifically designed to require,

such as by intimate data communication or control flow between those subprograms and other parts of the work.

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requirement modifies the requirement in section 4 to ``keep intact all notices''.

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You may convey a covered work in object code form under the terms of
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Corresponding Source fixed on a durable physical medium customarily
used for software interchange.

@item
Convey the object code in, or embodied in, a physical product
(including a physical distribution medium), accompanied by a written
offer,
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for software interchange, for a price no more than your reasonable
cost of physically performing this conveying of source, or (2) access
to copy the Corresponding Source from a network server at no charge.

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Convey individual copies of the object code with a copy of the written
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allowed only occasionally and noncommercially, and only if you
received the object code with such an offer, in accord with subsection

6b.

@item
Convey the object code by offering access from a designated place
(gratis or for a charge), and offer equivalent access to the
Corresponding Source in the same way through
the same place at no
further charge. You need not require recipients to copy the
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the object code is a network server, the Corresponding Source may be
on a different server (operated by you or a third party) that supports
equivalent copying facilities, provided you maintain clear directions
next to the object code saying where to find the Corresponding Source.
Regardless of what server hosts the Corresponding Source, you remain
obligated to ensure that it is available for as long as needed to
satisfy these requirements.

@item
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inform other peers where the object code and Corresponding Source of
the work are being offered to the general public at no charge under
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@end enumerate

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object code work.

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install

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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibDecoder.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpHeaderValues.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/HttpHeadersEncoder.java
* /netty-codec-http-4-1-86-final-sources-
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateEncoder.java
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* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyGoAwayFrame.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockJZlibEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeadersFrame.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketFrameEncoder.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
*
/netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaders.java
* /netty-codec-http-4-1-86-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockZlibEncoder.java

1.427 cloudwatch 2.19.2

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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix.c
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix.h
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Found in path(s):
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/FileDescriptor.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_filedescriptor.c
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/Errors.java
*
/netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/ServerDomainSocketChannel.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_filedescriptor.h
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_errors.h
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_errors.c
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/UnixChannel.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DomainSocketReadMode.java
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* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
*
/netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_socket.h
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/netty_unix_socket.c
* /netty-transport-native-unix-common-4-1-86-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java

1.433 e2fsprogs 1.46.2-2

1.433.1 Available under license :

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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#
This is a Makefile stub which handles the creation of BSD shared
libraries.
#
In order to use this stub, the following makefile variables must be defined.
#
BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)

```
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
```

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Index: tdbsa/tdb.c
===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell   2005
+   Copyright (C) Andrew Tridgell   1999-2005
+   Copyright (C) Jeremy Allison   2000-2006
+   Copyright (C) Paul `Rusty' Russell   2000

    ** NOTE! The following LGPL license applies to the tdb
    ** library. This does NOT imply that all of Samba is released
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Gadi Oxman, August 1995

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Theodore Ts'o
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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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If such an object file uses only numerical parameters, data
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1.434 libmpdec3 2.5.1-1

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*/
```

1.435 logsave 1.46.2-2

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#
This is a Makefile stub which handles the creation of BSD shared
libraries.
#
In order to use this stub, the following makefile variables must be defined.
#
BSDLIB_VERSION = 1.0
BSDLIB_IMAGE = libce
BSDLIB_MYDIR = et
BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile

```
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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Index: tdbsa/tdb.c
===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell   2005
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Gadi Oxman, August 1995

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```
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```

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```
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Theodore Ts'o
23-June-2007

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written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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1.436 jackson-dataformat-cbor 2.14.1

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1.437 libcom-err 1.46.2-2

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Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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```
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs
```

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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Index: tdbsa/tdb.c

```
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell              2005
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    ** NOTE! The following LGPL license applies to the tdb
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```

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Gadi Oxman, August 1995

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This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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1.438 wire-grpc-server-generator 3.7.1

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* /wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/BlockingStubGenerator.kt
* /wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/ServiceDescriptorGenerator.kt
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/wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/StubGenerator.kt
* /wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/ImplBaseGenerator.kt
* /wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/LegacyAdapterGenerator.kt
* /wire-grpc-server-generator-3-7-1-sources-jar/com/squareup/wire/kotlin/grpcserver/MethodDescriptorGenerator.kt

1.439 wire-kotlin-generator 3.7.1

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1.440 netty-codec-http 4.1.89.Final

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* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/HttpResponseDecoder.java
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* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/spdy/SpdySettingsFrame.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/spdy/SpdyStreamFrame.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/spdy/SpdyHeaderBlockJZlibEncoder.java
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* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/cookie/package-info.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/cookie/CookieDecoder.java
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* /netty-codec-http-4-1-89-final-sources-
jar/io/netty/handler/codec/http/websocketx/CorruptedWebSocketFrameException.java
* /netty-codec-http-4-1-89-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker00.java
* /netty-codec-http-4-1-89-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java

*
/netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolHandshakeHandler.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker07.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/CloseWebSocketFrame.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
* /netty-codec-http-4-1-89-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerProtocolConfig.java

1.441 internmap 2.0.3

1.441.1 Available under license :

ISC

1.442 gnupg-l10n 2.2.27-2+deb11u2

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#+STARTUP: showall

* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular

expression support

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1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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1.443 selinux 3.1-3

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1.444 joda-time 2.12.1

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1.445 libnsl 1.3.0-2

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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c

lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
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lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
slave/kpropd_rpc.c
slave/kproplog.c

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cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
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lib/libgss/g_canon_name.c
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lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c

lib/gssapi/mechglue/g_inquire_context.c
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lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
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lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation,
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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
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  Version 1.1, February 14h, 2010
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Code woven in by Terry Thorsen 1/2003.

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See the accompanying
file LICENSE, version 2000-Apr-09 or later
(the contents of which are also included in zip.h) for terms of use.
If, for some reason, all these files are missing, the Info-ZIP license
also may be found at: ftp://ftp.info-zip.org/pub/infozip/license.html

     crypt.c (full version) by Info-ZIP.   Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the
non-echoing password parts) were originally written in Europe. The
whole source package can be freely distributed, including from the USA.
(Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from
Roger Schlafly, described by Phil Katz in the file appnote.txt. This
file (appnote.txt) is distributed with the PKZIP program (even in the
version without encryption capabilities).

Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos
2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
2007-2008 - Even Rouault - Remove old C style function prototypes
2007-2008 - Even Rouault - Add unzip support for ZIP64

Copyright (C) 2007-2008 Even Rouault

Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G
should only read the compressed/uncompressed size from the Zip64 format if
the size from normal header was 0xFFFFFFFF
Oct-2009 - Mathias Svensson - Applied some bug fixes from paches recived from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression mathod
BZIP2 (bzip2 lib is required)
Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

Copyright (C) 1998 - 2010 Gilles Vollant, Even Rouault, Mathias Svensson

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.c
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Found in path(s):

* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.3
No license file was found, but licenses were detected in source scan.

/* inflate.c -- zlib decompression
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.c
No license file was found, but licenses were detected in source scan.

/* infback.c -- inflate using a call-back interface
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/infback.c
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/* gzlog.h
Copyright (C) 2004, 2008, 2012 Mark Adler, all rights reserved
version 2.2, 14 Aug 2012

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Mark Adler madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.h

No license file was found, but licenses were detected in source scan.

/* uncompr.c -- decompress a memory buffer
* Copyright (C) 1995-2003, 2010, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/uncompr.c
No license file was found, but licenses were detected in source scan.

/* inflate.h -- internal inflate state definition
* Copyright (C) 1995-2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inflate.h
No license file was found, but licenses were detected in source scan.

/* zconf.h -- configuration of the zlib compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.cmakein
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h.in
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zconf.h
No license file was found, but licenses were detected in source scan.

/* zip.h -- IO on .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

      Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

      Modifications for Zip64 support
      Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

      For more info read MiniZip_info.txt

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      Changes

      See header of zip.h

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/zip.h
No license file was found, but licenses were detected in source scan.

/*
* gzlog.c
* Copyright (C) 2004, 2008, 2012, 2016 Mark Adler, all rights reserved
* For conditions of distribution and use, see copyright notice in gzlog.h
* version 2.2, 14 Aug 2012
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzlog.c
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.dj2
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/msdos/Makefile.emx
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/old/os2/Makefile.os2
No license file was found, but licenses were detected in source scan.

/* gzjoin -- command to join gzip files into one gzip file

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version 1.2, 14 Aug 2012

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Mark Adler   madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzjoin.c
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ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.11 is a general purpose data compression library. All the code is
thread safe. The data format used by the zlib library is described by RFCs
(Request for Comments) 1950 to 1952 in the files
http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and
rfc1952 (gzip format).

All functions of the compression library are documented in the file zlib.h
(volunteer to write man pages welcome, contact zlib@gzip.org). A usage example
of the library is given in the file test/example.c which also tests that
the library is working correctly. Another example is given in the file
test/minigzip.c. The compression library itself is composed of all source
files in the root directory.

To compile all files and run the test program, follow the instructions given at
the top of Makefile.in. In short "./configure; make test", and if that goes
well, "make install" should work
 for most flavors of Unix. For Windows, use
one of the special makefiles in win32/ or contrib/vstudio/ . For VMS, use

make_vms.com.

Questions about zlib should be sent to <zlib@gzip.org>, or to Gilles Vollant <info@winimage.com> for the Windows DLL version. The zlib home page is http://zlib.net/ . Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ http://zlib.net/zlib_faq.html before asking for help.

Mark Nelson <markn@ieee.org> wrote an article about zlib for the Jan. 1997 issue of Dr. Dobb's Journal; a copy of the article is available at http://marknelson.us/1997/01/01/zlib-engine/ .

The changes made in version 1.2.11 are documented in the file ChangeLog.

Unsupported third party contributions are provided in directory contrib/ .

zlib is available in Java using the java.util.zip package, documented at http://java.sun.com/developer/technicalArticles/Programming/compression/ .

A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available at CPAN (Comprehensive Perl Archive Network) sites, including http://search.cpan.org/~pmqs/IO-Compress-Zlib/ .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see http://docs.python.org/library/zlib.html .

zlib is built into tcl: http://wiki.tcl.tk/4610 .

An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL_FAQ.txt

- For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.

- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.

- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is
 necessary to get gzprintf working correctly. This is done by configure.

- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with
 other compilers. Use "make test" to check your compiler.

- gzdopen is not supported on RISCOS or BEOS.

- For PalmOs, see http://palmzlib.sourceforge.net/

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and
zlib specifications were written by L. Peter Deutsch. Thanks to all the
people who reported problems and suggested various improvements in zlib; they
are too numerous to cite here.

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

If you use the zlib library in a product, we would appreciate *not* receiving
lengthy legal documents to sign. The sources are provided for free but without
warranty of any kind. The library has been entirely written by Jean-loup
Gailly and Mark Adler; it does not include

third-party code.

If you redistribute modified sources, we would appreciate that you include in
the file ChangeLog history information documenting your changes. Please read
the FAQ for more information on the distribution of modified source versions.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/README
No license file was found, but licenses were detected in source scan.

/* fitblk.c: example of fitting compressed output to a specified size
  Not copyrighted -- provided to the public domain
  Version 1.1 25 November 2004 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/fitblk.c
No license file was found, but licenses were detected in source scan.

/* gzread.c -- zlib functions for reading gzip files
* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzread.c
No license file was found, but licenses were detected in source scan.

/* inftrees.h -- header to use inftrees.c
* Copyright (C) 1995-2005, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.h
No license file was found, but licenses were detected in source scan.

/* zlib.h -- interface of the 'zlib' general purpose compression library
 version 1.2.11, January 15th, 2017

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jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zlib.h
No license file was found, but licenses were detected in source scan.

/* deflate.c -- compress data using the deflation algorithm
* Copyright (C) 1995-2017 Jean-loup Gailly and Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.c
No license file was found, but licenses were detected in source scan.

/* deflate.h -- internal compression state
* Copyright (C) 1995-2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/deflate.h
No license file was found, but licenses were detected in source scan.

/* minigzip.c -- simulate gzip using the zlib compression library
* Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/minigzip.c

No license file was found, but licenses were detected in source scan.

/* gzlib.c -- zlib functions common to reading and writing gzip files
* Copyright (C) 2004-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzlib.c
No license file was found, but licenses were detected in source scan.

/* inftrees.c -- generate Huffman trees for efficient decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inftrees.c
No license file was found, but licenses were detected in source scan.

/* infcover.c -- test zlib's inflate routines with full code coverage
* Copyright (C) 2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/infcover.c
No license file was found, but licenses were detected in source scan.

/* zutil.c -- target dependent utility functions for the compression library
* Copyright (C) 1995-2017 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.c
No license file was found, but licenses were detected in source scan.

/* example.c -- usage example of the zlib compression library
* Copyright (C) 1995-2006, 2011, 2016 Jean-loup Gailly
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/test/example.c
No license file was found, but licenses were detected in source scan.

/* trees.c -- output deflated data using Huffman coding

* Copyright (C) 1995-2017 Jean-loup Gailly
* detect_data_type() function provided freely by Cosmin Truta, 2006
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/trees.c
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MiniZip - Copyright (c) 1998-2010 - by Gilles Vollant - version 1.1 64 bits from Mathias Svensson

Introduction

MiniZip 1.1 is built from MiniZip 1.0 by Gilles Vollant (http://www.winimage.com/zLibDll/minizip.html)

When adding ZIP64 support into minizip it would result into risk of breaking compatibility with minizip 1.0.
All possible work was done for compatibility.

Background

When adding ZIP64 support Mathias Svensson found that Even Rouault have added ZIP64
support for unzip.c into minizip for a open source project called gdal (http://www.gdal.org/)

That was used as a starting point. And after that ZIP64 support was added to zip.c
some refactoring and code cleanup was also done.

Changed from MiniZip 1.0 to MiniZip 1.1
---
* Added ZIP64 support for unzip (by Even Rouault)
* Added ZIP64 support for zip (by Mathias Svensson
)
* Reverted some changed that Even Rouault did.
* Bunch of patches received from Gulles Vollant that he received for MiniZip from various users.
* Added unzip patch for BZIP Compression method (patch create by Daniel Borca)
* Added BZIP Compress method for zip
* Did some refactoring and code cleanup

Credits

Gilles Vollant - Original MiniZip author
Even Rouault - ZIP64 unzip Support
Daniel Borca - BZip Compression method support in unzip
Mathias Svensson - ZIP64 zip support
Mathias Svensson - BZip Compression method support in zip

Resources

ZipLayout http://result42.com/projects/ZipFileLayout
Command line tool for Windows that shows the layout and information of the headers in a zip archive.
Used when debugging and validating the creation of zip files using MiniZip64

ZIP App Note http://www.pkware.com/documents/casestudies/APPNOTE.TXT
Zip File specification

Notes.
* To be able to use BZip compression method in
zip64.c or unzip64.c the BZIP2 lib is needed and HAVE_BZIP2 need to be defined.

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Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/MiniZip64_info.txt
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```
/*
 Additional tools for Minizip
 Code: Xavier Roche '2004
 License: Same as ZLIB (www.gzip.org)
*/
```

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.c
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/mztools.h
No license file was found, but licenses were detected in source scan.

/* compress.c -- compress a memory buffer
* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/compress.c
No license file was found, but licenses were detected in source scan.

/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzclose.c
No license file was found, but licenses were detected in source scan.

/* unzip.h -- IO for uncompress .zip files using zlib
  Version 1.1, February 14h, 2010
  part of the MiniZip project - (http://www.winimage.com/zLibDll/minizip.html)

        Copyright (C) 1998-2010 Gilles Vollant (minizip) (http://www.winimage.com/zLibDll/minizip.html)

        Modifications of Unzip for Zip64
        Copyright (C) 2007-2008 Even Rouault

        Modifications for Zip64 support on both zip and unzip
        Copyright (C) 2009-2010 Mathias Svensson (http://result42.com)

        For more info read MiniZip_info.txt

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      Changes

      See header of unzip64.c

*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/contrib/minizip/unzip.h
No license file was found, but licenses were detected in source scan.

/* zran.c -- example of zlib/gzip stream indexing and random access
* Copyright (C) 2005, 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
  Version 1.1 29 Sep 2012 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zran.c
No license file was found, but licenses were detected in source scan.

/* inffast.c -- fast decoding
* Copyright (C) 1995-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/inffast.c
No license file was found, but licenses were detected in source scan.

/* crc32.c -- compute the CRC-32 of a data stream
* Copyright (C) 1995-2006, 2010, 2011, 2012, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*
* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
* tables for updating the shift register in one step with three exclusive-ors
* instead of four steps with four exclusive-ors. This results in about a

* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/crc32.c
No license file was found, but licenses were detected in source scan.

/* adler32.c -- compute the Adler-32 checksum of a data stream
* Copyright (C) 1995-2011, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/adler32.c
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/* zutil.h -- internal interface and configuration of the compression library
* Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/zutil.h
No license file was found, but licenses were detected in source scan.

/* gzguts.h -- zlib internal header definitions for gz* operations
* Copyright (C) 2004, 2005, 2010, 2011, 2012, 2013, 2016 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/gzguts.h
No license file was found, but licenses were detected in source scan.

/* zpipe.c: example of proper use of zlib's inflate() and deflate()
  Not copyrighted -- provided to the public domain
  Version 1.4 11 December 2005 Mark Adler */

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/zpipe.c
No license file was found, but licenses were detected in source scan.

/* gzappend -- command to append to a gzip file

 Copyright (C) 2003, 2012 Mark Adler, all rights reserved
 version 1.2, 11 Oct 2012

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3. This notice may not be
removed or altered from any source distribution.

Mark Adler   madler@alumni.caltech.edu
*/

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/examples/gzappend.c
No license file was found, but licenses were detected in source scan.

Frequently Asked Questions about zlib

If your question is not there, please check the zlib home page
http://zlib.net/ which may have more recent information.
The lastest zlib FAQ is at http://zlib.net/zlib_faq.html

1. Is zlib Y2K-compliant?

   Yes. zlib doesn't handle dates.

2. Where can I get a Windows DLL version?

   The zlib sources can be compiled without change to produce a DLL. See the
   file win32/DLL_FAQ.txt in the zlib distribution. Pointers to the
   precompiled DLL are found in the zlib web site at http://zlib.net/ .

3. Where can I get a Visual Basic interface to zlib?

   See
      * http://marknelson.us/1997/01/01/zlib-engine/
      * win32/DLL_FAQ.txt in the zlib distribution

4. compress() returns Z_BUF_ERROR.

Make sure that before the call of compress(), the length of the compressed buffer is equal to the available size of the compressed buffer and not zero. For Visual Basic, check that this parameter is passed by reference ("as any"), not by value ("as long").

5. deflate() or inflate() returns Z_BUF_ERROR.

Before making the call, make sure that avail_in and avail_out are not zero. When setting the parameter flush equal to Z_FINISH, also make sure that avail_out is big enough to allow processing all pending input. Note that a Z_BUF_ERROR is not fatal--another call to deflate() or inflate() can be made with more input or output space. A Z_BUF_ERROR may in fact be unavoidable depending on how the functions are used, since it is not possible to tell whether or not there is more output pending when strm.avail_out returns with zero. See http://zlib.net/zlib_how.html for a heavily annotated example.

6. Where's the zlib documentation (man pages, etc.)?

It's in zlib.h . Examples of zlib usage are in the files test/example.c and test/minigzip.c, with more in examples/ .

7. Why don't you use GNU autoconf or libtool or ...?

Because we would like to keep zlib as a very small and simple package. zlib is rather portable and doesn't need much configuration.

8. I found a bug in zlib.

Most of the time, such problems are due to an incorrect usage of zlib. Please try to reproduce the problem with a small program and send the corresponding source to us at zlib@gzip.org . Do not send multi-megabyte data files without prior agreement.

9. Why do I get "undefined reference to gzputc"?

If "make test" produces something like

example.o(.text+0x154): undefined reference to `gzputc'

check that you don't have old files libz.* in /usr/lib, /usr/local/lib or /usr/X11R6/lib. Remove any old versions, then do "make install".

10. I need a Delphi interface to zlib.

See the contrib/delphi directory in the zlib distribution.

11. Can zlib handle .zip archives?

Not by itself, no. See the directory contrib/minizip in the zlib distribution.

12.
Can zlib handle .Z files?

No, sorry. You have to spawn an uncompress or gunzip subprocess, or adapt the code of uncompress on your own.

13. How can I make a Unix shared library?

By default a shared (and a static) library is built for Unix. So:

make distclean
./configure
make

14. How do I install a shared zlib library on Unix?

After the above, then:

make install

However, many flavors of Unix come with a shared zlib already installed. Before going to the trouble of compiling a shared version of zlib and trying to install it, you may want to check if it's already there! If you can #include <zlib.h>, it's there. The -lz option will probably link to it. You can check the version at the top of zlib.h or with the ZLIB_VERSION symbol defined in zlib.h .

15. I have a question about OttoPDF.

We are not the authors of OttoPDF. The real author is on the OttoPDF web site: Joel Hainley, jhainley@myndkryme.com.

16.
Can zlib decode Flate data in an Adobe PDF file?

Yes. See http://www.pdflib.com/ . To modify PDF forms, see http://sourceforge.net/projects/acroformtool/ .

17. Why am I getting this "register_frame_info not found" error on Solaris?

After installing zlib 1.1.4 on Solaris 2.6, running applications using zlib

generates an error such as:

ld.so.1: rpm: fatal: relocation error: file /usr/local/lib/libz.so:
symbol __register_frame_info: referenced symbol not found

The symbol __register_frame_info is not part of zlib, it is generated by the C compiler (cc or gcc). You must recompile applications using zlib which have this problem. This problem is specific to Solaris. See http://www.sunfreeware.com for Solaris versions of zlib and applications using zlib.

18. Why does gzip give an error on a file I make with compress/deflate?

The compress and deflate functions produce data in the zlib format, which is different and incompatible
with the gzip format. The gz* functions in
zlib on the other hand use the gzip format. Both the zlib and gzip formats use the same compressed data format internally, but have different headers and trailers around the compressed data.

19. Ok, so why are there two different formats?

The gzip format was designed to retain the directory information about a single file, such as the name and last modification date. The zlib format on the other hand was designed for in-memory and communication channel applications, and has a much more compact header and trailer and uses a faster integrity check than gzip.

20. Well that's nice, but how do I make a gzip file in memory?

You can request that deflate write the gzip format instead of the zlib format using deflateInit2(). You can also request that inflate decode the gzip format using inflateInit2(). Read zlib.h for more details.

21. Is zlib thread-safe?

Yes. However any library routines
that zlib uses and any application-
provided memory allocation routines must also be thread-safe. zlib's gz* functions use stdio library routines, and most of zlib's functions use the library memory allocation routines by default. zlib's *Init* functions allow for the application to provide custom memory allocation routines.

Of course, you should only operate on any given zlib or gzip stream from a single thread at a time.

22. Can I use zlib in my commercial application?

Yes. Please read the license in zlib.h.

23. Is zlib under the GNU license?

No. Please read the license in zlib.h.

24. The license says that altered source versions must be "plainly marked". So
what exactly do I need to do to meet that requirement?

You need to change the ZLIB_VERSION and ZLIB_VERNUM #defines in zlib.h. In
particular, the final version number needs to be changed to "f", and an
identification string should be appended to ZLIB_VERSION. Version numbers
x.x.x.f are reserved for modifications to zlib by others than the zlib
maintainers. For example, if the version of the base zlib you are altering
is "1.2.3.4", then in zlib.h you should change ZLIB_VERNUM to 0x123f, and
ZLIB_VERSION to something like "1.2.3.f-zachary-mods-v3". You can also
update the version strings in deflate.c and inftrees.c.

For altered source distributions, you should also note the origin and
nature of the changes in zlib.h, as well as in ChangeLog and README, along
with the dates of the alterations. The origin should include at least your
name (or your company's name), and an email address to contact for help or
issues with the library.

Note that distributing a compiled zlib library along with zlib.h and
zconf.h is also a source distribution, and so you should change
ZLIB_VERSION and ZLIB_VERNUM and note the origin and nature of the changes
in zlib.h as you would for a full source distribution.

25.
Will zlib work on a big-endian or little-endian architecture, and can I
exchange compressed data between them?

Yes and yes.

26. Will zlib work on a 64-bit machine?

Yes. It has been tested on 64-bit machines, and has no dependence on any
data types being limited to 32-bits in length. If you have any
difficulties, please provide a complete problem report to zlib@gzip.org

27. Will zlib decompress data from the PKWare Data Compression Library?

No. The PKWare DCL uses a completely different compressed data format than
does PKZIP and zlib. However, you can look in zlib's contrib/blast
directory for a possible solution to your problem.

28. Can I access data randomly in a compressed stream?

No, not without some preparation. If when compressing you periodically use Z_FULL_FLUSH, carefully write all the pending data at those points, and keep an index of those locations, then you can start decompression at those points. You have to be careful to not use Z_FULL_FLUSH too often, since it can significantly degrade compression. Alternatively, you can scan a deflate stream once to generate an index, and then use that index for random access. See examples/zran.c .

29. Does zlib work on MVS, OS/390, CICS, etc.?

It has in the past, but we have not heard of any recent evidence. There were working ports of zlib 1.1.4 to MVS, but those links no longer work. If you know of recent, successful applications of zlib on these operating systems, please let us know. Thanks.

30. Is there some simpler, easier to read version of inflate I can look at to understand the deflate format?

First off, you should read RFC 1951. Second, yes. Look in zlib's contrib/puff directory.

31. Does zlib infringe on any patents?

As far as we know, no. In fact, that was originally the whole point behind zlib. Look here for some more information:

http://www.gzip.org/#faq11

32. Can zlib work with greater than 4 GB of data?

Yes. inflate() and deflate() will process any amount of data correctly. Each call of inflate() or deflate() is limited to input and output chunks of the maximum value that can be stored in the compiler's "unsigned int" type, but there is no limit to the number of chunks. Note however that the strm.total_in and strm_total_out counters may be limited to 4 GB. These counters are provided as a convenience and are not used internally by inflate() or deflate(). The application can easily set up its own counters updated after each call of inflate() or deflate() to count beyond 4 GB. compress() and uncompress() may be limited to 4 GB, since they operate in a single call. gzseek() and gztell() may be limited to 4 GB depending on how zlib is compiled. See the zlibCompileFlags() function in zlib.h.

The word "may" appears several times above since there is a 4 GB limit only if the compiler's "long" type is

32 bits. If the compiler's "long" type is
64 bits, then the limit is 16 exabytes.

33. Does zlib have any security vulnerabilities?

The only one that we are aware of is potentially in gzprintf(). If zlib is compiled to use sprintf() or vsprintf(), then there is no protection against a buffer overflow of an 8K string space (or other value as set by gzbuffer()), other than the caller of gzprintf() assuring that the output will not exceed 8K. On the other hand, if zlib is compiled to use snprintf() or vsnprintf(), which should normally be the case, then there is no vulnerability. The ./configure script will display warnings if an insecure variation of sprintf() will be used by gzprintf(). Also the zlibCompileFlags() function will return information on what variant of sprintf() is used by gzprintf().

If you don't have snprintf() or vsnprintf() and would like one, you can find a portable implementation here:

http://www.ijs.si/software/snprintf/

Note that you should be using the most recent version of zlib. Versions 1.1.3 and before were subject to a double-free vulnerability, and versions 1.2.1 and 1.2.2 were subject to an access exception when decompressing invalid compressed data.

34. Is there a Java version of zlib?

Probably what you want is to use zlib in Java. zlib is already included as part of the Java SDK in the java.util.zip package. If you really want a version of zlib written in the Java language, look on the zlib home page for links: http://zlib.net/ .

35. I get this or that compiler or source-code scanner warning when I crank it up to maximally-pedantic. Can't you guys write proper code?

Many years ago, we gave up attempting to avoid warnings on every compiler in the universe. It just got to be a waste of time, and some compilers were downright silly as well as contradicted each other. So now, we simply make sure that the code always
works.

36. Valgrind (or some similar memory access checker) says that deflate is performing a conditional jump that depends on an uninitialized value. Isn't that a bug?

No. That is intentional for performance reasons, and the output of deflate is not affected. This only started showing up recently since zlib 1.2.x

uses malloc() by default for allocations, whereas earlier versions used calloc(), which zeros out the allocated memory. Even though the code was correct, versions 1.2.4 and later was changed to not stimulate these checkers.

37. Will zlib read the (insert any ancient or arcane format here) compressed data format?

Probably not. Look in the comp.compression FAQ for pointers to various formats and associated software.

38. How can I encrypt/decrypt zip files with zlib?

zlib doesn't support encryption. The original PKZIP encryption is very weak and can be broken with freely available programs. To get strong encryption,
use GnuPG, http://www.gnupg.org/ , which already includes zlib compression. For PKZIP compatible "encryption", look at http://www.info-zip.org/

39. What's the difference between the "gzip" and "deflate" HTTP 1.1 encodings?

"gzip" is the gzip format, and "deflate" is the zlib format. They should probably have called the second one "zlib" instead to avoid confusion with the raw deflate compressed data format. While the HTTP 1.1 RFC 2616 correctly points to the zlib specification in RFC 1950 for the "deflate" transfer encoding, there have been reports of servers and browsers that incorrectly produce or expect raw deflate data per the deflate specification in RFC 1951, most notably Microsoft. So even though the "deflate" transfer encoding using the zlib format would be the more efficient approach (and in fact exactly what the zlib format was designed for), using the "gzip" transfer encoding is probably more reliable due to an
unfortunate choice of name on the part of the HTTP 1.1 authors.

Bottom line: use the gzip format for HTTP 1.1 encoding.

40. Does zlib support the new "Deflate64" format introduced by PKWare?

No. PKWare has apparently decided to keep that format proprietary, since they have not documented it as they have previous compression formats. In any case, the compression improvements are so modest compared to other more modern approaches, that it's not worth the effort to implement.

41. I'm having a problem with the zip functions in zlib, can you help?

There are no zip functions in zlib. You are probably using minizip by Giles Vollant, which is found in the contrib directory of zlib. It is not

part of zlib. In fact none of the stuff in contrib is part of zlib. The
files in there are not supported by the zlib authors. You need to contact
the authors of the respective contribution for help.

42. The match.asm code in contrib is under the GNU General
Public License.
Since it's part of zlib, doesn't that mean that all of zlib falls under the
GNU GPL?

No. The files in contrib are not part of zlib. They were contributed by
other authors and are provided as a convenience to the user within the zlib
distribution. Each item in contrib has its own license.

43. Is zlib subject to export controls? What is its ECCN?

zlib is not subject to export controls, and so is classified as EAR99.

44. Can you please sign these lengthy legal documents and fax them back to us
so that we can use your software in our product?

No. Go away. Shoo.

Found in path(s):
* /zlib-1-2-11-dfsg-orig-2-tar-gz/zlib-1.2.11.dfsg/FAQ

1.448 cmd/trace (devel)

1.448.1 Available under license :

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Found in path(s):
* /trace-180-zip/trace/goroutines.go
* /trace-180-zip/trace/main.go
* /trace-180-zip/trace/trace.go
* /trace-180-zip/trace/pprof.go
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* /trace-180-zip/trace/trace_unix_test.go
* /trace-180-zip/trace/mmu.go
* /trace-180-zip/trace/doc.go
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Resources for Go's trace viewer

Go execution trace UI (`go tool trace`) embeds
Chrome's trace viewer (Catapult) following the
[instructions](
https://chromium.googlesource.com/catapult/+/refs/heads/master/tracing/docs/embedding-trace-viewer.md). This directory contains
the helper files to embed Chrome's trace viewer.

The current resources were generated/copied from
[`Catapult@9508452e18f130c98499cb4c4f1e1efaedee8962`](
https://chromium.googlesource.com/catapult/+/9508452e18f130c98499cb4c4f1e1efaedee8962).

Updating `trace_viewer_full.html`

The file was generated by catapult's `vulcanize_trace_viewer` command.

```
$ git clone https://chromium.googlesource.com/catapult
$ cd catapult
$ ./tracing/bin/vulcanize_trace_viewer --config=full
$ cp tracing/bin/trace_viewer_full.html $GOROOT/src/cmd/trace/static/trace_viewer_full.html
```

We are supposed to use --config=lean (produces smaller html),
but it is broken
 at the moment:
https://github.com/catapult-project/catapult/issues/2247

Updating `webcomponents.min.js`

`webcomponents.min.js` is necessary to let the trace viewer page
to import the `trace_viewer_full.html`.
This is copied from the catapult repo.

```
$ cp third_party/polymer/components/webcomponentsjs/webcomponents.min.js
$GOROOT/src/cmd/trace/static/webcomponents.min.js
```

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```
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```

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 license for webcomponents.min.js is as follows:

```
/**
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*/
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* /trace-180-zip/trace/static/README.md
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* /trace-180-zip/trace/annotations_test.go
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/**
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* Copyright (c) 2014 The Polymer Project Authors. All rights reserved.
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* The complete set of authors may be found at http://polymer.github.io/AUTHORS.txt
* The complete set of contributors may be found at http://polymer.github.io/CONTRIBUTORS.txt
* Code distributed by Google as part of the polymer project is also
* subject to an additional IP rights grant found at http://polymer.github.io/PATENTS.txt
*/

Found in path(s):
* /trace-180-zip/trace/static/webcomponents.min.js

No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /trace-180-zip/trace/static/trace_viewer_full.html

1.449 grpc-protobuf 1.39.0

1.449.1 Available under license :

No license file was found, but licenses were detected in source scan.

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* You may obtain a copy of the License at
*
*   http://www.apache.org/licenses/LICENSE-2.0
*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/

Found in path(s):
* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/ProtoFileDescriptorSupplier.java
No license file was found, but licenses were detected in source scan.

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* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/ProtoUtils.java
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Found in path(s):
* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/package-info.java
* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/ProtoMethodDescriptorSupplier.java
* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/ProtoServiceDescriptorSupplier.java
* /grpc-protobuf-1-39-0-sources-jar/io/grpc/protobuf/StatusProto.java

1.450 perfmark-api 0.25.0

1.450.1 Available under license :

Apache-2.0

1.451 protobuf 1.27.1

1.451.1 Available under license :

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1.453 d3-time 1.1.0

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1.454 github.com/google/uuid 1.1.2

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*/
/**
    * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
    * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
    * Allowing them being read would mean anyone with access to the channel could get them.

   */
/**
    * Set the {@code TCP_QUICKACK} option on the socket.
    * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
    * for more details.
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```

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1.456 protocol-core 2.19.2

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1.461 netty-handler 4.1.90.Final

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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/PemPrivateKey.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/PemValue.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/PemX509Certificate.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/flow/package-info.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
*
/netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/PcapHeaders.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/PcapWriteHandler.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/IPPacket.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/pcap/TCPPacket.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/CipherSuiteConverter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/UniqueIpFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/Java7SslParametersUtils.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/CipherSuiteFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslEngine.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslUtils.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkSslContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslSessionStats.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslEngineMap.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/LazyX509Certificate.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java

* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslClientContext.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SniHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSsl.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
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 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/package-info.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedInput.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/logging/LoggingHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/IdleStateHandler.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/stream/package-info.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
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Found in path(s):
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslCompletionEvent.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ocsp/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/AbstractSniHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
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Found in path(s):
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ClientAuth.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
*
 /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/address/package-info.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
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* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/address/ResolveAddressHandler.java

* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
*
/netty-handler-4-1-90-final-sources-jar/io/netty/handler/logging/ByteBufFormat.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
* /netty-handler-4-1-90-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilter.java

1.462 curl 7.74.0-1.3+deb11u7

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1.463 init-system-helpers 1.60

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1.464 libsemanage-common 3.1-1+b2

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1.465 shadow 4.8.1-1

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1.468 libffi 3.3-6

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1.469 lombok 1.18.20

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1.472 utils 2.19.14

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1.473 jackson-databind 2.14.1

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Jackson JSON processor

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1.476 d3-time-format 2.3.0

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1.478 libnettle8 3.7.3-1

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1.479 lombok-utils 1.18.12

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* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/model/DescribeGlobalTableSettingsResult.java
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* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/model/transform/QueryRequestMarshaller.java
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jar/com/amazonaws/services/dynamodbv2/datamodeling/IDynamoDBMapper.java
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* /aws-java-sdk-dynamodb-1-12-349-sources-
jar/com/amazonaws/services/dynamodbv2/datamodeling/ScanResultPage.java
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* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/datamodeling/DynamoDBAutoGenerator.java
* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/datamodeling/DynamoDBTypeConverter.java
* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/datamodeling/DynamoDBConvertedBool.java
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* /aws-java-sdk-dynamodb-1-12-349-sources-jar/com/amazonaws/services/dynamodbv2/datamodeling/marshallers/ObjectToStringMarshaller.java

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1.488 aws-core 2.19.14

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1.490 cmd/fix (devel)

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* /fix-zip/fix/printerconfig.go
* /fix-zip/fix/netipv6zone_test.go
* /fix-zip/fix/netipv6zone.go
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* /fix-zip/fix/context_test.go
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* /fix-zip/fix/egltype_test.go
* /fix-zip/fix/cftype_test.go
* /fix-zip/fix/cftype.go
* /fix-zip/fix/jnitype_test.go
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* /fix-zip/fix/doc.go
* /fix-zip/fix/fix.go
* /fix-zip/fix/main.go
* /fix-zip/fix/import_test.go
* /fix-zip/fix/typecheck.go
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1.491 httpcomponents-client 4.5.13

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1.492 jackson-dataformat-cbor 2.14.0

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1.493 grpc-stub 1.39.0

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* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/MetadataUtils.java
* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/ClientCalls.java
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* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/AbstractAsyncStub.java
* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/AbstractFutureStub.java
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* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/ClientResponseObserver.java
* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/ServerCallStreamObserver.java
* /grpc-stub-1-39-0-sources-jar/io/grpc/stub/CallStreamObserver.java

1.494 libdebconfclient0 0.260

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1.495 protocol-core 2.19.14

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* /netty-handler-proxy-4-1-85-final-sources-jar/io/netty/handler/proxy/Socks4ProxyHandler.java
* /netty-handler-proxy-4-1-85-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/DelegatingSslContext.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/flow/package-info.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/Java8SslUtils.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/flush/FlushConsolidationHandler.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/flush/package-info.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/PemValue.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/pcap/package-info.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/pcap/PcapHeaders.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/pcap/EthernetPacket.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/pcap/PcapWriter.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/pcap/UDPPacket.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/TrustManagerFactoryWrapper.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/JdkApplicationProtocolNegotiator.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/IpFilterRuleType.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/RuleBasedIpFilter.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/IpFilterRule.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/AbstractRemoteAddressFilter.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/JdkSslServerContext.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRule.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslContext.java

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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilter.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ipfilter/IpSubnetFilterRuleComparator.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslEngine.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/NotSslRecordException.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/stream/ChunkedNioFile.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/timeout/ReadTimeoutException.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/stream/ChunkedNioStream.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/logging/package-info.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/stream/ChunkedFile.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/package-info.java
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```

Found in path(s):
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/util/LazyJavaxX509Certificate.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslContextBuilder.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ClientAuth.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
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* /netty-handler-4-1-89-final-sources-jar/META-INF/maven/io.netty/netty-handler/pom.xml
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Found in path(s):
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/GroupsConverter.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslUtils.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslAsyncPrivateKeyMethod.java
*
 /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslContextOption.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/AsyncRunnable.java
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* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/OpenSslSessionCache.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /netty-handler-4-1-89-final-sources-jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java

1.506 golang-protobuf-extensions 1.0.1

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1.509 glib 2.66.8-1

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It was downloaded from <https://download.gnome.org/sources/glib/>.

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1.510 scala 2.12.10.v20190904-150159-VFINAL-61701c2

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```
not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (a, b) => ... }
 val x: ((Int, Int) => Int) = (((a, b)) => a)
                              ^
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
 val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
                                   ^
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the
 Tuple3,
    or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
```

```
 val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
                                    ^
three errors found
```

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This is the specification of a previous version of Scala. See the Scala {{ site.latestScalaVersion }} spec.
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* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/SctpMessage.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/AbstractNotificationHandler.java
* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/nio/NioSctpServerChannel.java
* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/SctpServerChannelConfig.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/MessageInfo.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/PeerAddressChangeNotification.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/package-info.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/SctpChannel.java
*
/netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/SctpServerChannel.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/HandlerResult.java
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* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/UnsupportedOperatingSystemException.java
* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
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* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
* /netty-transport-sctp-4-1-85-final-sources-jar/com/sun/nio/sctp/Association.java
* /netty-transport-sctp-4-1-85-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
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* /netty-transport-sctp-4-1-85-final-sources-jar/META-INF/maven/io.netty/netty-transport-sctp/pom.xml

1.522 d3-interpolate 1.4.0

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* /re2j-1-6-sources-jar/com/google/re2j/Matcher.java
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* /re2j-1-6-sources-jar/com/google/re2j/Characters.java
* /re2j-1-6-sources-jar/com/google/re2j/UnicodeTables.java
* /re2j-1-6-sources-jar/com/google/re2j/MachineInput.java
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* /re2j-1-6-sources-jar/com/google/re2j/Unicode.java
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1.528 sqlite 3.34.1-3

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1.529 protobuf-java 3.13.0

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* /protobuf-java-3-13-0-sources-2-jar/com/google/protobuf/DynamicMessage.java
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1.530 g++ 10.2.1-1

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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Version 3.1, 31 March 2009

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DRuntime: Runtime Library for the D Programming Language
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1.531 jackson 2.14.2

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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/UnpaddedInternalThreadLocalMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/DomainNameMapping.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/ThreadDeathWatcher.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/Mapping.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/AsciiString.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/InternalThreadLocalMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/ResourceLeakHint.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/NativeLibraryLoader.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/concurrent/PromiseAggregator.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/IntegerHolder.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/svm/CleanerJava6Substitution.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/svm/package-info.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/Hidden.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java
*
 /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ObjectPool.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ReferenceCountUpdater.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ThreadExecutorMap.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/PromiseNotificationUtil.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/concurrent/EventExecutorChooserFactory.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ThrowableUtil.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/UnstableApi.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/DomainNameMappingBuilder.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/logging/Log4J2Logger.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/NativeLibraryUtil.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/MacAddressUtil.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/concurrent/FastThreadLocalThread.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/MathUtil.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/QueueFactory.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscLinkedQueue.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscUnboundedXaddArrayQueue.java
*
/netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/SpscArrayQueue.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/package-info.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscAtomicArrayQueue.java

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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/MpscArrayQueue.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
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/netty-common-4-1-90-final-sources-jar/io/netty/util/internal/logging/MessageFormatter.java
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 </repository>
</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

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 <connection>scm:git:https://github.com/JCTools/JCTools</connection>
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  <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
  <url>https://github.com/mjpt777</url>
```

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 </developer>
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  <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
  <url>https://github.com/kay</url>
 </developer>
 <developer>
  <url>https://github.com/franz1981</url>
 </developer>
</developers>

<prerequisites>
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 <java.test.version>1.8</java.test.version>

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 <maven.compiler.target>${java.version}</maven.compiler.target>
 <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
 <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

 <hamcrest.version>1.3</hamcrest.version>
 <junit.version>4.12</junit.version>
 <guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>

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 in path(s):
* /netty-common-4-1-90-final-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/NettyRuntime.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ReflectionUtil.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/LongAdderCounter.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/EmptyPriorityQueue.java
*
 /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/PriorityQueue.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/UncheckedBooleanSupplier.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ObjectCleaner.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/SuppressForbidden.java
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* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/CharObjectMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/LongCollections.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/CharCollections.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/IntCollections.java

*
 /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ByteObjectMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/CharObjectHashMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ShortCollections.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/LongObjectHashMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/internal/ObjectUtil.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ShortObjectHashMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ShortObjectMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/IntObjectMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/LongObjectMap.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ByteCollections.java
*
 /netty-common-4-1-90-final-sources-jar/io/netty/util/collection/ByteObjectHashMap.java
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io.netty.util.internal.Hidden$NettyBlockHoundIntegration

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* /netty-common-4-1-90-final-sources-jar/io/netty/util/NetUtilInitializations.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/NetUtilSubstitutions.java
* /netty-common-4-1-90-final-sources-jar/io/netty/util/DomainWildcardMappingBuilder.java

1.539 procfs 0.7.3

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procfs provides functions to retrieve system, kernel and process
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1.540 libss 1.46.2-2

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```
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install
```

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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written by Theodore Ts'o <tytso@mit.edu> and Remy Card
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Index: tdbsa/tdb.c
===
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell   2005
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Gadi Oxman, August 1995

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Theodore Ts'o
23-June-2007

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is
in some sense simply using the library, and is
analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to

permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in
header files, but we have achieved it as regards
changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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That's all there is to it!
This is the Debian GNU/Linux prepackaged version of the EXT2 file
system utilities (e2fsck, mke2fs, etc.). The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the ss
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otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
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This is the Debian GNU/Linux prepackaged version of the Common Error
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system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
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1.541 binutils 2.35.2-2

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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*/

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* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/WireLogger.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/ConsoleWireLogger.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/WireCompiler.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/WireException.kt
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* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/PartitionedSchema.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/Manifest.kt
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* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/WireRun.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/Target.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/Root.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/ProfileLoader.kt
* /wire-compiler-3-7-1-sources-jar/com/squareup/wire/schema/SchemaLoader.kt

1.545 libidn 2.3.0-5

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires
that any
application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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* /netty-transport-native-unix-common-4-1-90-final-sources-jar/netty_unix_jni.h
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/UnixChannelUtil.java
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* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/Socket.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/FileDescriptor.java
*
 /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/NativeInetAddress.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/UnixChannel.java
* /netty-transport-native-unix-common-4-1-90-final-sources-
jar/io/netty/channel/unix/ServerDomainSocketChannel.java
* /netty-transport-native-unix-common-4-1-90-final-sources-
jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/netty_unix_errors.c
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/netty_unix_errors.h
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/Errors.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/netty_unix_filedescriptor.h
*
 /netty-transport-native-unix-common-4-1-90-final-sources-jar/netty_unix_socket.h
* /netty-transport-native-unix-common-4-1-90-final-sources-
jar/io/netty/channel/unix/DomainSocketReadMode.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
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jar/io/netty/channel/unix/IntegerUnixChannelOption.java
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* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/package-info.java
* /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/UnixChannelOption.java
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 /netty-transport-native-unix-common-4-1-90-final-sources-jar/io/netty/channel/unix/Unix.java

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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* Regular
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1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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1.560 debianutils 4.11.2

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1.562 cmd/gofmt (devel)

1.562.1 Available under license :

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//gofmt -r=int->bool

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package p

// Slices have nil Len values in the corresponding ast.ArrayType
// node and reflect.NewValue(slice.Len) is an invalid reflect.Value.

```
// The rewriter must not crash in that case. Was issue 1696.
func f() []int {}
```

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```
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//gofmt

package typeparams

type T[  P any] struct{}
type T[P1, P2, P3 any] struct{}

type T[P C] struct{}
type T[P1,P2, P3 C] struct{}

type T[P C[P]] struct{}
type T[P1, P2, P3 C[P1,P2,P3]] struct{}

func f[P any](x P)
func f[P1, P2, P3 any](x1 P1, x2 P2, x3 P3) struct{}

func f[P interface{}](x P)
func f[P1, P2, P3 interface{ m1(P1); ~P2|~P3 }](x1 P1, x2 P2, x3 P3) struct{}
func f[P any](T1[P], T2[P]) T3[P]

func (x T[P]) m()
func ((T[P])) m(x T[P]) P

func _() {
 type _ []T[P]
 var _ []T[P]
 _ = []T[P]{}
}
```

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```
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```

```
//gofmt

package main

var _ = []struct{
 S       string
 Integer int
}{
 {
  S: "Hello World",
  Integer: 42,
 },
 {
  S: "\t",
  Integer: 42,
 },
 {
  S: " ", // an actual <tab>
  Integer: 42,
 },
 {
  S: ` `, // an actual <tab>
  Integer: 42,
 },
 {
  S: "\u0009",
  Integer: 42,
 },
}
```

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```
//gofmt -r=int->bool

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package p

// Slices have nil Len values in the corresponding ast.ArrayType
// node and reflect.NewValue(slice.Len) is an invalid reflect.Value.
// The rewriter must not crash in that case. Was issue 1696.
func f() []bool {}
```

Found in path(s):

* /gofmt-zip/gofmt/testdata/rewrite2.golden
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```
//gofmt -r=a&&b!=2->a

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// Issue 18987.

package p

const _ = x != 1 && x != 2
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite9.input
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```
//gofmt -r=(x)->x

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// Rewriting of parenthesized expressions (x) -> x
// must not drop parentheses if that would lead to
// wrong association of the operands.
// Was issue 1847.

package main

// From example 1 of issue 1847.
func _() {
 var t = (&T{1000}).Id()
}

// From example 2 of issue 1847.
func _() {
	fmt.Println((*xpp).a)
}

// Some more test cases.
func _() {
 _ = (-x).f
 _ = (*x).f
 _ = (&x).f
 _ = (!x).f
```

```
_ = (-x.f)
_ = (*x.f)
_ = (&x.f)
_ = (!x.f)
(-x).f()
(*x).f()
(&x).f()
(!x).f()
_ = (-x.f())
_ = (*x.f())
_ = (&x.f())
_ = (!x.f())

_ = ((-x)).f
_ = ((*x)).f
_ = ((&x)).f
_ = ((!x)).f
_ = ((-x.f))
_ = ((*x.f))
_ = ((&x.f))
_ = ((!x.f))
((-x)).f()
((*x)).f()
((&x)).f()
((!x)).f()
_ = ((-x.f()))
_ = ((*x.f()))
_ = ((&x.f()))
_
= ((!x.f()))

_ = -(x).f
_ = *(x).f
_ = &(x).f
_ = !(x).f
_ = -x.f
_ = *x.f
_ = &x.f
_ = !x.f
_ = -(x).f()
_ = *(x).f()
_ = &(x).f()
_ = !(x).f()
_ = -x.f()
_ = *x.f()
_ = &x.f()
_ = !x.f()
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite4.input
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```
//gofmt -r=a&&b!=2->a

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// Issue 18987.

package p

const _ = x != 1
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite9.golden
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```
//gofmt -r=(x)->x

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// Rewriting of parenthesized expressions (x) -> x
// must not drop parentheses if that would lead to
// wrong association of the operands.
// Was issue 1847.

package main

// From example 1 of issue 1847.
func _() {
 var t = (&T{1000}).Id()
}

// From example 2 of issue 1847.
func _() {
 fmt.Println((*xpp).a)
}

// Some more test cases.
func _() {
 _ = (-x).f
 _ = (*x).f
```

```
_ = (&x).f
_ = (!x).f
_ = -x.f
_ = *x.f
_ = &x.f
_ = !x.f
(-x).f()
(*x).f()
(&x).f()
(!x).f()
_ = -x.f()
_ = *x.f()
_ = &x.f()
_ = !x.f()

_ = (-x).f
_ = (*x).f
_ = (&x).f
_ = (!x).f
_ = -x.f
_ = *x.f
_ = &x.f
_ = !x.f
(-x).f()
(*x).f()
(&x).f()
(!x).f()
_ = -x.f()
_ = *x.f()
_ = &x.f()
_ = !x.f()

_ = -x.f
_ = *x.f
_ = &x.f
_ = !x.f
_ =
-x.f
_ = *x.f
_ = &x.f
_ = !x.f
_ = -x.f()
_ = *x.f()
_ = &x.f()
_ = !x.f()
_ = -x.f()
_ = *x.f()
_ = &x.f()
```

```
 _ = !x.f()
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite4.golden
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```
//gofmt -r=fun(x...)->Fun(x)

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// Rewriting of calls must take the ... (ellipsis)
// attribute for the last argument into account.

package p

func fun(x []int) {}

func g(x []int) {
 fun(x)    // -r='fun(x...)->Fun(x)' should not rewrite this
 fun(x...) // -r='fun(x...)->Fun(x)' should rewrite this to Fun(x)
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite7.input
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```
//gofmt -r=a->a

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// Issue 33103, 33104, and 33105.

package pkg

func fn() {
 _ = func() {
  switch {
  default:
  }
 }
 _ = func() string {}
 _ = func() { var ptr *string; println(ptr) }
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite10.input
* /gofmt-zip/gofmt/testdata/rewrite10.golden
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```
//gofmt -r=fun(x)->Fun(x)

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// Rewriting of calls must take the ... (ellipsis)
// attribute for the last argument into account.

package p

func fun(x []int) {}

func g(x []int) {
 Fun(x)    // -r='fun(x)->Fun(x)' should rewrite this to Fun(x)
 fun(x...) // -r='fun(x)->Fun(x)' should not rewrite this
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite6.golden
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```
//gofmt -r=fun(x...)->Fun(x)

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// Rewriting of calls must take the ... (ellipsis)
// attribute for the last argument into account.

package p

func fun(x []int) {}

func g(x []int) {
 fun(x) // -r='fun(x...)->Fun(x)' should not rewrite this
 Fun(x) // -r='fun(x...)->Fun(x)' should rewrite this to Fun(x)
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite7.golden

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```
//gofmt -r=x+x->2*x

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// Rewriting of expressions containing nodes with associated comments to
// expressions without those nodes must also eliminate the associated
// comments.

package p

func f(x int) int {
 _ = x + x // this comment remains in the rewrite
 _ = x /* this comment must not be in the rewrite */ + x
 return x /* this comment must not be in the rewrite */ + x
}
```

Found in path(s):
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```
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//gofmt

package typeparams

type T[P any] struct{}
type T[P1, P2, P3 any] struct{}

type T[P C] struct{}
type T[P1, P2, P3 C] struct{}

type T[P C[P]] struct{}
type T[P1, P2, P3 C[P1, P2, P3]] struct{}

func f[P any](x P)
func f[P1, P2, P3 any](x1 P1, x2 P2, x3 P3) struct{}

func f[P interface{}](x P)
func f[P1, P2, P3 interface {
 m1(P1)
 ~P2 | ~P3
```

```
}](x1 P1, x2 P2, x3 P3) struct{}
func f[P any](T1[P], T2[P]) T3[P]

func (x T[P]) m()
func (T[P]) m(x T[P]) P

func _() {
 type _ []T[P]
 var _ []T[P]
 _ = []T[P]{}
}
```

Found in path(s):
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```
//gofmt -r=fun(x)->Fun(x)

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// Rewriting of calls must take the ... (ellipsis)
// attribute for the last argument into account.

package p

func fun(x []int) {}

func g(x []int) {
 fun(x)    // -r='fun(x)->Fun(x)' should rewrite this to Fun(x)
 fun(x...) // -r='fun(x)->Fun(x)' should not rewrite this
}
```

Found in path(s):
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```
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//gofmt

package main

var _ = []struct {
 S      string
```

```
 Integer int
}{
 {
  S:      "Hello World",
  Integer: 42,
 },
 {
  S:      "\t",
  Integer: 42,
 },
 {
  S:      " ", // an actual <tab>
  Integer: 42,
 },
 {
  S:      ` `, // an actual <tab>
  Integer: 42,
 },
 {
  S:      "\u0009",
  Integer: 42,
 },
}
```

Found in path(s):
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```
//gofmt -r=interface{}->int

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// Check that literal type expression rewrites are accepted.
// Was issue 4406.

package p

type T interface{}
```

Found in path(s):
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```
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```

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* /gofmt-zip/gofmt/testdata/issue28082.input
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//gofmt -r=x->x

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package main

// Field tags are *ast.BasicLit nodes that are nil when the tag is
// absent. These nil nodes must not be mistaken for expressions,
// the rewriter should not try to dereference them. Was issue 2410.
type Foo struct {
 Field int
}

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite3.input
* /gofmt-zip/gofmt/testdata/rewrite3.golden
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /gofmt-zip/gofmt/internal.go
No license file was found, but licenses were detected in source scan.

//gofmt -r=x+x->2*x

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// Rewriting of expressions containing nodes with associated comments to
// expressions without those nodes must also eliminate the associated
// comments.

package p

```
func f(x int) int {
 _ = 2 * x // this comment remains in the rewrite
 _ = 2 * x
 return 2 * x
}
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite5.golden
No license file was found, but licenses were detected in source scan.

```
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```

Found in path(s):
* /gofmt-zip/gofmt/gofmt.go
* /gofmt-zip/gofmt/doc.go
* /gofmt-zip/gofmt/rewrite.go
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```
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Found in path(s):
* /gofmt-zip/gofmt/gofmt_test.go
* /gofmt-zip/gofmt/testdata/rewrite1.input
* /gofmt-zip/gofmt/testdata/rewrite1.golden
* /gofmt-zip/gofmt/long_test.go
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```
//gofmt -r=interface{}->int

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// Check that literal type expression rewrites are accepted.
// Was issue 4406.

package p

type T int
```

Found in path(s):
* /gofmt-zip/gofmt/testdata/rewrite8.golden

1.563 lumberjack 2.0.0

1.563.1 Available under license :

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1.564 google-golang-org-grpc 1.40.0

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1.565 gnutls 3.7.1-5+deb11u3

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##########

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version 0.1
##
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only if you received the object code with such an offer, in accord
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e) Convey the object code using peer-to-peer transmission, provided
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A separable portion of the object code, whose source code is excluded
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Version 3, 29 June 2007

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1.571 brotli 1.0.9-2+b2

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1.572 mercurial 5.6.1

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```
#require unix-permissions no-root

 $ hg init a
 $ cd a
 $ echo foo > b
 $ hg add b
 $ hg ci -m "b"

 $ chmod -w .hg/store

 $ cd ..

 $ hg clone a b
 requesting all changes
 adding changesets
 adding manifests
 adding file changes
 added 1 changesets with 1 changes to 1 files
 new changesets 97310831fa1a
 updating to branch default
 1 files updated, 0 files merged, 0 files removed, 0 files unresolved

 $ chmod +w a/.hg/store # let test clean up

 $ cd b
 $ hg verify
 checking changesets
 checking manifests
 crosschecking files in changesets and manifests
 checking files
 checked 1 changesets with 1 changes to 1 files
```

$ cd ..
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1.574 minlog 1.3.0

1.575 kryo 4.0.2

1.576 libcap 1:2.66-4

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1.578 jmespath-java 1.12.349

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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

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Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at
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than the cost of performing this distribution.

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e) Verify that the user has already received a copy of these
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which the executable runs, unless that component itself accompanies
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Yoyodyne, Inc., hereby disclaims all copyright interest in the
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

1.585 protobuf-java 3.21.12

1.585.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf
Bnd-LastModified: 1671050201631
Build-Jdk: 11.0.13
Built-By: kfm
Bundle-Description: Core Protocol Buffers library. Protocol Buffers are
a way of encoding structured data in an efficient yet extensible for
mat.
Bundle-DocURL: https://developers.google.com/protocol-buffers/
Bundle-License: https://opensource.org/licenses/BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Core]
Bundle-SymbolicName: com.google.protobuf
Bundle-Version: 3.21.12
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf;version="3.21.12"
Import-Package: sun.misc;resolution:=optional,com.google.protobuf;versio
n="[3.21,4)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

Found in path(s):
* /protobuf-java-3-21-12-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /protobuf-java-3-21-12-jar/google/protobuf/compiler/plugin.proto
* /protobuf-java-3-21-12-jar/google/protobuf/source_context.proto
* /protobuf-java-3-21-12-jar/google/protobuf/type.proto
* /protobuf-java-3-21-12-jar/google/protobuf/field_mask.proto
*
 /protobuf-java-3-21-12-jar/google/protobuf/api.proto
* /protobuf-java-3-21-12-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-21-12-jar/google/protobuf/duration.proto
* /protobuf-java-3-21-12-jar/google/protobuf/struct.proto
* /protobuf-java-3-21-12-jar/google/protobuf/empty.proto
* /protobuf-java-3-21-12-jar/google/protobuf/wrappers.proto
* /protobuf-java-3-21-12-jar/google/protobuf/any.proto
* /protobuf-java-3-21-12-jar/google/protobuf/descriptor.proto

1.586 kotlin-scripting-jvm 1.8.10

1.586.1 Available under license :

Apache-2.0

1.587 tar 1.34+dfsg-1

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use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand
ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

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1. Source Code.

The "source code" for a work means the preferred form of the work
for making modifications to it. "Object code" means any non-source
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A "Standard Interface" means an interface that either is an official
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The
"System Libraries" of an executable work include anything, other
than the work as a whole, that (a) is included in the normal form of
packaging a Major Component, but which is not part of that Major
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"Major Component", in this context, means a major essential component
(kernel, window system, and so on) of the specific operating system
(if any) on which the executable work runs, or a compiler used to
produce the work, or an object code interpreter used to run it.

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work) run the object code and to modify the work, including scripts to
control those activities. However, it does not include the work's
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#
These procedures come from the source code of GFun.
#
getname:=proc(yofz::function(name), y, z)
 y:=op(0,yofz);
 if type(y,'procedure') then error `not an unassigned name`,y fi;
 z:=op(yofz)
end proc:

#
returns the smallest i such that u(n+i) appears in a recurrence
#
minindex := proc(rec,u,n)
 min(op(map(op,indets(rec,'specfunc'('linear'(n),u)))))-n
end proc:

#
returns the largest i such that u(n+i) appears in a recurrence
#
maxindex := proc(rec,u,n)
 max(op(map(op,indets(rec,'specfunc'('linear'(n),u)))))-n
end proc:

#
A recurrence of the form a(n+d) = p(n)/q(n) a(n) is represented through a record:
OneTermRecurrence : record(order, numerator, denominator)
#
`type/OneTermRecurrence` := 'record(order, numerator, denominator)':

#
#checkOneTermRecurrence

```
# Input: a recurrence rec (either with or without initial conditions).
#          If it has initial conditions, they are ignored.
#        a(n): the name of the sequence and the name of the variable.
#
# Output:
#
 This procedure checks that rec is a recurrence of the form a(n+d) = p(n)/q(n) a(n)
# If the check succeeds, it returns the corresponding record. If it fails, an error is
# returned.
#
checkOneTermRecurrence := proc(rec, aofn)::OneTermRecurrence;
 local r, d, a, n, term1, term2, res;

 getname(aofn, a, n):
 if type(rec, 'set') then
   r:=select(has, rec, n);
   if nops(r)>1
     then error `invalid recurrence`, rec
   fi:
   if nops(r)=0
     then error "%1 does not appear in the recurrence", n
   fi:
   r := op(r):
 else r:=rec:
 fi:
 if type(r,'`=`')
   then r:=op(1,r)-op(2,r)
 fi:
 if indets(r,'specfunc'('anything',a)) <> indets(r,'specfunc'('linear'(n),a))
   then error "the recurrence contains elements that are not linear in %1", n
 fi:
 if nops(r) <> 2
   then error "the recurrence contains %1 terms (expected 2)", nops(r)
 fi:
 r := subs(n=n-minindex(r, a, n), r):
 d := maxindex(r, a, n):

 term1 := select(has, r, a(n)):
 term2 := select(has, r, a(n+d)):

  res := factor( -(term1/a(n)) / (term2/a(n+d)) ):

 Record( 'order'=d, 'numerator' = numer(res), 'denominator' = denom(res) )
end proc:



#
# my_factors factorizes p the same way as factors(p) would do except that the constant part is computed
```

```
# differently. We assume here that p has integer coefficients, and we want to factorize it over polynomials
# with integer coefficients. my_factors ensures that the factors have integer coefficients.
#
my_factors := proc(p)
 local L, c, fact, i, my_c, my_fact, q:
 L := factors(p):
 c := L[1]: fact := L[2]:
 my_c := c: my_fact := []:
 for i from 1 to nops(fact) do
   q := denom(fact[i][1]):
   my_fact := [ op(my_fact), [ fact[i][1]*q, fact[i][2] ] ]:
   my_c := my_c / (q^fact[i][2]):
 od:
 [ my_c, my_fact]:
end proc:


#
# This procedure decomposes a one-term recurrence with the following form:
# a(n+d) = c * s1(n)/s1(n+d) * s2(n+d)/s2(n) * p(n)/q(n) * a(n)
#
# Known issue: this procedure assumes that the only variables involved are
 n and x with their usual meaning.
#
decomposeOneTermRecurrence := proc(formalRec::OneTermRecurrence, res_cste, res_s1, res_s2, res_p, res_q)
 local p, q, cste, s1, s2, d, L, i, tmp, exponent, r, polyring;
 p := formalRec:-numerator:
 q := formalRec:-denominator:
 d := formalRec:-order:
 s1 := 1:
 L := op(2,my_factors(p)): # L contains the non trivial factors of p
 for i from 1 to nops(L) do
   tmp := L[i][1]: exponent := L[i][2]:
   r := gcd(tmp^exponent, subs(n=n-d, q)):
   p := quo(p,r,n): q := quo(q, subs(n=n+d, r),n): s1 := s1 * r:
 od:

 s2 := 1:
 L := op(2,my_factors(p)): # L contains the *remaining* non trivial factors of p
 for i from 1 to nops(L) do
   tmp := L[i][1]: exponent := L[i][2]:
   r := gcd(tmp^exponent, subs(n=n+d, q)):
   p := quo(p, r, n): q := quo(q, subs(n=n-d, r), n): s2 := s2 * r:
 od:

 # Finally we look for the constant part (with respect to n) of p/q
 cste := op(1, my_factors(p))/op(1, my_factors(q)):
 p := p/op(1, my_factors(p)): q :=
```

```
 q/op(1, my_factors(q)):
 polyring := RegularChains[PolynomialRing]([n,x]):
 L := op(2, my_factors(p)):
 for i from 1 to nops(L) do
   if RegularChains[MainVariable](L[i][1], polyring) = x
     then cste := cste * L[i][1]^L[i][2]: p := quo(p,L[i][1]^L[i][2],x):
   fi:
 od:
 L := op(2, my_factors(q)):
 for i from 1 to nops(L) do
   if RegularChains[MainVariable](L[i][1], polyring) = x
     then cste := cste / L[i][1]^L[i][2]: q := quo(q,L[i][1]^L[i][2],x):
   fi:
 od:

 res_cste := cste;
 res_s1 := s1;
 res_s2 := s2;
 res_p := simplify(p);
 res_q := simplify(q);
end proc:


#
#coeffrecToTermsrec
# Input: a linear recurrence rec (either with or without initial conditions).
#          a(n): the name of the sequence and the name of the variable.
#          x: a value or symbolic name
#
# Output:
# The recurrence satisfied by a(n)*x^n. Note that this recurrence is also denoted by a(n).
# If initial conditions were provided, corresponding initial conditions are computed.
#
coeffrecToTermsrec
 := proc(rec, aofn, x)
 local a,n,L,r,cond,d,i,tmp,c,res;
 getname(aofn, a, n):
 if type(rec, 'set') then
   L := selectremove(has, rec, n):
   r := L[1]:
   if nops(r)>1
     then error `invalid recurrence`, rec
   fi:
   if nops(r)=0
     then error "%1 does not appear in the recurrence", n
   fi:
   r := op(r):
   cond := L[2]:
```

```
 else r := rec:
 fi:
 d := maxindex(r, a, n):
 L := indets(r,'specfunc'('linear'(n),a)):
 if indets(r,'specfunc'('anything',a)) <> L
   then error "the recurrence contains elements that are not linear in %1", n
 fi:
 L := map(op, L):
 for i from 1 to nops(L) do
   r := subs(a(op(i,L))=a(op(i,L))*x^(d-op(i,L)+n), r):
 od:
 if cond<>'cond' then
   c := {}:
   for i from 1 to nops(cond) do
     tmp := op(i, cond): # tmp should have the form 'a(k) = cste'
     if not type(tmp,'`=`') then error "Invalid initial condition: %1", tmp: fi:
     L := selectremove(has, {op(tmp)}, a):
     if (nops(L[1]) <> 1) or (nops(L[2])<>1)
       then error "Invalid initial condition: %1", tmp:
     fi:
     tmp := op(1, L[1]): # tmp has the form 'a(k)'
     c := {op(c), tmp = op(1, L[2])*x^op(tmp)}:
   od:
   res := {r, op(c)}:
 else res := r:
 fi:
 res:
end proc:


#
# This procedure removes the conditions of the form a(k)=0 from the initial conditions of rec
# It returns a list L = [L1, L2, ...] where Li = [k, expr] representing the condition a(k)=expr.
# Moreover, it asserts that the Li are ordered by increasing k.
#
removeTrivialConditions := proc(rec, aofn)
 local a,n,i,L,tmp,c,cond,k:
 getname(aofn, a, n):
 if not type(rec, 'set') then
   error "%1 is not a recurrence with initial conditions", rec
 else
   L := selectremove(has, rec, n):
   cond := L[2]:
   if nops(cond)=0
     then error "%1 does not contain initial conditions", rec
   fi:
 fi:
 c := []:
```

```
 for i from 1 to nops(cond) do
   tmp := op(i, cond): # tmp should have the form 'a(k) = cste'
   if not type(tmp,`=`) then error
 "Invalid initial condition: %1", tmp: fi:
   L := selectremove(has, {op(tmp)}, a):
   if (nops(L[1]) <> 1) or (nops(L[2])<>1)
     then error "Invalid initial condition: %1", tmp:
   fi:
   if op(1, L[2])<>0 then c := [op(c), [op(op(1, L[1])), op(1, L[2])]]: fi:
 od:
 # We check that the conditions are ordered by increasing k.
 if (nops(c)=0) then return c: fi:
 k := c[1][1]:
 for i from 2 to nops(c) do
   if (c[i][1]<=k)
   then error "Unexpected error in removeTrivialConditions: the conditions are not correctly ordered (%1)\n", c
   else k := c[i][1]
   fi:
 od:
 c:
end proc:


#
# findFixpointOfDifferences: takes a set L of integer and returns the smallest set S
# containing L and such that for each i, S[i]-S[i-1] \in S
findFixpointOfDifferences := proc(L)
 local res, i:
 res := L:
 for i from 2 to nops(L) do
   res := { op(res), L[i]-L[i-1] }:
 od:
 if (res=L) then return res else return findFixpointOfDifferences(res) fi:
end proc:


#
# error_counter functions
 allows one to follow the accumulation of errors in each variable.
#   an error_counter is a list of the form [[var1, c1], [var2, c2], ... ]
#   where the vari are variable names and the ci indicate how many approximation errors
#   are accumulated in vari.
#

#
# This procedure initializes the counter associated with variable var to 1 (and creates it if needed.)
# It returns an up-to-date error_counter.
init_error_counter := proc (var, error_counter)
```

```
 local i, res:
 res  := error_counter:
 for i from 1 to nops(res) do
   if (res[i][1]=var)
   then res[i][2] := 1:
        return res:
   fi
 od:
 res := [op(res), [var, 1]]:
end:


#
# This procedure adds a given number to the counter associated with variable var.
# It returns an up-to-date error_counter.
add_to_error_counter := proc (var, n, error_counter)
 local i, res:
 res  := error_counter:
 for i from 1 to nops(res) do
   if (res[i][1]=var)
   then res[i][2] := res[i][2]+n:
        return res:
   fi
 od:

 res := [op(res), [var, n]]:
end proc:

#
# This procedure sets the value of the counter associated with variable var.
# It returns an up-to-date error_counter.
set_error_counter := proc(var, n, error_counter)
 local i,err:
 err  := error_counter:
 for i from 1 to nops(err) do
   if (err[i][1]=var)
   then err[i][2] := n:
        return err:
   fi
 od:
 err := [op(err), [var, n]]:
end proc:

#
# This procedure initializes the counter associated to the multiplication of var2 and var3,
# putting the result in variable var1.
# It returns an up-to-date error_counter.
error_counter_of_a_multiplication := proc (var1, var2, var3, error_counter)
```

```
 local i, res, c2, c3:
 c2 := 0: c3 := 0:
 for i from 1 to nops(error_counter) do
   if (error_counter[i][1]=var2) then c2 := error_counter[i][2] fi:
   if (error_counter[i][1]=var3) then c3 := error_counter[i][2] fi:
   if (error_counter[i][1]=var1)
   then
     res := [ op(error_counter[1..i-1]), op(error_counter[i+1..nops(error_counter)])
 ]
   fi:
 od:
 if (res = 'res') then res := error_counter fi:
 res := [op(res), [var1, c2+c3+1]]:
end:

#
# Copies the error counter of var2 into var1
error_counter_on_copy := proc(var1, var2, error_counter)
 local i, err, c2:
 c2 := 0:
 for i from 1 to nops(error_counter) do
   if (error_counter[i][1] = var2) then c2 := error_counter[i][2] fi:
   if (error_counter[i][1] = var1)
   then
     err := [ op(error_counter[1..i-1]), op(error_counter[i+1..nops(error_counter)]) ]
   fi:
 od:
 if (err = 'err') then err := error_counter fi:
 if (c2 <> 0) then err := [op(res), [var1, c2]] fi:
end proc:


#
# Returns the value of the error counter associated to a variable
find_in_error_counter := proc(var, error_counter)
 local i:
 for i from 1 to nops(error_counter) do
   if (error_counter[i][1] = var) then return error_counter[i][2] fi:
 od:
 return 0:
end proc:

#
# generate_multiply_rational(fd, var1, var2, r, error_counter, indent) generates code for performing
#
 var1 = var2*r in MPFR
#   fd is the file descriptor in which the code shall be produced.
#   var1 and var2 are strings representing variable names. r is a Maple rational number.
```

```
#   error_counter is an error_counter (as described above).
#   indent is an optional argument. It is a string used to correctly indent the code. It is prefixed to any
#   generated line. Hence, if indent="  ", the generated code will be indented by 2 spaces.
# An up-to-date error_counter is returned.
generate_multiply_rational := proc(fd, var1, var2, r, error_counter, indent:="")
 local p,q,err:
 err := error_counter:
 if (whattype(r)<>'fraction') and (whattype(r)<>'integer')
 then error "generate_multiply_rational used with non rational number %1", r: fi:
 if (abs(r)=1)
 then
  if (var1=var2)
  then
    if (r<>1) then fprintf(fd, "%sMPFR_CHANGE_SIGN (%s);\n", indent, var1) fi:
    return err:
  else
    if (r=1)
      then fprintf(fd, "%smpfr_set (%s, %s, MPFR_RNDN);\n", indent, var1,
 var2):
      else fprintf(fd, "%smpfr_neg (%s, %s, MPFR_RNDN);\n", indent, var1, var2):
    fi:
    return error_counter_on_copy(var1, var2, err):
  fi
 fi:
 # Now, r is a rational number different from 1.
 p := numer(r): q := denom(r):
 if (abs(p)<>1)
 then
  fprintf(fd, "%smpfr_mul_si (%s, %s, %d, MPFR_RNDN);\n", indent, var1, var2, p):
  err := error_counter_of_a_multiplication(var1, var2, "", err):
  if(q<>1)
  then
    fprintf(fd, "%smpfr_div_si (%s, %s, %d, MPFR_RNDN);\n", indent, var1, var1, q):
    err := error_counter_of_a_multiplication(var1, var1, "", err):
  fi:
 else
  fprintf(fd, "%smpfr_div_si (%s, %s, %d, MPFR_RNDN);\n", indent, var1, var2, p*q):
  err := error_counter_of_a_multiplication(var1, var2, "", err):
 fi:
 return err:
end proc:


#
# generate_multiply_poly is the same as generate_multiply_rational but when r is a rational fraction.
# The fraction r must have the form p/q where p and q are polynomials with integer coefficients.
#
```

```
 Moreover, the gcd of the coefficients of p must be 1. Idem for q.
# The procedure returned a list [m, d, err] where m is the set of indices k such that
# a mpfr_mul_sik function is needed and idem for d with mpfr_div_sik.
# err is an up-to-date error counter.
generate_multiply_poly := proc(fd, var1, var2, r, error_counter, indent:="")
 local p,q,Lp,Lq,n,i,j,var, required_mulsi, required_divsi, err:
 err := error_counter:
 required_mulsi := {}:
 required_divsi := {}:
 p := numer(r): q := denom(r):
 Lp := my_factors(p): Lq := my_factors(q):
 if (Lp[1] <> 1)
  then error "generate_multiply_poly: an integer can be factored out of %1", p:
 fi:
 if (Lq[1] <> 1)
  then error "generate_multiply_poly: an integer can be factored out of %1", q:
 fi:
 Lp := Lp[2]: Lq := Lq[2]:
 var := var2:
 if (nops(Lp) <> 0)
 then
  n := 0:
  for i from 1 to nops(Lp) do n := n + Lp[i][2] od:
  if (n=1)
  then
   fprintf(fd, "%smpfr_mul_si (%s, %s", indent, var1, var):
  else

   required_mulsi := { op(required_mulsi), n }:
   fprintf(fd, "%smpfr_mul_si%d (%s, %s", indent, n, var1, var):
  fi:
  for i from 1 to nops(Lp) do
   for j from 1 to Lp[i][2] do
    fprintf(fd, ", %a", Lp[i][1]):
   od:
  od:
  fprintf(fd, ", MPFR_RNDN);\n"):
  err := set_error_counter(var1, n+find_in_error_counter(var, err) , err):
  var := var1:
 fi:
 if (nops(Lq) <> 0)
 then
  n := 0:
  for i from 1 to nops(Lq) do n := n + Lq[i][2] od:
  if (n=1)
  then
   fprintf(fd, "%smpfr_div_si (%s, %s", indent, var1, var):
  else
```

```
    required_divsi := { op(required_divsi), n }:
    fprintf(fd, "%smpfr_div_si%d (%s, %s", indent, n, var1, var)
  fi:
  for i from 1 to nops(Lq) do
    for j from 1 to Lq[i][2] do
      fprintf(fd, ", %a", Lq[i][1])
    od:
  od:
  fprintf(fd, ", MPFR_RNDN);\n"):
  err := set_error_counter(var1, n+find_in_error_counter(var, err) , err):
  var := var1:
 fi:
 if (var1 <> var) then
  fprintf(fd, "%smpfr_set
(%s, %s, MPFR_RNDN);\n", indent, var1, var):
  err := set_error_counter(var1, find_in_error_counter(var, err) , err):
 fi:
 return [required_mulsi, required_divsi, err]:
end proc:


#
# This function generates the code of a procedure mpfr_mul_uin or mpfr_div_uin
#
generate_muldivsin := proc(op, n)
 local i, var:
 if ((op <> "mul") and (op <> "div"))
  then error "Invalid argument to generate_muldivuin (%1). Must be 'mul' or 'div'", op
 fi:
 if (whattype(n) <> 'integer')
 then error "Invalid argument to generate_muldivuin (%1). Must be an integer.", n
 fi:

 if (op="mul") then var := "MUL" else var := "DIV" fi:

 printf("__MPFR_DECLSPEC void mpfr_div_si%d _MPFR_PROTO((mpfr_ptr, mpfr_srcptr,\n", n):
 for i from n to 2 by -2 do
  printf("                                long int, long int,\n"):
 od:
 if (i=1)
 then
  printf("                                long int, mpfr_rnd_t));\n"):
 else
  printf("
                mpfr_rnd_t));\n")
 fi:

 printf("\n\n\n"):
```

```
 printf("void\n"):
 printf("mpfr_%s_si%d (mpfr_ptr y, mpfr_srcptr x,\n", op, n):
 for i from n to 2 by -2 do
   printf("             long int v%d, long int v%d,\n", n-i+1, n-i+2):
 od:
 if (i=1)
 then
   printf("             long int v%d, mpfr_rnd_t mode)\n", n):
 else
   printf("             mpfr_rnd_t mode)\n")
 fi:
 printf("{\n"):
 printf("  long int acc = v1;\n"):
 printf("  mpfr_set (y, x, mode);\n"):
  for i from 2 to n do
   printf("  MPFR_ACC_OR_%s (v%d);\n", var, i):
 od:
 printf("  mpfr_%s_si (y, y, acc, mode);\n", op):
 printf("}\n"):
 return:
end proc:
# convert from Gonnet's FPAccuracy data sets to mpfr format
# http://www.inf.ethz.ch/personal/gonnet/FPAccuracy/all.tar.Z

# 1 - cut the lines from (say) C/acos.c, remove the 3rd (eps) field,
#     replace the commata ',' by spaces, and remove the final '};'
#     (hint: cut -d" " -f1,2,4,5 /tmp/acos.c > /tmp/acos2.c)
# 2 - edit the infile and outfile lines below, and run
#     maple -q < gonnet.mpl

infile := "/tmp/acos2.c":
outfile := "acos":

####################### don't edit below this line ##############################

foo := proc(arg_m, val_m, arg_e, val_e, fp)
  fprintf (fp, "53 53 n ", 53);
  to_hex(arg_m, arg_e, fp);
  fprintf (fp, " ");
  # warning: Gonnet stores -val_e
  to_hex(val_m, -val_e, fp);
  fprintf (fp, "\n");
end:

to_hex := proc(m, e, fp)
  if m<0 then fprintf (fp, "-") fi;
  fprintf (fp, "0x%sp%d", convert(abs(m),hex), e);
end:
```

```
copyright := proc(fp)
  fprintf (fp, "# This file was generated from the FPAccuracy package\n#
http://www.inf.ethz.ch/personal/gonnet/FPAccuracy/all.tar.Z:\n#
 Copyright (C) Gaston H. Gonnet\n# This program is free software; you can redistribute it and/or\n# modify it under
the terms of the GNU General Public License\n# as published by the Free Software Foundation; either version 2\n#
of the License, or (at your option) any later version.\n# This program is distributed in the hope that it will be
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should have received a copy of the GNU General Public License\n# along with this program; if not, write to the Free
Software\n# Foundation, Inc., 59 Temple Place - Suite 330, Boston, MA  02111-1307, USA.\n")
end:

fp := fopen (outfile, WRITE):

l := readdata(infile, integer, 4):
copyright(fp):
for e in l do foo(op(e), fp) od:

fclose (fp);

quit;
```

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Version 3, 29 June 2007

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read("metaMPFR_common.mpl"):

FUNCTION_SERIES := 0:
FUNCTION_SERIES_RATIONAL := %+1:
CONSTANT_SERIES := %+1:

################################################################################
######################### We can now generate the code #########################
################################################################################
# This procedure generate code for a straightforward evaluation of the series
# corresponding to a recurrence.
#   rec is a recurrence with inital conditions
#   type can take three values, depending on which series should be evaluated:
#     FUNCTION_SERIES -> produces code for evaluating sum( a(i)*x^i )
#     FUNCTION_SERIES_RATIONAL -> produces code for evaluating sum( a(i)*(p/q)^i )
#     CONSTANT_SERIES -> produces code for evaluating sum( a(i) )
#   name is the name the should be given to the produced procedure.
#   fofx is an optional parameter. It is the function being implemented.
#     -> if provided, this argument will be used to (heuristically)
 find the limits
#       of the function at +/-oo and find its asymptotical behavior.
#   *IMPORTANT NOTE*: it must be a function of the variable 'x'.
#                     Moreover, neither _f nor x shall be assigned at the time of
#                     calling the function
#
generateStraightforwardAlgo := proc(rec, aofn, type, name, filename, fofx := _f(x))
 local a, b, n, fd, init_cond, nc, d, exponents, formalRec, c, s1, s2, p, q, hardconstant, f0, i0, ri0, i, j, var, var1, var2,
var3, guard_bits, required_mulsi, required_divsi, temp, error_counter, error_in_loop, maxofti, additional_error:

 getname(aofn, a, n):

 required_mulsi := {}:
 required_divsi := {}:
 fd := fopen(filename, WRITE):

 # We check that we have a recurrence of the form a(n+d)=r(n)*a(n)
 # and we extract its canonical form:
```

```
#    a(n+d) = c * s1(n)/s1(n+d) * s2(n+d)/s2(n) * p(n)/q(n) * a(n)
#
formalRec := checkOneTermRecurrence(rec, a(n)):
decomposeOneTermRecurrence(formalRec, c,
s1, s2, p, q):
d := formalRec:-order:

# We keep only non-trivial inital conditions
init_cond := removeTrivialConditions(rec, a(n));
nc := nops(init_cond):
exponents := {1, d}:
for i from 1 to nc do
  exponents := { op(exponents), init_cond[i][1] }
od:
exponents := findFixpointOfDifferences(exponents):
exponents := exponents minus {0}:

error_counter := []:

fprintf(fd, "/* Evaluation by a straightforward algorithm */\n"):
fprintf(fd, "/* Code automatically generated by metaMPFR. */\n"):

fprintf(fd, "static int\n"):
if (type=FUNCTION_SERIES)
  then fprintf(fd, "mpfr_%a (mpfr_ptr res, mpfr_srcptr x, mpfr_rnd_t rnd)\n", name):
elif (type=FUNCTION_SERIES_RATIONAL)
  then fprintf(fd, "mpfr_%a (mpfr_ptr res, int u, int v, mpfr_rnd_t rnd)\n", name):
elif (type=CONSTANT_SERIES)
  then fprintf(fd, "mpfr_%a (mpfr_ptr res, mpfr_rnd_t rnd)\n", name):
fi:
fprintf(fd, "{\n"):


#########################################################
####################
Declarations ####################
#########################################################

fprintf(fd, "  MPFR_ZIV_DECL (loop);\n"):
fprintf(fd, "  MPFR_SAVE_EXPO_DECL (expo);\n"):
fprintf(fd, "  mpfr_prec_t wprec;             /* working precision */\n"):
fprintf(fd, "  mpfr_prec_t prec;              /* target precision */\n"):
fprintf(fd, "  mpfr_prec_t err;               /* used to estimate the evaluation error */\n"):
fprintf(fd, "  mpfr_prec_t correctBits;       /* estimates the number of correct bits*/\n"):
fprintf(fd, "  unsigned long int k;\n"):
fprintf(fd, "  unsigned long int conditionNumber;        /* condition number of the series */\n"):
fprintf(fd, "  unsigned assumed_exponent;     /* used as a lowerbound of -EXP(f(x)) */\n"):
fprintf(fd, "  int r;                         /* returned ternary value */\n"):
```

```
 fprintf(fd, "  mpfr_t s;                  /* used to store the partial sum */\n"):

 if (whattype(c) = 'fraction') or (whattype(c) = 'integer')
    then hardconstant := 0
   else hardconstant := 1
 fi:
 if (type=FUNCTION_SERIES) then hardconstant := 1 fi:

 if (hardconstant=1)
 then
   if (type=CONSTANT_SERIES)
     then fprintf(fd, "  mpfr_t x%d;                /* used to store %a */\n", d, c):
   elif (type=FUNCTION_SERIES_RATIONAL)
     then fprintf(fd, "  mpfr_t x%d;                /* used to store %a */\n", d, c*(u/v)^d):
   elif (type=FUNCTION_SERIES)
     then fprintf(fd, "  mpfr_t x%d;                /* used to store %a */\n", d, c*x^d):
   fi:
 fi:

 if (type=FUNCTION_SERIES)
 then
   fprintf(fd, "  mpfr_t tmp;\n"):
   if (nops(exponents)-1 >= 1) then fprintf(fd, "  mpfr_t ") fi:
   for i from 1 to nops(exponents)-1 do
     fprintf(fd, "x%d", exponents[i]):
     if (i<nops(exponents)-1) then fprintf(fd, ", ") else fprintf(fd, ";                /* used to store x^i */\n") fi
   od:
 fi:

 fprintf(fd, "  mpfr_t ");
 for i from 1 to nc do
   fprintf(fd, "tip%d", init_cond[i][1]):
    if (i<nc) then fprintf(fd, ", ") else fprintf(fd, "; /* used to store successive values of t_i */\n") fi:
 od:
 fprintf(fd, "  int "):
 for i from 1 to nc do
   fprintf(fd, "test%d", init_cond[i][1]):
   if (i<nc) then fprintf(fd, ", ") else fprintf(fd, ";\n") fi:
 od:
 fprintf(fd, "  int global_test;           /* used to test when the sum can be stopped */"):

 fprintf(fd, "\n"):
 fprintf(fd, "  /* Logging */\n"):
 if (type=FUNCTION_SERIES)
   then fprintf(fd, "  MPFR_LOG_FUNC ( (\"x[%%#R]=%%R rnd=%%d\", x, x, rnd), (\"res[%%#R]=%%R\", res,
res) );\n\n")
 elif (type=FUNCTION_SERIES_RATIONAL)
   then fprintf(fd, "  MPFR_LOG_FUNC ( (\"x=u/v with u=%%d and v=%%d, rnd=%%d\", u, v, rnd),
```

```
(\"res[%%#R]=%%R\", res, res) );\n\n")
 else fprintf(fd, "  MPFR_LOG_FUNC ( (\"rnd=%%d\", rnd), (\"res[%%#R]=%%R\", res, res) );\n\n")
 fi:


 ##########################################################
 ###################### Special cases ######################
 ##########################################################

  if ( (type=FUNCTION_SERIES) or (type=FUNCTION_SERIES_RATIONAL) )
 then
  fprintf(fd, "  /* Special cases */\n"):

  if (type=FUNCTION_SERIES)
    then fprintf(fd, "  if (MPFR_UNLIKELY (MPFR_IS_NAN (x)))\n")
    else fprintf(fd, "  if (MPFR_UNLIKELY (v==0))\n")
  fi:
  fprintf(fd, "    {\n"):
  fprintf(fd, "      MPFR_SET_NAN (res);\n"):
  fprintf(fd, "      MPFR_RET_NAN;\n"):
  fprintf(fd, "    }\n"):

  if (init_cond[1][1] > 0) then f0 := 0 else f0 := init_cond[1][2] fi:
  if (type=FUNCTION_SERIES)
    then fprintf(fd, "  if (MPFR_UNLIKELY (MPFR_IS_ZERO (x)))\n")
    else fprintf(fd, "  if (MPFR_UNLIKELY (u==0))\n")
  fi:
  if (whattype(f0) = 'integer')
  then
    fprintf(fd, "    {\n"):
    fprintf(fd, "      return mpfr_set_si (res, %a, rnd);\n", f0):
    fprintf(fd, "    }\n")
  else
    printf("You need to provide a function mpfr_%a0(mpfr_t, mpfr_rnd_t) that evaluates %a with correct
rounding\n",
 name, f0):
    fprintf(fd, "    {\n"):
    fprintf(fd, "      return mpfr_%a0 (res, rnd);\n", name):
    fprintf(fd, "    }\n")
  fi:

  if (type=FUNCTION_SERIES)
  then
    fprintf(fd, "  if (MPFR_UNLIKELY (MPFR_IS_INF (x)))\n"):
    fprintf(fd, "    {\n"):
    for i from -1 to 1 by 2 do  # Trick to handle both -oo and +oo
      if (i<0)
        then fprintf(fd, "      if (MPFR_IS_NEG (x))\n"):
```

```
      else fprintf(fd, "      else\n")
    fi:
    fprintf(fd, "        {\n"):
    if (i<0) then f0 := "m" else f0 := "p" fi:
    if (fofx <> _f(x))
    then
      f0 := limit(fofx, x=i*infinity):
      if (whattype(f0)='integer')
      then fprintf(fd, "          return mpfr_set_si (res, %a, rnd);\n", f0):
      elif (f0 = infinity) or (f0 = -infinity)
      then
        fprintf(fd, "          MPFR_SET_INF(res);\n"):
        if (f0>0)
        then fprintf(fd, "          MPFR_SET_POS(res);\n")
        else fprintf(fd,
"          MPFR_SET_NEG(res);\n")
        fi:
        fprintf(fd, "          MPFR_RET(0);\n"):
      else
        if (i<0) then f0 := "m" else f0 := "p" fi:
      fi:
    fi:
    if ((f0 = "p") or (f0 = "m"))
    then
      printf("You need to provide a function mpfr_%a%sinf(mpfr_t, mpfr_rnd_t) that evaluates lim(f(x), x=", name,
f0):
      if (f0 = "m") then printf("-") fi:
      printf("inf) with correct rounding.\n"):
      fprintf(fd, "          return mpfr_%a%sinf (res, rnd);\n", name, f0)
    fi:
    fprintf(fd, "        }\n")
  od:
  fprintf(fd, "    }\n")
 fi:
fi:


#########################################################
################## Precomputations ##################
#########################################################

fprintf(fd, "\n"):
fprintf(fd, "  /* Save current exponents range */\n"):
fprintf(fd, "  MPFR_SAVE_EXPO_MARK (expo);\n\n"):

if ( (type=FUNCTION_SERIES) or (type=FUNCTION_SERIES_RATIONAL)
)
then  fprintf(fd, "  /* FIXME: special case for large values of |x| ? */\n\n")
```

```
 fi:

 # Note : prec is the value such that we will try to compute an approximation
 # with relative error smaller than 2^(1-prec).
 # Several things may happen:
 #   1) We do not achieve the intended error: this is because we badly estimated the exponent of the result
 #   2) We achieve the error, but it is not sufficient to decide correct rounding (Ziv's bad case)
 # Against 1), we can try to make our estimate of the exponent better with any heuristic.
 # Against 2), we can consider more guard bits. 11 guard bits seem a good value for the beginning
 #   (statistically, we expect to fail in less than 0.1 % of the cases)
 # wprec is the precision used during the computation, in order to ensure the final relative error 2^(1-prec)
 #
 fprintf(fd, "  /* We begin with 11 guard bits */\n"):
 fprintf(fd, "  prec = MPFR_PREC (res) + 11;\n"):
 fprintf(fd, "  MPFR_ZIV_INIT
 (loop, prec);\n"):

 # TODO: the value here can be chosen completely heursitically. We could do something much better
 # when fofx is known by using asympt(fofx, x, 1). A clean implementation appears to be complex though.
 # We must catch errors if the development does not exist (e.g. AiryAi(-x));
 # We must find a separation after which the asymptotic behavior is valid (e.g. x>1)
 printf("The code contains a variable assumed_exponent arbitrarily set to 10. You can put any value heuristically
chosen. The closer it is to -log_2(|f(x)|), the better it is.\n"):
 fprintf(fd, "  assumed_exponent = 10; /* TIP: You can put any value heuristically chosen. The closer it is to -
log_2(|f(x)|), the better it is */\n"):

 # TODO: find a way of putting a rigorous value here.
 # This value *must* be rigorous: the safety of the implementation relies on it.
 # Precisely, we need to have sum(|a(i)*x^i|) <= 2^conditionNumber
 fprintf(fd, "  conditionNumber = xxx; /* FIXME: set a value such that
 sum(|a(i)*x^i|) <= 2^conditionNumber */\n"):
 printf("The code contains a variable conditionNumber that you must manually set to a suitable value, in order to
ensure that sum_{i=0}^{infinity} |a(i)*x^i| <= 2^conditionNumber\n"):
 fprintf(fd, "  wprec = prec + ERRORANALYSISPREC + conditionNumber + assumed_exponent;\n"):


 ########################################################
 ################## Initialisations ###################
 ########################################################

 if (hardconstant=1)
 then
   fprintf(fd, "  mpfr_init (x%d);\n", d):
 fi:
 if (type = FUNCTION_SERIES)
 then
   fprintf(fd, "  mpfr_init (tmp);\n"):
   for i from 1 to nops(exponents)-1 do
```

```
    fprintf(fd, "  mpfr_init (x%d);\n", exponents[i])
  od:
fi:

for i from 1 to nc do
  fprintf(fd, "  mpfr_init (tip%d);\n", init_cond[i][1])
od:
fprintf(fd, "  mpfr_init (s);\n\n"):


#########################################################
########## Ziv' loop: setting the precision
##########
#########################################################

fprintf(fd, "  /* ZIV' loop */\n"):
fprintf(fd, "  for (;;)\n"):
fprintf(fd, "    {\n"):

fprintf(fd, "      MPFR_LOG_MSG ((\"Working precision: %%d\\n\", wprec, 0));\n\n"):
if (hardconstant=1)
then
  fprintf(fd, "      mpfr_set_prec (x%d, wprec);\n", d):
fi:
if (type = FUNCTION_SERIES)
then
  fprintf(fd, "      mpfr_set_prec (tmp, wprec);\n"):
  fprintf(fd, "      if(mpfr_get_prec (x) > wprec)\n"):
  fprintf(fd, "        mpfr_set_prec (x1, wprec);\n"):
  fprintf(fd, "      else\n"):
  fprintf(fd, "        mpfr_set_prec (x1, mpfr_get_prec (x));\n"):
  for i from 2 to nops(exponents)-1 do
    fprintf(fd, "      mpfr_set_prec (x%d, wprec);\n", exponents[i])
  od:
fi:

for i from 1 to nc do
  fprintf(fd, "      mpfr_set_prec (tip%d, wprec);\n", init_cond[i][1])
od:
fprintf(fd, "      mpfr_set_prec (s, wprec);\n\n"):


#########################################################
 ############ Ziv' loop: initial conditions ############
#########################################################

fprintf(fd, "      mpfr_set_ui (s, 0, MPFR_RNDN);\n"):
```

```
 if (type = FUNCTION_SERIES)
 then
   fprintf(fd, "      mpfr_set (x1, x, MPFR_RNDN);\n"):
   error_counter := init_error_counter("x1", error_counter):
   for i from 2 to nops(exponents) do
      fprintf(fd, "      mpfr_mul (x%d, x%d, x%d, MPFR_RNDN);\n", exponents[i], exponents[i-1], exponents[i]-
exponents[i-1]):
 var1 := sprintf("x%d", exponents[i]):
      var2 := sprintf("x%d", exponents[i-1]):
      var3 := sprintf("x%d", exponents[i]-exponents[i-1]):
 error_counter := error_counter_of_a_multiplication(var1, var2, var3, error_counter):
   od:
 fi:

 for i from 1 to nc do
   i0 := init_cond[i][1]:
   ri0 := init_cond[i][2]:  # We implement t_{i0} <- ri0
   if (whattype(ri0)='integer') or (whattype(ri0)='fraction')
   then
     if (type = FUNCTION_SERIES) and (i0 <> 0)
       then
         var
 :=  sprintf("      mpfr_mul_si (tip%d, x%d, ", i0, i0):
         var1 := sprintf("tip%d", i0):
         var2 := sprintf("x%d", i0):
         error_counter := error_counter_of_a_multiplication(var1, var2, "", error_counter):
       else
         var := sprintf("      mpfr_set_si (tip%d, ", i0):
         var1 := sprintf("tip%d", i0):
         error_counter := init_error_counter(var1, error_counter):
     fi:
     fprintf(fd, "%s%d, MPFR_RNDN);\n", var, numer(ri0)):
     if (whattype(ri0)='fraction')
     then
       fprintf(fd, "      mpfr_div_si (tip%d, tip%d, %d, MPFR_RNDN);\n", i0, i0, denom(ri0)):
       var1 := sprintf("tip%d", i0):
       error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
     fi:
   else
     printf("You need to provide a function mpfr_%a%d (mpfr_t, mpfr_rnd_t) that evaluates %a with faithful
rounding.\n", name, i0, ri0):
     fprintf(fd, "      mpfr_%a%d (tip%d, MPFR_RNDN);\n", name, i0, i0):
     var1 := sprintf("tip%d",
 i0):
     error_counter := init_error_counter(var1, error_counter):
     if (type = FUNCTION_SERIES) and (i0 <> 0)
     then
       fprintf(fd, "      mpfr_mul (tip%d, tip%d, x%d, MPFR_RNDN);\n", i0, i0, i0):
```

```
      var1 := sprintf("tip%d", i0):
      var2 := sprintf("x%d", i0):
      error_counter := error_counter_of_a_multiplication(var1, var1, var2, error_counter):
    fi:
  fi:

  if (type = FUNCTION_SERIES_RATIONAL) and (i0 <> 0)
  then
    var1 := sprintf("tip%d", i0):
    if (i0 = 1)
    then fprintf(fd, "      mpfr_mul_si (tip%d, tip%d, ", i0, i0):
    else
      required_mulsi := { op(required_mulsi), i0 }:
      fprintf(fd, "      mpfr_mul_si%d (tip%d, tip%d, ", i0, i0, i0):
    fi:
    for j from 1 to i0 do
      fprintf(fd, "u, "):
      error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    od:
    fprintf(fd, "MPFR_RNDN);\n"):
    if (i0 = 1)
    then fprintf(fd, "      mpfr_div_si (tip%d,
tip%d, ", i0, i0):
    else
      required_divsi := { op(required_divsi), i0 }:
      fprintf(fd, "      mpfr_div_si%d (tip%d, tip%d, ", i0, i0, i0):
    fi:
    for j from 1 to i0 do
      fprintf(fd, "v, "):
      error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    od:
    fprintf(fd, "MPFR_RNDN);\n"):
  fi:

  fprintf(fd, "      mpfr_add (s, s, tip%d, MPFR_RNDN);\n\n", i0):
od:

if (whattype(c) = 'integer') or (whattype(c) = 'fraction')
then
  if (type = FUNCTION_SERIES) and (c = -1)
  then
    fprintf(fd, "      MPFR_CHANGE_SIGN (x%d);\n", d):
  elif (type = FUNCTION_SERIES) and (c <> 1)
  then
    fprintf(fd, "      mpfr_mul_si (x%d, x%d, %d, MPFR_RNDN);\n", d, d, numer(c)):
    var1 := sprintf("x%d", d):
    error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    if (whattype(c) = 'fraction')
```

```
    then
      fprintf(fd, "      mpfr_div_si (x%d, x%d, %d, MPFR_RNDN);\n",
 d, d, denom(c)):
      error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    fi:
  fi:
 else
  printf("You need to provide a function mpfr_%a_cste (mpfr_t, mpfr_rnd_t) that evaluates %a with faithful
rounding.\n", name, c):
  if (type = CONSTANT_SERIES)
  then
    fprintf(fd, "      mpfr_%a_cste (x%d, MPFR_RNDN);\n", name, d):
    var1 := sprintf("x%d", d):
    error_counter := init_error_counter(var1, error_counter):
  elif (type = FUNCTION_SERIES) then
    fprintf(fd, "      mpfr_%a_cste (tmp, MPFR_RNDN);\n", name):
    error_counter := init_error_counter("tmp", error_counter):
    fprintf(fd, "      mpfr_mul (x%d, tmp, x%d, MPFR_RNDN);\n", d, d):
    var1 := sprintf("x%d", d):
    error_counter := error_counter_of_a_multiplication(var1, "tmp", var1, error_counter):
  elif (type = FUNCTION_SERIES_RATIONAL) then
    fprintf(fd, "      mpfr_%a_cste (x%d, MPFR_RNDN);\n", name, d):
    var1 := sprintf("x%d",
 d):
    error_counter := init_error_counter(var1, error_counter):
    if (d = 1)
    then fprintf(fd, "      mpfr_mul_si (x%d, x%d, ", d, d):
    else
      required_mulsi := { op(required_mulsi), d }:
      fprintf(fd, "      mpfr_mul_si%d (x%d, x%d, ", d, d, d):
    fi:
    for j from 1 to d do
      fprintf(fd, "u, "):
      error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    od:
    fprintf(fd, "MPFR_RNDN);\n"):
    var1 := sprintf("x%d", d):
    if (d = 1)
    then fprintf(fd, "      mpfr_div_si (x%d, x%d, ", d, d):
    else
      required_divsi := { op(required_divsi), d }:
      fprintf(fd, "      mpfr_div_si%d (x%d, x%d, ", d, d, d):
    fi:
    for j from 1 to d do
      fprintf(fd, "v, "):
      error_counter := error_counter_of_a_multiplication(var1, var1, "", error_counter):
    od:
    fprintf(fd, "MPFR_RNDN);\n"):
```

```
  fi:
fi:

#########################################################
#########
Ziv' loop: evaluation of the series ########
#########################################################

fprintf(fd, "\n"):
fprintf(fd, "      /* Evaluation of the series */\n"):
fprintf(fd, "      k = %d;\n", d):
fprintf(fd, "      for (;;)\n"):
fprintf(fd, "        {\n"):
if (init_cond[1][1] <> 0) then fprintf(fd, "          k += %d;\n", init_cond[1][1]) fi:

for i from 1 to nc do
  error_in_loop := 0:
  i0 := init_cond[i][1]:
  if (hardconstant = 1)
  then
    fprintf(fd, "          mpfr_mul (tip%d, tip%d, x%d, MPFR_RNDN);\n", i0, i0, d):
    var1 := sprintf("x%d", d):
    error_in_loop := error_in_loop + 1 + find_in_error_counter(var1, error_counter):
  else
    var := sprintf("tip%d", i0):
    temp := generate_multiply_rational(fd, var, var, c, [[var, error_in_loop]], "          "):
    error_in_loop := find_in_error_counter(var, temp):
    if (type = FUNCTION_SERIES_RATIONAL)
    then
      if (d=1)
      then
        fprintf(fd,
"          mpfr_mul_si (tip%d, tip%d, u, MPFR_RNDN);\n", i0, i0):
        fprintf(fd, "          mpfr_div_si (tip%d, tip%d, v, MPFR_RNDN);\n", i0, i0):
  error_in_loop := error_in_loop + 2:
      else
        required_mulsi := { op(required_mulsi), d }:
        fprintf(fd, "          mpfr_mul_si%d (tip%d, tip%d", d, i0, i0):
        for j from 1 to d do fprintf(fd, ", u") od:
        fprintf(fd, ", MPFR_RNDN);\n"):
  error_in_loop := error_in_loop + d:

        required_divsi := { op(required_divsi), d }:
        fprintf(fd, "          mpfr_div_si%d (tip%d, tip%d", d, i0, i0):
        for j from 1 to d do fprintf(fd, ", v") od:
        fprintf(fd, ", MPFR_RNDN);\n" ):
  error_in_loop := error_in_loop + d:
      fi
```

```
   fi
  fi:
  var := sprintf("tip%d", i0):

  temp := generate_multiply_poly(fd, var, var, subs(n=k-d, p/q), [[var, error_in_loop]], "          "):
  required_mulsi := { op(required_mulsi), op(temp[1]) }:
  required_divsi := { op(required_divsi),
op(temp[2]) }:
  error_in_loop := find_in_error_counter(var, temp[3]):
  temp := generate_multiply_poly(fd, "tmp", var, subs(n=k, s2/s1), [[var, error_in_loop]], "          "):
  required_mulsi := { op(required_mulsi), op(temp[1]) }:
  required_divsi := { op(required_divsi), op(temp[2]) }:

  fprintf(fd, "          mpfr_add (s, s, tmp, MPFR_RNDN);\n"):

  if (i<nc) then fprintf(fd, "\n          k += %d;\n", init_cond[i+1][1]-i0)
  else  fprintf(fd, "\n          k += %d;\n", d-i0)
  fi:
od:


#########################################################
################### Error analysis ######################
#########################################################

maxofti := 0: # store the maximum of the error counters of the initial conditions
for i from 1 to nc do
  var := sprintf("tip%d", init_cond[i][1]):
  if find_in_error_counter(var, error_counter) > maxofti
    then maxofti := find_in_error_counter(var, error_counter):
  fi:
od:
additional_error
:= find_in_error_counter("tmp", temp[3]) - error_in_loop:


#########################################################
#### Ziv' loop: stopping criterion for the series ####
#########################################################

# The first neglected term is tk, so the remainder is made by
# tk + t(k+d) + t(k+2d).... and the corresponding series
# beginning with t(k+1), t(k+2), etc. up to t(k+d-1).
#
# We have t(k0+d) = c*s1(k0)/s1(k0+d) * s2(k0+d)/s2(k0)* p(k0)/q(k0) * x^d t(k0)
# (where x=u/v or x=1 in cases of rational series or constant series)
# So it suffices that:
# forall k0>=k-d, |c * s1(k0)/s1(k0+d) * s2(k0+d)/s2(k0) * p(k0)/q(k0) * x^d| <= 1/2     (1)
```

```
#
# If this is true, |tk| = |c*s1(k-d)/s1(k) * s2(k)/s2(k-d)* p(k-d)/q(k-d) * x^d t(k-d)| <= t(k-d)/2
# This is also true for larger values of k, so we can bound |tk + t(k+d) + t(k+2d) + ...| by |t(k-d)|.
# And the same holds for |t(k+1) + ...|, |t(k+2) + ...|, etc. up to |t(k+d-1)+...|.
 #
# global_test depends on k and we must satisfy:
#  "if (global_test) then (1) holds".
#
# the total remainder is bounded by 2*nc*tk.

 fprintf(fd, "          global_test = xxx; /* FIXME: set the value in order to ensure that, whenever global_test is true,
we have: forall k'>=k, |r(k')*x^d| <= 1/2, where r is the fraction such that a(n)=r(n)a(n-d)*/\n"):
 printf("The code contains a variable global_test that you must manually set to a suitable value, in order to ensure
that when global_test is true, the following holds:\n"):
 printf("        forall k'>=k, |r(k')*x^d| <= 1/2, where r is the fraction such that a(n)=r(n)a(n-d)\n"):
 guard_bits := 1+1+ceil(log[2](nc)):
 for i from 1 to nc do
   i0 := init_cond[i][1]:
   fprintf(fd, "          test%d = ( (!MPFR_IS_ZERO(s))\n", i0):
   fprintf(fd, "                  && ( MPFR_IS_ZERO(tip%d)\n", i0):
   fprintf(fd, "                      || (MPFR_EXP(tip%d) + (mp_exp_t)prec + %d <= MPFR_EXP(s))\n", i0, guard_bits):
    fprintf(fd, "                       )\n"):
   fprintf(fd, "                  );\n"):
 od:
 fprintf(fd, "          if (");
 for i from 1 to nc do
   fprintf(fd, "test%d && ", init_cond[i][1]):
 od:
 fprintf(fd, "global_test)\n"):
 fprintf(fd, "            break;\n"):
 fprintf(fd, "        }\n\n"):


 ##########################################################
 ############## Ziv' loop: testing final ##############
 ##########################################################

 fprintf(fd, "      MPFR_LOG_MSG ((\"Truncation rank: %%lu\\n\\n\", k));\n\n"):
 fprintf(fd, "      err = ERRORANALYSISK + conditionNumber - MPFR_GET_EXP (s);\n\n"):
 fprintf(fd, "      /* err is the number of bits lost due to the evaluation error */\n"):
 fprintf(fd, "      /* wprec-(prec+1): number of bits lost due to the approximation error */\n"):
 fprintf(fd, "      MPFR_LOG_MSG ((\"Roundoff error: %%Pu\\n\\n\", err));\n"):
 fprintf(fd, "      MPFR_LOG_MSG ((\"Approxim error: %%Pu\\n\\n\", wprec-prec-1));\n\n"):
  fprintf(fd, "     if (wprec < err+1)\n"):
 fprintf(fd, "       correct_bits=0;\n"):
 fprintf(fd, "      else\n"):
 fprintf(fd, "        {\n"):
 fprintf(fd, "          if (wprec < err+prec+1)\n"):
```

```
fprintf(fd, "           correct_bits =  wprec - err - 1;\n"):
fprintf(fd, "         else\n"):
fprintf(fd, "           correct_bits = prec;\n"):
fprintf(fd, "       }\n\n"):
fprintf(fd, "     if (MPFR_LIKELY (MPFR_CAN_ROUND (s, correct_bits, MPFR_PREC (y), rnd)))\n"):
fprintf(fd, "       break;\n\n"):

fprintf(fd, "     if (correct_bits == 0)\n"):
fprintf(fd, "       {\n"):
fprintf(fd, "         assumed_exponent *= 2;\n"):
fprintf(fd, "         MPFR_LOG_MSG ((\"Not a single bit correct (assumed_exponent=%%lu)\\n\",\n"):
fprintf(fd, "                       assumed_exponent));\n"):
fprintf(fd, "         wprec = prec + ERRORANALYSISK + conditionNumber + assumed_exponent;\n"):
fprintf(fd, "       }\n"):
fprintf(fd, "     else\n"):
fprintf(fd,
"       {\n"):
fprintf(fd, "         if (correct_bits < prec)\n"):
fprintf(fd, "           { /* The precision was badly chosen */\n"):
fprintf(fd, "             MPFR_LOG_MSG ((\"Bad assumption on the exponent of %s(x)\", 0));\n", name):
fprintf(fd, "             MPFR_LOG_MSG ((\" (E=%%ld)\\n\", (long) MPFR_GET_EXP (s)));\n"):
fprintf(fd, "             wprec = prec + err + 1;\n"):
fprintf(fd, "           }\n"):
fprintf(fd, "         else\n"):
fprintf(fd, "           { /* We are really in a bad case of the TMD */\n"):
fprintf(fd, "             MPFR_ZIV_NEXT (loop, prec);\n\n"):

fprintf(fd, "             /* We update wprec */\n"):
fprintf(fd, "             /* We assume that K will not be multiplied by more than 4 */\n"):
fprintf(fd, "             wprec = prec + ERRORANALYSIS4K + conditionNumber\n"):
fprintf(fd, "               - MPFR_GET_EXP (s);\n"):
fprintf(fd, "           }\n"):
fprintf(fd, "       }\n\n"):

fprintf(fd, "    } /* End
of ZIV loop */\n\n"):
fprintf(fd, "  MPFR_ZIV_FREE (loop);\n\n"):
fprintf(fd, "  r = mpfr_set (res, s, rnd);\n\n"):


########################################################
################ Clearing everything ##################
########################################################

fprintf(fd, "  mpfr_clear (s);\n"):
if (hardconstant=1)
then
  fprintf(fd, "  mpfr_clear (x%d);\n", d):
```

```
fi:
if (type = FUNCTION_SERIES)
then
  fprintf(fd, "  mpfr_clear (tmp);\n"):
  for i from 1 to nops(exponents)-1 do
    fprintf(fd, "  mpfr_clear (x%d);\n", exponents[i]):
  od:
fi:

for i from 1 to nc do
  fprintf(fd, "  mpfr_clear (tip%d);\n", init_cond[i][1]):
od:

fprintf(fd, "\n"):
fprintf(fd, "  MPFR_SAVE_EXPO_FREE (expo);\n"):
fprintf(fd, "  return mpfr_check_range (res, r, rnd);\n"):
fprintf(fd, "}\n"):

fclose(fd):

for i from 1 to nops(required_mulsi) do
  printf("You need to provide a mpfr_mul_si%d function.\n", required_mulsi[i]):
  printf("
 -> This can be achieved by a call to generate_muldivsin(\"mul\", %d):\n",  required_mulsi[i]):
od:
for i from 1 to nops(required_divsi) do
  printf("You need to provide a mpfr_div_si%d function.\n", required_divsi[i]):
  printf("  -> This can be achieved by a call to generate_muldivsin(\"div\", %d):\n",  required_divsi[i]):
od:



#########################################################
################### Error analysis ######################
#########################################################

printf("\n\n"):
printf("Before the loop, we have "):
for i from 1 to nc do
  var := sprintf("tip%d", init_cond[i][1]):
  printf("%s {%d}", var, find_in_error_counter(var, error_counter)):
  if (i <> nc) then printf(", ") else printf("\n") fi:
od:
printf("Each step of the loop adds another {%d}\n", error_in_loop):
if (additional_error <> 0)
then printf("Moreover, the multiplication by %a adds another {%d} to each term before it is summed.\n", subs(n=k,
s2/s1), additional_error)
fi:
printf("Finally, we have s = sum_(i=0)^(k-1) ( ti{%d + %dk} )\n", maxofti + additional_error + 1 - error_in_loop,
```

```
error_in_loop):
 printf("We bound it by {(k+%d)*2^(%d)}\n", ceil( (maxofti + additional_error + 1 - error_in_loop)/error_in_loop),
ceil(log[2](error_in_loop))):

 a := ceil( (maxofti + additional_error + 1 - error_in_loop)/error_in_loop):
 b := ceil(log[2](error_in_loop)):

 if (a > 0)
   then var := sprintf("MPFR_INT_CEIL_LOG2 (prec + %d)", a)
   elif (a=0) then  var := sprintf("MPFR_INT_CEIL_LOG2 (prec)")
   else sprintf("MPFR_INT_CEIL_LOG2 (prec - %d)", -a)
 fi:
 if (b > 0) then var := sprintf("%s + %d", var, b+2) fi:
 var := sprintf("sed -n -i 's/ERRORANALYSISPREC/%s/g;p' %s", var, filename):
 system(var):

 if (a > 0)
   then var := sprintf("MPFR_INT_CEIL_LOG2 (k + %d)", a)
   elif (a=0) then  var := sprintf("MPFR_INT_CEIL_LOG2 (k)")
   else sprintf("MPFR_INT_CEIL_LOG2 (k - %d)", -a)
 fi:
 if (b > 0) then var := sprintf("%s
 + %d", var, b+2) fi:
 var := sprintf("sed -n -i 's/ERRORANALYSISK/%s/g;p' %s", var, filename):
 system(var):

 if (a > 0)
   then var := sprintf("MPFR_INT_CEIL_LOG2 (k + %d)", a)
   elif (a=0) then  var := sprintf("MPFR_INT_CEIL_LOG2 (k)")
   else sprintf("MPFR_INT_CEIL_LOG2 (k - %d)", -a)
 fi:
 var := sprintf("%s + %d", var, b+4):
 var := sprintf("sed -n -i 's/ERRORANALYSIS4K/%s/g;p' %s", var, filename):
 system(var):

end proc:
read ("metaMPFR_straightforwardAlgo.mpl"):

f := AiryAi(x):
deq := holexprtodiffeq(f, y(x)):
rec := diffeqtorec(deq, y(x), a(n)):
name_of_function := op(0,f):
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

f := erf(x):
```

```
deq := holexprtodiffeq(f, y(x)):
rec := diffeqtorec(deq, y(x), a(n)):
name_of_function := op(0,f):
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = -(6*n+1)*(6*n+2)*(6*n+3)*(6*n+4)*(6*n+5)*(6*n+6)*a(n)/(
(n+1)^3*(3*n+1)*(3*n+2)*(3*n+3)*12288000 ), a(0)=1 }:
name_of_function := alpha:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/**************************
 Implmentation de %s ****************************/\n", name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):


rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1 }:
name_of_function := test0a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=Pi }:
name_of_function := test1a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1 }:
name_of_function := test2a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/**************************
 Implmentation de %s ****************************/\n", name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi }:
name_of_function := test3a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1, a(1)=2 }:
name_of_function := test4a:
name_of_file := sprintf("%a.c", name_of_function):
```

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printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=Pi, a(1)=0}:
name_of_function := test5a:
name_of_file
 := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1, a(1)=Pi }:
name_of_function := test6a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(1)=0}:
name_of_function := test7a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/(
 (n+1)^3 ), a(0)=1, a(1)=0, a(2)=0 }:
name_of_function := test8a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=0, a(1)=Pi, a(2)=2 }:
name_of_function := test9a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=0, a(1)=0, a(2)=1 }:
name_of_function := test10a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES,
```

```
 name_of_function, name_of_file, f):

rec := { a(n+7) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(4)=1, a(6)=2  }:
name_of_function := test11a:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), CONSTANT_SERIES, name_of_function, name_of_file, f):


rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1 }:
name_of_function := test0b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=Pi }:
name_of_function := test1b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
name_of_file):
generateStraightforwardAlgo(rec,
 a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1 }:
name_of_function := test2b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi }:
name_of_function := test3b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1, a(1)=2 }:
name_of_function := test4b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ***************************/\n",
 name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=Pi, a(1)=0}:
name_of_function := test5b:
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name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1, a(1)=Pi }:
name_of_function := test6b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(1)=0}:
name_of_function := test7b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/**************************
 Implmentation de %s ****************************/\n", name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1, a(1)=0, a(2)=0 }:
name_of_function := test8b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=0, a(1)=Pi, a(2)=2 }:
name_of_function := test9b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+3) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=0, a(1)=0, a(2)=1 }:
name_of_function := test10b:
name_of_file
 := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):

rec := { a(n+7) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(4)=1, a(6)=2  }:
name_of_function := test11b:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES, name_of_function, name_of_file, f):
```

```
rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1 }:
name_of_function := test0c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+1) = -(6*n+1)*a(n)/( (n+1)^3
 ), a(0)=Pi }:
name_of_function := test1c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1 }:
name_of_function := test2c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+1) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi }:
name_of_function := test3c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function,
 name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1, a(1)=2 }:
name_of_function := test4c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+2) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=Pi, a(1)=0}:
name_of_function := test5c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ****************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=1, a(1)=Pi }:
name_of_function := test6c:
name_of_file := sprintf("%a.c", name_of_function):
```

```
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec,
 a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+2) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(1)=0}:
name_of_function := test7c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=1, a(1)=0, a(2)=0 }:
name_of_function := test8c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+3) = -(6*n+1)*a(n)/( (n+1)^3 ), a(0)=0, a(1)=Pi, a(2)=2 }:
name_of_function := test9c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/**************************
 Implmentation de %s ******************************/\n", name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+3) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=0, a(1)=0, a(2)=1 }:
name_of_function := test10c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):

rec := { a(n+7) = (1/Pi)*(3*n+1)*a(n)/( (n+2) ), a(0)=Pi, a(4)=1, a(6)=2  }:
name_of_function := test11c:
name_of_file := sprintf("%a.c", name_of_function):
printf("\n\n\n/************************** Implmentation de %s ******************************/\n",
name_of_file):
generateStraightforwardAlgo(rec, a(n), FUNCTION_SERIES_RATIONAL, name_of_function, name_of_file, f):
```

1.589 schema-registry-common 1.1.14

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```
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```

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* /schema-registry-common-1-1-14-sources-jar/META-INF/maven/software.amazon.glue/schema-registry-common/pom.xml
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* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/utils/AvroRecordType.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSSchemaNamingStrategyDefaultImpl.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/exception/AWSSchemaRegistryException.java
*
 /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSDeserializerInput.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/GlueSchemaRegistryDefaultCompression.java
* /schema-registry-common-1-1-14-sources-

jar/com/amazonaws/services/schemaregistry/caching/GlueSchemaRegistryCache.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSSchemaRegistryGlueClientRetryPolicyHelper.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/GlueSchemaRegistryCompressionFactory.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/utils/GlueSchemaRegistryUtils.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/GlueSchemaRegistryDataFormatDeserializer.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/exception/GlueSchemaRegistryIncompatibleDataException.java
*
/schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSSchemaNamingStrategy.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/configs/GlueSchemaRegistryConfiguration.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSSerializerInput.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/AWSSchemaRegistryClient.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/utils/AWSSchemaRegistryConstants.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/Schema.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/GlueSchemaRegistryCompressionHandler.java
* /schema-registry-common-1-1-14-sources-jar/com/amazonaws/services/schemaregistry/common/GlueSchemaRegistryDataFormatSerializer.java

1.590 commons-logging 1.2

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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
*
 /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14Logger.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogSource.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java
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1.591 d3-selection 3.0.0

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1.592 go-redis 8.11.4

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1.593 logrus 1.8.1

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