



Open Source Used In AsyncOS 15.0 for Cisco Secure Email and Web Manager

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A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)` or `init_by_array(init_key, key_length)`.

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Additional handlers for the logging package for Python. The core package is based on PEP 282 and comments thereto in comp.lang.python, and influenced by Apache's log4j system.

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History and License

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 (now Zope Corporation; see <http://www.zope.com/>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	no
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
2.2	2.1.1	2001	PSF	yes

2.1.2	2.1.1	2002	PSF	yes	
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2.1.3	2.1.2	2002	PSF	yes	
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2.3.1	2.3	2002-2003	PSF	yes	
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+-----+-----+-----+-----+-----+					
2.4	2.3	2004	PSF	yes	
+-----+-----+-----+-----+-----+					
2.4.1	2.4				
	2005	PSF	yes		
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2.4.2	2.4.1	2005	PSF	yes	
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2.4.3	2.4.2	2006	PSF	yes	
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2.4.4	2.4.3	2006	PSF	yes	
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2.5	2.4	2006	PSF	yes	
+-----+-----+-----+-----+-----+					
2.5.1	2.5	2007	PSF	yes	
+-----+-----+-----+-----+-----+					
2.5.2	2.5.1	2008	PSF	yes	
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2.5.3	2.5.2	2008	PSF	yes	
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2.6	2.5	2008	PSF	yes	
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Mersenne Twister

The :mod:'_random' module includes code based on a download from <http://www.math.keio.ac.jp/matsumoto/MT2002/emt19937ar.html>. The following are the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`
or `init_by_array(init_key, key_length)`.

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Any feedback
is very welcome.
<http://www.math.keio.ac.jp/matumoto/emt.html>
email: matumoto@math.keio.ac.jp

Sockets

The `:mod:'socket'` module uses the functions, `:func:'getaddrinfo'`, and `:func:'getnameinfo'`, which are coded in separate source files from the WIDE Project, <http://www.wide.ad.jp/>. ::

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MD5 message digest algorithm

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L. Peter Deutsch
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose text is available at

<http://www.ietf.org/rfc/rfc1321.txt>

The code is derived from the text of the RFC, including the test suite (section A.5) but excluding the rest of Appendix A. It does not include any code or documentation that is identified in the RFC as being copyrighted.

The original and principal author of md5.h is L. Peter Deutsch
<ghost@aladdin.com>. Other authors are noted in the change history
that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed
references to Ghostscript; clarified derivation from RFC 1321;
now handles byte order either statically or dynamically.

1999-11-04 lpd Edited comments slightly for automatic
TOC extraction.

1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5);
added conditionalization for C++ compilation from Martin
Purschke <purschke@bnl.gov>.

1999-05-03 lpd Original version.

Asynchronous socket services

The :mod:'asynchat' and :mod:'asyncore' modules contain the following notice::

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UUencode and UUdecode functions

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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

XML Remote Procedure Calls

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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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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2.2	2.1.1			
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2.4.4				
2.4.3	2006	PSF	yes	
2.5	2.4	2006	PSF	yes
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/* parsermodule.c

*

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* on all distributed copies.

*

* This module serves to replace the original parser module written
* by Guido. The functionality is not matched precisely, but the
* original may be implemented on top of this. This is desirable
* since the source of the text to be parsed is now divorced from
* this interface.

*

* Unlike the prior interface, the ability to give a parse tree
* produced by Python code as a tuple to the compiler is enabled by
* this module. See the documentation for more details.

*

*

I've added some annotations that help with the lint code-checking
* program, but they're not complete by a long shot. The real errors
* that lint detects are gone, but there are still warnings with
* Py_[X]DECREF() and Py_[X]INCREF() macros. The lint annotations
* look like "NOTE(...)".

*/

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1.3 ncurses 5.7

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```

1.4 libjpeg 6b

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The Independent JPEG Group's JPEG software

=====

README for release 6b of 27-Mar-1998

=====

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Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION

ROADMAP

=====

This file contains the following sections:

OVERVIEW	General description of JPEG and the IJG software.
LEGAL ISSUES	Copyright, lack of warranty, terms of distribution.
REFERENCES	Where to learn more about JPEG.
ARCHIVE LOCATIONS	Where to find newer versions of this software.
RELATED SOFTWARE	Other stuff you should get.
FILE FORMAT WARS	Software *not* to get.
TO DO	Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc	How to configure and install the IJG software.
usage.doc	Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1	Unix-style man pages for programs (same info as usage.doc).
wizard.doc	Advanced usage instructions for JPEG wizards only.
change.log	Version-to-version change highlights.

Programmer and internal

documentation:

libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

=====

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG

decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining

code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

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REFERENCES

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We

highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more

leisurely introduction to JPEG can be found in

"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1

and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The

JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme

found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library

uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

=====

The "official" archive site for this software is <ftp.uu.net> (Internet address 192.48.96.9). The most recent released version can always be found there in directory `graphics/jpeg`. This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only <ftp.uu.net> is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the <ftp.uu.net> release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups `comp.graphics.misc`, `news.answers`, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other `news.answers` archive sites, including the official `news.answers` archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](http://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send `usenet/news.answers/jpeg-faq/part1`
send `usenet/news.answers/jpeg-faq/part2`

RELATED SOFTWARE

=====

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image

files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites,

notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>.

Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

=====

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read.

(For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether

SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed,

one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

=====

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.5 apache-log4j 1.2.17

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1.7 libpcap 1.4.0

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1.8 bzip2 1.0.6

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minibz2

libbz2.dll test program.

by Yoshioka Tsuneo (tsuneo@rr.iij4u.or.jp)

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usage: minibz2 [-d] [-{1,2,..9}] [[srcfilename] destfilename]

*/

1.9 slf4j 1.7.2

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1.10 ipmi-tool 1.8.9

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1.11 open-ldap 2.4.40

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depcomp - compile a program generating dependencies as side-effects

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David Megginson, david@megginson.com
2000-05-05

1.15 net-snmp 5.7.3

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- /** Returns the absolute positioning of one or more of the edges. This will be applied last in the layout cycle and will not
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- and can not (as padding) be used
- * to adjust the edges relative to the old value. May be `<code>null</code>` and elements may be `<code>null</code>`.
- * `<code>null</code>` value(s) for the x2 and y2 will be interpreted as to keep the preferred size and thus the x1
- * and x2 will just absolutely positions the component.
- * `<p>`
- * Note that {`@link #setBoundsInGrid(boolean)`} changes the interpretation of thisproperty slightly.
- * `<p>`
- * For a more thorough explanation of what this constraint does see the white paper or cheat Sheet at www.migcomponents.com.
- * @return The current value as a new array, free to modify.
- */

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*

* @version 1.0

* @author Mikael Grev, MiG InfoCom AB

* Date: 2006-sep-08

*/

/** Returns the gaps as pixel values.

* @param parent The parent. Used to get the pixel values.

* @param defGap The default gap to use if there is no gap set on this object (i.e. it is null).

* @param

refSize The reference size used to get the pixel sizes.

* @param before IF it is the gap before rather than the gap after to return.

* @return The [min,preferred,max] sizes for the specified gap. Uses {@link

net.miginfocom.layout.LayoutUtil#NOT_SET}

* for gap sizes that are `null`. Returns `null` if there was no gap specified. A new and free to use array.

*/

Found in path(s):

* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/DimConstraint.java

1.17 commons-collections 3.2.2

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1.18 taglibs-standard-spec 1.2.5

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1.19 lasso 2.5.1

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1.20 taglibs-standard 1.2.5

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1.24 tcsh 6.20.00

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```
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 * config.h -- configure various defines for tcsh
 *
 * All source files should #include this FIRST.
 *
 * Edit this to match your system type.
 */

#ifndef _h_config
#define _h_config
/***** System dependant compilation flags *****/
/*
 * POSIX This system supports IEEE Std 1003.1-1988 (POSIX).
 */
#undef POSIX

/*
 * POSIXJOBS This system supports the optional IEEE Std 1003.1-1988 (POSIX)
 * job control facilities.
 */
#undef POSIXJOBS

/*
 * VFORK This machine has a vfork().
 * It used to be that for job control to work, this define
 * was mandatory. This is not the case any more.
 * If you think you still need it, but you don't have vfork,
 * define this anyway and then do #define vfork fork.
 * I do this anyway on a Sun because of yellow pages brain damage,
 * [should not be needed under 4.1]
 * and on the iris4d cause SGI's fork is sufficiently "virtual"
 * that vfork isn't necessary. (Besides, SGI's vfork is weird).
 * Note that some machines
 * eg. rs6000 have a vfork, but not
 * with the berkeley semantics, so we cannot use it there either.
 */
#define VFORK
```

```

/*
* BSDJOBS You have BSD-style job control (both process groups and
* a tty that deals correctly
*/
#define BSDJOBS

/*
* BSDTIMES You have BSD-style process time stuff (like rusage)
* This may or may not be true. For example, Apple Unix
* (OREO) has BSDJOBS but not BSDTIMES.
*/
#define BSDTIMES

/*
* BSDLIMIT You have BSD-style resource limit stuff (getrlimit/setrlimit)
*/
#define BSDLIMIT

/*
* TERMIO You have struct termio instead of struct sgtyb.
* This is usually the case for SYSV systems, where
* BSD uses sgtyb. POSIX systems should define this
* anyway, even though they use struct termios.
*/
#undef TERMIO

/*
* SYSVREL Your machine is SYSV based (HPUX, A/UX)
* NOTE: don't do this if you are on a Pyramid -- tcsh is
* built in a BSD universe.
* Set SYSVREL to 1, 2, 3, or 4, depending the version of System V
* you are running.
Or set it to 0 if you are not SYSV based
*/
#define SYSVREL 0

/*
* YPBUGS Work around Sun YP bugs that cause expansion of ~username
* to send command output to /dev/null
*/
#undef YPBUGS

/***** local defines *****/

#endif /* _h_config */
/*-
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```

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- */

1.25 Idns 1.7.0

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1.26 glib 2.46.2

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PCRE LICENCE

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End

/*****

* Perl-Compatible Regular Expressions *

*****/

/* This is the public header file for the PCRE library, to be #included by applications that call the PCRE functions.

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POSSIBILITY OF SUCH DAMAGE.

```
-----
*/

#ifndef _PCRE_H
#define _PCRE_H

/*
The current PCRE version information. */

#define PCRE_MAJOR      8
#define PCRE_MINOR      31
#define PCRE_PRERELEASE
#define PCRE_DATE        2012-07-06

/* When an application links to a PCRE DLL in Windows, the symbols that are
imported have to be identified as such. When building PCRE, the appropriate
export setting is defined in pcre_internal.h, which includes this file. So we
don't change existing definitions of PCRE_EXP_DECL and PCRECPP_EXP_DECL. */

#if defined(_WIN32) && !defined(PCRE_STATIC)
# ifndef PCRE_EXP_DECL
#  define PCRE_EXP_DECL extern __declspec(dllimport)
# endif
# ifdef __cplusplus
#  ifndef PCRECPP_EXP_DECL
#   define PCRECPP_EXP_DECL extern __declspec(dllimport)
#  endif
#  ifndef PCRECPP_EXP_DEFN
#   define PCRECPP_EXP_DEFN __declspec(dllimport)
#  endif
# endif
# endif
#endif

/* By default, we use the standard "extern" declarations. */

#ifndef PCRE_EXP_DECL
# ifdef __cplusplus
#  define PCRE_EXP_DECL extern "C"
# else
#  define PCRE_EXP_DECL extern
# endif
#endif

#ifndef __cplusplus
# ifndef PCRECPP_EXP_DECL
#  define PCRECPP_EXP_DECL extern
# endif

```

```

# endif
# ifndef PCRECPP_EXP_DEFN
#   define PCRECPP_EXP_DEFN
# endif
#endif

/* Have to include stdlib.h in order to ensure that size_t is defined;
it is needed here for malloc. */

#include <stdlib.h>

/* Allow for C++ users */

#ifdef __cplusplus
extern "C" {
#endif

/* Options. Some are compile-time only, some are run-time only, and some are
both, so we keep them all distinct. However, almost all the bits in the options
word are now used. In the long run, we may have to re-use some of the
compile-time only bits for runtime options, or vice versa. In the comments
below, "compile", "exec", and "DFA exec" mean that the option is permitted to
be set for those functions; "used in" means that an option may be set only for
compile, but is subsequently referenced in exec and/or DFA exec. Any of the
compile-time options may be inspected during studying (and
therefore JIT
compiling). */

#define PCRE_CASELESS      0x00000001 /* Compile */
#define PCRE_MULTILINE     0x00000002 /* Compile */
#define PCRE_DOTALL       0x00000004 /* Compile */
#define PCRE_EXTENDED     0x00000008 /* Compile */
#define PCRE_ANCHORED     0x00000010 /* Compile, exec, DFA exec */
#define PCRE_DOLLAR_ENDONLY 0x00000020 /* Compile, used in exec, DFA exec */
#define PCRE_EXTRA        0x00000040 /* Compile */
#define PCRE_NOTBOL       0x00000080 /* Exec, DFA exec */
#define PCRE_NOTEOL       0x00000100 /* Exec, DFA exec */
#define PCRE_UNGREEDY     0x00000200 /* Compile */
#define PCRE_NOTEMPTY     0x00000400 /* Exec, DFA exec */
/* The next two are also used in exec and DFA exec */
#define PCRE_UTF8          0x00000800 /* Compile (same as PCRE_UTF16) */
#define PCRE_UTF16        0x00000800 /* Compile (same as PCRE_UTF8) */
#define PCRE_NO_AUTO_CAPTURE 0x00001000 /* Compile */
/*
The next two are also used in exec and DFA exec */
#define PCRE_NO_UTF8_CHECK 0x00002000 /* Compile (same as PCRE_NO_UTF16_CHECK) */
#define PCRE_NO_UTF16_CHECK 0x00002000 /* Compile (same as PCRE_NO_UTF8_CHECK) */
#define PCRE_AUTO_CALLOUT 0x00004000 /* Compile */

```



```

#define PCRE_PARTIAL_SOFT    0x00008000 /* Exec, DFA exec */
#define PCRE_PARTIAL        0x00008000 /* Backwards compatible synonym */
#define PCRE_DFA_SHORTEST   0x00010000 /* DFA exec */
#define PCRE_DFA_RESTART    0x00020000 /* DFA exec */
#define PCRE_FIRSTLINE      0x00040000 /* Compile, used in exec, DFA exec */
#define PCRE_DUPNAMES       0x00080000 /* Compile */
#define PCRE_NEWLINE_CR     0x00100000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_LF     0x00200000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_CRLF   0x00300000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_ANY    0x00400000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_ANYCRLF
    0x00500000 /* Compile, exec, DFA exec */
#define PCRE_BSR_ANYCRLF    0x00800000 /* Compile, exec, DFA exec */
#define PCRE_BSR_UNICODE    0x01000000 /* Compile, exec, DFA exec */
#define PCRE_JAVASCRIPT_COMPAT 0x02000000 /* Compile, used in exec */
#define PCRE_NO_START_OPTIMIZE 0x04000000 /* Compile, exec, DFA exec */
#define PCRE_NO_START_OPTIMISE 0x04000000 /* Synonym */
#define PCRE_PARTIAL_HARD   0x08000000 /* Exec, DFA exec */
#define PCRE_NOTEMPTY_ATSTART 0x10000000 /* Exec, DFA exec */
#define PCRE_UCP            0x20000000 /* Compile, used in exec, DFA exec */

/* Exec-time and get/set-time error codes */

#define PCRE_ERROR_NOMATCH    (-1)
#define PCRE_ERROR_NULL      (-2)
#define PCRE_ERROR_BADOPTION (-3)
#define PCRE_ERROR_BADMAGIC  (-4)
#define PCRE_ERROR_UNKNOWN_OPCODE (-5)
#define PCRE_ERROR_UNKNOWN_NODE (-5) /* For backward compatibility */
#define PCRE_ERROR_NOMEMORY  (-6)
#define PCRE_ERROR_NOSUBSTRING
    (-7)
#define PCRE_ERROR_MATCHLIMIT (-8)
#define PCRE_ERROR_CALLOUT    (-9) /* Never used by PCRE itself */
#define PCRE_ERROR_BADUTF8    (-10) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF16   (-10) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF8_OFFSET (-11) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF16_OFFSET (-11) /* Same for 8/16 */
#define PCRE_ERROR_PARTIAL    (-12)
#define PCRE_ERROR_BADPARTIAL (-13)
#define PCRE_ERROR_INTERNAL   (-14)
#define PCRE_ERROR_BADCOUNT (-15)
#define PCRE_ERROR_DFA_UITEM  (-16)
#define PCRE_ERROR_DFA_UCOND  (-17)
#define PCRE_ERROR_DFA_UMLIMIT (-18)
#define PCRE_ERROR_DFA_WSSIZE (-19)
#define PCRE_ERROR_DFA_RECURSE (-20)
#define PCRE_ERROR_RECURSIONLIMIT (-21)

```

```

#define PCRE_ERROR_NULLWSLIMIT    (-22) /* No longer actually used */
#define PCRE_ERROR_BADNEWLINE     (-23)
#define PCRE_ERROR_BADOFFSET      (-24)
#define PCRE_ERROR_SHORTUTF8      (-25)
#define
    PCRE_ERROR_SHORTUTF16         (-25) /* Same for 8/16 */
#define PCRE_ERROR_RECURSELOOP    (-26)
#define PCRE_ERROR_JIT_STACKLIMIT (-27)
#define PCRE_ERROR_BADMODE        (-28)
#define PCRE_ERROR_BADENDIANNESS  (-29)
#define PCRE_ERROR_DFA_BADRESTART (-30)

```

/* Specific error codes for UTF-8 validity checks */

```

#define PCRE_UTF8_ERR0      0
#define PCRE_UTF8_ERR1      1
#define PCRE_UTF8_ERR2      2
#define PCRE_UTF8_ERR3      3
#define PCRE_UTF8_ERR4      4
#define PCRE_UTF8_ERR5      5
#define PCRE_UTF8_ERR6      6
#define PCRE_UTF8_ERR7      7
#define PCRE_UTF8_ERR8      8
#define PCRE_UTF8_ERR9      9
#define PCRE_UTF8_ERR10     10
#define PCRE_UTF8_ERR11     11
#define PCRE_UTF8_ERR12     12
#define PCRE_UTF8_ERR13     13
#define PCRE_UTF8_ERR14     14
#define PCRE_UTF8_ERR15     15
#define PCRE_UTF8_ERR16     16
#define PCRE_UTF8_ERR17
    17
#define PCRE_UTF8_ERR18     18
#define PCRE_UTF8_ERR19     19
#define PCRE_UTF8_ERR20     20
#define PCRE_UTF8_ERR21     21

```

/* Specific error codes for UTF-16 validity checks */

```

#define PCRE_UTF16_ERR0      0
#define PCRE_UTF16_ERR1      1
#define PCRE_UTF16_ERR2      2
#define PCRE_UTF16_ERR3      3
#define PCRE_UTF16_ERR4      4

```

/* Request types for pcre_fullinfo() */

```

#define PCRE_INFO_OPTIONS      0
#define PCRE_INFO_SIZE        1
#define PCRE_INFO_CAPTURECOUNT  2
#define PCRE_INFO_BACKREFMAX    3
#define PCRE_INFO_FIRSTBYTE     4
#define PCRE_INFO_FIRSTCHAR     4 /* For backwards compatibility */
#define PCRE_INFO_FIRSTTABLE    5
#define PCRE_INFO_LASTLITERAL   6
#define PCRE_INFO_NAMEENTRYSIZE  7
#define PCRE_INFO_NAMECOUNT    8
#define PCRE_INFO_NAMETABLE     9
#define PCRE_INFO_STUDYSIZE    10
#define PCRE_INFO_DEFAULT_TABLES
    11
#define PCRE_INFO_OKPARTIAL     12
#define PCRE_INFO_JCHANGED     13
#define PCRE_INFO_HASCORLRF    14
#define PCRE_INFO_MINLENGTH    15
#define PCRE_INFO_JIT          16
#define PCRE_INFO_JITSIZE      17
#define PCRE_INFO_MAXLOOKBEHIND 18

```

/* Request types for pcre_config(). Do not re-arrange, in order to remain compatible. */

```

#define PCRE_CONFIG_UTF8        0
#define PCRE_CONFIG_NEWLINE     1
#define PCRE_CONFIG_LINK_SIZE   2
#define PCRE_CONFIG_POSIX_MALLOC_THRESHOLD 3
#define PCRE_CONFIG_MATCH_LIMIT 4
#define PCRE_CONFIG_STACKRECURSE 5
#define PCRE_CONFIG_UNICODE_PROPERTIES 6
#define PCRE_CONFIG_MATCH_LIMIT_RECURSION 7
#define PCRE_CONFIG_BSR        8
#define PCRE_CONFIG_JIT        9
#define PCRE_CONFIG_UTF16     10
#define PCRE_CONFIG_JITTARGET  11

```

/* Request types for pcre_study(). Do not re-arrange, in order to remain compatible.

*/

```

#define PCRE_STUDY_JIT_COMPILE      0x0001
#define PCRE_STUDY_JIT_PARTIAL_SOFT_COMPILE 0x0002
#define PCRE_STUDY_JIT_PARTIAL_HARD_COMPILE 0x0004

```

/* Bit flags for the pcre[16]_extra structure. Do not re-arrange or redefine these bits, just add new ones on the end, in order to remain compatible. */

```

#define PCRE_EXTRA_STUDY_DATA      0x0001
#define PCRE_EXTRA_MATCH_LIMIT     0x0002
#define PCRE_EXTRA_CALLOUT_DATA    0x0004
#define PCRE_EXTRA_TABLES          0x0008
#define PCRE_EXTRA_MATCH_LIMIT_RECURSION 0x0010
#define PCRE_EXTRA_MARK            0x0020
#define PCRE_EXTRA_EXECUTABLE_JIT  0x0040

/* Types */

struct real_pcre;          /* declaration; the definition is private */
typedef struct real_pcre pcre;

struct real_pcre16;        /* declaration; the definition is private */
typedef struct real_pcre16 pcre16;

struct real_pcre_jit_stack; /* declaration; the definition is private */
typedef
struct real_pcre_jit_stack pcre_jit_stack;

struct real_pcre16_jit_stack; /* declaration; the definition is private */
typedef struct real_pcre16_jit_stack pcre16_jit_stack;

/* If PCRE is compiled with 16 bit character support, PCRE_UCHAR16 must contain
a 16 bit wide signed data type. Otherwise it can be a dummy data type since
pcre16 functions are not implemented. There is a check for this in pcre_internal.h. */
#ifndef PCRE_UCHAR16
#define PCRE_UCHAR16 unsigned short
#endif

#ifndef PCRE_SPTR16
#define PCRE_SPTR16 const PCRE_UCHAR16 *
#endif

/* When PCRE is compiled as a C++ library, the subject pointer type can be
replaced with a custom type. For conventional use, the public interface is a
const char *. */

#ifndef PCRE_SPTR
#define PCRE_SPTR const char *
#endif

/* The structure for passing additional data to pcre_exec(). This is defined in
such a way as to be extensible. Always add new fields at the end, in order to
remain compatible. */

typedef struct pcre_extra {

```

```

    unsigned long int flags;      /* Bits for which fields are set */
    void *study_data;            /* Opaque data from pcre_study() */
    unsigned long int match_limit; /* Maximum number of calls to match() */
    void *callout_data;          /* Data passed back in callouts */
    const unsigned char *tables; /* Pointer to character tables */
    unsigned long int match_limit_recursion; /* Max recursive calls to match() */
    unsigned char **mark;         /* For passing back a mark pointer */
    void *executable_jit;         /* Contains a pointer to a compiled jit code */
} pcre_extra;

```

/* Same structure as above, but with 16 bit char pointers. */

```

typedef struct pcre16_extra {
    unsigned long int flags;      /* Bits for which fields are set */
    void *study_data;            /* Opaque data from pcre_study() */
    unsigned long int match_limit; /* Maximum number of calls to match() */
    void *callout_data;          /* Data passed back in callouts */
    const unsigned char
    *tables; /* Pointer to character tables */
    unsigned long int match_limit_recursion; /* Max recursive calls to match() */
    PCRE_UCHAR16 **mark;           /* For passing back a mark pointer */
    void *executable_jit;          /* Contains a pointer to a compiled jit code */
} pcre16_extra;

```

/* The structure for passing out data via the pcre_callout_function. We use a structure so that new fields can be added on the end in future versions, without changing the API of the function, thereby allowing old clients to work without modification. */

```

typedef struct pcre_callout_block {
    int    version;      /* Identifies version of block */
    /* ----- Version 0 ----- */
    int    callout_number; /* Number compiled into pattern */
    int    *offset_vector; /* The offset vector */
    PCRE_SPTR subject;    /* The subject being matched */
    int    subject_length; /* The length of the subject */
    int
    start_match; /* Offset to start of this match attempt */
    int    current_position; /* Where we currently are in the subject */
    int    capture_top;      /* Max current capture */
    int    capture_last;     /* Most recently closed capture */
    void   *callout_data;    /* Data passed in with the call */
    /* ----- Added for Version 1 ----- */
    int    pattern_position; /* Offset to next item in the pattern */
    int    next_item_length; /* Length of next item in the pattern */
    /* ----- Added for Version 2 ----- */
    const unsigned char *mark; /* Pointer to current mark or NULL */
    /* ----- */
}

```

```

} pcre_callout_block;

/* Same structure as above, but with 16 bit char pointers. */

typedef struct pcre16_callout_block {
    int      version;      /* Identifies version of block */
    /* -----
    Version 0 ----- */
    int      callout_number; /* Number compiled into pattern */
    int      *offset_vector; /* The offset vector */
    PCRE_SPTR16 subject;    /* The subject being matched */
    int      subject_length; /* The length of the subject */
    int      start_match;    /* Offset to start of this match attempt */
    int      current_position; /* Where we currently are in the subject */
    int      capture_top;    /* Max current capture */
    int      capture_last;   /* Most recently closed capture */
    void      *callout_data; /* Data passed in with the call */
    /* ----- Added for Version 1 ----- */
    int      pattern_position; /* Offset to next item in the pattern */
    int      next_item_length; /* Length of next item in the pattern */
    /* ----- Added for Version 2 ----- */
    const PCRE_UCHAR16 *mark;
        /* Pointer to current mark or NULL */
    /* ----- */
} pcre16_callout_block;

/* Indirection for store get and free functions. These can be set to
alternative malloc/free functions if required. Special ones are used in the
non-recursive case for "frames". There is also an optional callout function
that is triggered by the (?) regex item. For Virtual Pascal, these definitions
have to take another form. */

#ifdef VPCOMPAT
PCRE_EXP_DECL void (*pcre_malloc)(size_t);
PCRE_EXP_DECL void (*pcre_free)(void *);
PCRE_EXP_DECL void (*pcre_stack_malloc)(size_t);
PCRE_EXP_DECL void (*pcre_stack_free)(void *);
PCRE_EXP_DECL int (*pcre_callout)(pcre_callout_block *);

PCRE_EXP_DECL void (*pcre16_malloc)(size_t);
PCRE_EXP_DECL void (*pcre16_free)(void *);
PCRE_EXP_DECL void (*pcre16_stack_malloc)(size_t);
PCRE_EXP_DECL void (*pcre16_stack_free)(void *);
PCRE_EXP_DECL int (*pcre16_callout)(pcre16_callout_block *);
#else
/* VPCOMPAT */
PCRE_EXP_DECL void *pcre_malloc(size_t);
PCRE_EXP_DECL void pcre_free(void *);

```

```

PCRE_EXP_DECL void *pcre_stack_malloc(size_t);
PCRE_EXP_DECL void pcre_stack_free(void *);
PCRE_EXP_DECL int pcre_callout(pcre_callout_block *);

PCRE_EXP_DECL void *pcre16_malloc(size_t);
PCRE_EXP_DECL void pcre16_free(void *);
PCRE_EXP_DECL void *pcre16_stack_malloc(size_t);
PCRE_EXP_DECL void pcre16_stack_free(void *);
PCRE_EXP_DECL int pcre16_callout(pcre16_callout_block *);
#endif /* VPCOMPAT */

/* User defined callback which provides a stack just before the match starts. */

typedef pcre_jit_stack *(*pcre_jit_callback)(void *);
typedef pcre16_jit_stack *(*pcre16_jit_callback)(void *);

/* Exported PCRE functions */

PCRE_EXP_DECL pcre *pcre_compile(const char *, int, const char **, int *,
    const unsigned char *);
PCRE_EXP_DECL pcre16 *pcre16_compile(PCRE_SPTR16, int, const char **, int *,
    const unsigned char *);
PCRE_EXP_DECL pcre *pcre_compile2(const
    char *, int, int *, const char **,
    int *, const unsigned char *);
PCRE_EXP_DECL pcre16 *pcre16_compile2(PCRE_SPTR16, int, int *, const char **,
    int *, const unsigned char *);
PCRE_EXP_DECL int pcre_config(int, void *);
PCRE_EXP_DECL int pcre16_config(int, void *);
PCRE_EXP_DECL int pcre_copy_named_substring(const pcre *, const char *,
    int *, int, const char *, char *, int);
PCRE_EXP_DECL int pcre16_copy_named_substring(const pcre16 *, PCRE_SPTR16,
    int *, int, PCRE_SPTR16, PCRE_UCHAR16 *, int);
PCRE_EXP_DECL int pcre_copy_substring(const char *, int *, int, int,
    char *, int);
PCRE_EXP_DECL int pcre16_copy_substring(PCRE_SPTR16, int *, int, int,
    PCRE_UCHAR16 *, int);
PCRE_EXP_DECL int pcre_dfa_exec(const pcre *, const pcre_extra *,
    const char *, int, int, int, int *, int *, int *, int);
PCRE_EXP_DECL int pcre16_dfa_exec(const pcre16 *, const
    pcre16_extra *,
    PCRE_SPTR16, int, int, int, int *, int *, int *, int);
PCRE_EXP_DECL int pcre_exec(const pcre *, const pcre_extra *, PCRE_SPTR,
    int, int, int, int *, int);
PCRE_EXP_DECL int pcre16_exec(const pcre16 *, const pcre16_extra *,
    PCRE_SPTR16, int, int, int, int *, int);
PCRE_EXP_DECL void pcre_free_substring(const char *);
PCRE_EXP_DECL void pcre16_free_substring(PCRE_SPTR16);

```

```

PCRE_EXP_DECL void pcre_free_substring_list(const char **);
PCRE_EXP_DECL void pcre16_free_substring_list(PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_fullinfo(const pcre *, const pcre_extra *, int,
    void *);
PCRE_EXP_DECL int pcre16_fullinfo(const pcre16 *, const pcre16_extra *, int,
    void *);
PCRE_EXP_DECL int pcre_get_named_substring(const pcre *, const char *,
    int *, int, const char *, const char **);
PCRE_EXP_DECL int pcre16_get_named_substring(const pcre16 *, PCRE_SPTR16,
    int
    *, int, PCRE_SPTR16, PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_get_stringnumber(const pcre *, const char *);
PCRE_EXP_DECL int pcre16_get_stringnumber(const pcre16 *, PCRE_SPTR16);
PCRE_EXP_DECL int pcre_get_stringtable_entries(const pcre *, const char *,
    char **, char **);
PCRE_EXP_DECL int pcre16_get_stringtable_entries(const pcre16 *, PCRE_SPTR16,
    PCRE_UCHAR16 **, PCRE_UCHAR16 **);
PCRE_EXP_DECL int pcre_get_substring(const char *, int *, int, int,
    const char **);
PCRE_EXP_DECL int pcre16_get_substring(PCRE_SPTR16, int *, int, int,
    PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_get_substring_list(const char *, int *, int,
    const char ***);
PCRE_EXP_DECL int pcre16_get_substring_list(PCRE_SPTR16, int *, int,
    PCRE_SPTR16 **);
PCRE_EXP_DECL const unsigned char *pcre_maketables(void);
PCRE_EXP_DECL const unsigned char *pcre16_maketables(void);
PCRE_EXP_DECL int pcre_refcount(pcre *,
    int);
PCRE_EXP_DECL int pcre16_refcount(pcre16 *, int);
PCRE_EXP_DECL pcre_extra *pcre_study(const pcre *, int, const char **);
PCRE_EXP_DECL pcre16_extra *pcre16_study(const pcre16 *, int, const char **);
PCRE_EXP_DECL void pcre_free_study(pcre_extra *);
PCRE_EXP_DECL void pcre16_free_study(pcre16_extra *);
PCRE_EXP_DECL const char *pcre_version(void);
PCRE_EXP_DECL const char *pcre16_version(void);

/* Utility functions for byte order swaps. */
PCRE_EXP_DECL int pcre_pattern_to_host_byte_order(pcre *, pcre_extra *,
    const unsigned char *);
PCRE_EXP_DECL int pcre16_pattern_to_host_byte_order(pcre16 *, pcre16_extra *,
    const unsigned char *);
PCRE_EXP_DECL int pcre16_utf16_to_host_byte_order(PCRE_UCHAR16 *,
    PCRE_SPTR16, int, int *, int);

/* JIT compiler related functions. */

PCRE_EXP_DECL pcre_jit_stack *pcre_jit_stack_alloc(int, int);

```



```

PCRE_EXP_DECL pcre16_jit_stack *pcre16_jit_stack_alloc(int, int);
PCRE_EXP_DECL void pcre_jit_stack_free(pcre_jit_stack
*);
PCRE_EXP_DECL void pcre16_jit_stack_free(pcre16_jit_stack *);
PCRE_EXP_DECL void pcre_assign_jit_stack(pcre_extra *,
    pcre_jit_callback, void *);
PCRE_EXP_DECL void pcre16_assign_jit_stack(pcre16_extra *,
    pcre16_jit_callback, void *);

```

```

#ifdef __cplusplus
} /* extern "C" */
#endif

```

```

#endif /* End of pcre.h */

```

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Version 2, June 1991

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```
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* files for a list of changes. These files are distributed
* with
* GLib at ftp://ftp.gtk.org/pub/gtk/.
*/
```

```
#ifndef __G_LIB_H__
#define __G_LIB_H__
```

```
#define __GLIB_H_INSIDE__
```

```
#include <glib/galloca.h>
#include <glib/garray.h>
#include <glib/gasyncqueue.h>
#include <glib/gatomic.h>
#include <glib/gbacktrace.h>
#include <glib/gbase64.h>
#include <glib/gbitlock.h>
#include <glib/gbookmarkfile.h>
#include <glib/gbytes.h>
#include <glib/gcharset.h>
#include <glib/gchecksum.h>
#include <glib/gconvert.h>
#include <glib/gdataset.h>
#include <glib/gdate.h>
#include <glib/gdatetime.h>
#include <glib/gdir.h>
#include <glib/genviron.h>
#include <glib/gerror.h>
#include <glib/gfileutils.h>
#include <glib/ggettext.h>
#include <glib/ghash.h>
#include <glib/ghmac.h>
#include <glib/ghook.h>
#include <glib/ghostutils.h>
```

```

#include <glib/giochannel.h>
#include <glib/gkeyfile.h>
#include <glib/glist.h>
#include <glib/gmacros.h>
#include <glib/gmain.h>
#include <glib/gmappedfile.h>
#include <glib/gmarkup.h>
#include <glib/gmem.h>
#include <glib/gmessages.h>
#include
    <glib/gnode.h>
#include <glib/goption.h>
#include <glib/gpattern.h>
#include <glib/gpoll.h>
#include <glib/gprimes.h>
#include <glib/gqsort.h>
#include <glib/gquark.h>
#include <glib/gqueue.h>
#include <glib/grand.h>
#include <glib/gregex.h>
#include <glib/gscanner.h>
#include <glib/gsequence.h>
#include <glib/gshell.h>
#include <glib/gslice.h>
#include <glib/gslist.h>
#include <glib/gspawn.h>
#include <glib/gstrfuncs.h>
#include <glib/gstring.h>
#include <glib/gstringchunk.h>
#include <glib/gtestutils.h>
#include <glib/gthread.h>
#include <glib/gthreadpool.h>
#include <glib/gtimer.h>
#include <glib/gtimezone.h>
#include <glib/gtrashstack.h>
#include <glib/gtree.h>
#include <glib/gtypes.h>
#include <glib/gunicode.h>
#include <glib/gurifuncs.h>
#include <glib/gutils.h>
#include <glib/gvarianttype.h>
#include <glib/gvariant.h>
#include <glib/gversion.h>
#include <glib/gversionmacros.h>
#ifdef G_PLATFORM_WIN32
#include <glib/gwin32.h>
#endif

```

```

#ifndef G_DISABLE_DEPRECATED
#include <glib/deprecated/gallocator.h>
#include
<glib/deprecated/gcache.h>
#include <glib/deprecated/gcompletion.h>
#include <glib/deprecated/gmain.h>
#include <glib/deprecated/grel.h>
#include <glib/deprecated/gthread.h>
#endif /* G_DISABLE_DEPRECATED */

```

```

#include <glib/glib-autocleanups.h>

```

```

#undef __GLIB_H_INSIDE__

```

```

#endif /* __G_LIB_H__ */

```

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1.27 python 2.7.13

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=====

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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 (see <http://www.digicool.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property.

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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	no
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
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				yes

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

```
<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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```
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This program 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, your program's commands might be different; for a GUI interface, you would use an "about box".

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1.28 libiconv 1.14_10

1.28.1 Available under license :

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[This is the first released version of the library GPL. It is
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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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In addition,

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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.

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Appendix: How to Apply These Terms to Your New Libraries

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<one line to give the library's name and a brief idea of what it does.>

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<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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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.

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1.29 zlib 1.2.3

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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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1.30 hk2-utils 2.5.0

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1.33 hk2-api 2.5.0

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* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/metrics/MetricsTracker.java
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- * /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/pool/ProxyLeakTask.java
- * /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/pool/ProxyResultSet.java
- *
- /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/pool/ProxyConnection.java
- * /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/DriverDataSource.java
- * /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/pool/ProxyFactory.java
- * /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/ConcurrentBag.java
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* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/HikariDataSource.java

* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java

* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/HikariPoolMXBean.java

* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/HikariConfigMXBean.java

1.41 bzip2 1.0.8

1.42 Idns 1.7.1

1.42.1 Available under license :

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```
#!/bin/sh
```

```
## DO NOT EDIT - This file generated from ./build-aux/ltmain.in
```

```
## by inline-source v2014-01-03.01
```

```
# libtool (GNU libtool) 2.4.6
```

```
# Provide generalized library-building support services.
```

```
# Written by Gordon Matzigkeit <gord@gnu.ai.mit.edu>, 1996
```

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```
/* From openssh 4.3p2 filename openbsd-compat/fake-rfc2553.h */
/*
```

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/*

* FILE: sha2.c

* AUTHOR: Aaron D. Gifford - <http://www.aarongifford.com/>

*

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*

* Modified by Jelte Jansen to fit in ldns, and not clash with any

* system-defined SHA code.

* Changes:

- * - Renamed (external) functions and constants to fit ldns style
- * - Removed _End and _Data functions
- * - Added ldns_shaX(data, len, digest) convenience functions
- * - Removed prototypes of _Transform functions and made those static

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- *
- * \$Id:
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/* from openssh 4.3p2 compat/strncpy.c */

/*

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```

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1.43 zlib 1.2.8

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1.44 zlib 1.2.5

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@page
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and a brief idea of what it does.}
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@example

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`Gnomovision' (which makes passes at compilers) written by James Hacker.

@var{signature of Ty Coon}, 1 April 1989

Ty Coon, President of Vice

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That's all there is to it!

1.53 ipmi-tool 1.8.18

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1.54 lua 5.2.4

1.55 xerces-j 2.7.1

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1.56 commons-beanutils 1.9.4

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1.57 go-humanize 1.0.0

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1.58 bean-validation-api 2.0.1.Final

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1.59 file 5.19

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1.60 nghttp2 1.23.1

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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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1.61 pcre 8.35

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1.62 xmlsec 1.2.14

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1.63 slf4j-log4j 1.7.2

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1.68 libpcap 1.9.1

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1.70 python-certifi 2019.11.28

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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

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@(#) \$RCSfile: certdata.txt,v \$

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1.71 libxml2 2.9.10

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1.72 Isof 4.93.2

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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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is 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
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes

3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

Footnotes:

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- (2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

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

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Distutils2 Contributors

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The Distutils2 project was started by Tarek Ziad and is currently maintained by ric Araujo. Many people have contributed to the project.

distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order, and welcome into the Fellowship of the Packaging!

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-- vile:txtmode fc=72
-- \$Id: COPYING,v 1.9 2020/02/08 13:34:12 tom Exp \$
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This package is used for testing builds of ncurses.

Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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-- vile: txtmode file-encoding=utf-8

Upstream source <https://invisible-island.net/ncurses/ncurses-examples.html>

Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

Files: *

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-- vile: txtmode file-encoding=utf-8

1.86 kerberos 1.18

1.86.1 Available under license :

[NOTE: MIT has only incorporated the mechglue and spnego change, and not the incremental propagation changes. The filenames are different between the Sun and MIT sources. The actual MIT filenames appear in the top-level README file. Original text of Sun's LICENSE file follows.]

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```
cmd/krb5/iprop/iprop.x
cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
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
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
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
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
lib/libgss/g_rel_name.c
lib/libgss/g_rel_oid_set.c
lib/libgss/g_seal.c
lib/libgss/g_sign.c
lib/libgss/g_store_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
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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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
kprop/kpropd_rpc.c
kprop/kproplog.c

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1.91 ncurses 6.0_3

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1.92 openssl 1.0.1j

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```
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This is free software, and you are welcome to redistribute it
under certain conditions; type `show c'
for details.
```

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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GSS-API mechlue layer.

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@table

@asis

@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

@item KCM credential cache.

@item HDB LDAP backend.

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vis.c in libroken

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libhcrypto

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rijndael-alg-fst.c

@version

3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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kdc/announce.c

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@heading Richard Outerbridge

DES core in libhcrypto

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D3DES (V5.09) -

A portable, public domain, version of the Data Encryption Standard.

Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge.

Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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Windows support

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lib/hcrypto/test_dh.c

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LZ4 - Fast LZ compression algorithm

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You can contact the author at :

- LZ4 homepage : <http://fastcompression.blogspot.com/p/lz4.html>

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*
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```
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under certain conditions; type `show c'
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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1.100 thrift 0.13.0

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1.101 gorilla 1.4.2

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1.103 xstrings v1.3.2

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* The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
* </p>
* <p>
* Known suffixes is a list of public domain suffixes that can't be used as wild cards for
* example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
* If *.com is in the known suffixes list will not be allowed to match.
* </p>
*
* @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
*/

```

Found in path(s):

```

* /bcpkix-fips-1-0-3-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

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1.113 openssl 1.0.2u

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1.116 python 3.7.9

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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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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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1.117 httpcomponents-client 4.5.13

1.117.1 Available under license :

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1.118 libjpeg 8b

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

```
/*  
* cdjpeg.c  
*  
* Copyright (C) 1991-1997, Thomas G. Lane.  
* This file is part of the Independent JPEG Group's software.  
* For conditions of distribution and use, see the accompanying README file.  
*  
* This file contains common support routines used by the IJG application
```

* programs (cjpeg, djpeg, jpegtran).

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/cdjpeg.c

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

/*

* jdpostct.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the decompression postprocessing controller.

* This controller manages the upsampling, color conversion, and color

* quantization/reduction steps; specifically, it controls the buffering

* between upsample/color conversion and color quantization/reduction.

*

* If no color quantization/reduction is required, then this module has no

* work to do, and it just hands off to the upsample/color conversion code.

* An integrated upsample/convert/quantize process would replace this module

* entirely.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdpostct.c

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

/*

* transupp.c

*

* Copyright (C) 1997-2017, Thomas G. Lane, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains image transformation routines and other utility code

* used by the jpegtran sample application. These are NOT part of the core

* JPEG library. But we keep these routines separate from jpegtran.c to

* ease the task of maintaining jpegtran-like programs that have other user

* interfaces.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/transupp.c

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/*


```

* jmemsys.h
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This include file defines the interface between the system-independent
* and system-dependent portions of the JPEG memory manager. No other
* modules need include it. (The system-independent portion is jmemmgr.c;
* there are several different versions of the system-dependent portion.)
*
* This file works as-is for the system-dependent memory managers supplied
* in the IJG distribution. You may need to modify it if you write a
* custom memory manager. If system-dependent changes are needed in
* this file, the best method is to #ifdef them based on a configuration
* symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
* and USE_MAC_MEMMGR.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jmemsys.h
```

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```

/*
* jctrans.c
*
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* Modified 2000-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jctrans.c
```

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

```

/*
* jcmainct.c
*
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* Modified 2003-2012 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*

```

- * This file contains the main buffer controller for compression.
- * The main buffer lies between the pre-processor and the JPEG
- * compressor proper; it holds downsampled data in the JPEG colorspace.
- */

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcmainct.c

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/*

* rdrle.c

*

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* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to read input images in Utah RLE format.

* The Utah Raster Toolkit library is required (version 3.1 or later).

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that

* the file is indeed RLE format).

*

* Based on code contributed by Mike Lijewski,

* with updates from Robert Hutchinson.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdrle.c

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/*

* rdtarga.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

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* This file is part of the Independent JPEG Group's software.

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*

* This file contains routines to read input images in Targa format.

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that
* the file is indeed Targa format).
*
* Based on code contributed by Lee Daniel Crocker.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdtarga.c

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

/*

* jutils.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2009-2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains tables and miscellaneous utility routines needed

* for both compression and decompression.

* Note we prefix all global names with "j" to minimize conflicts with

* a surrounding application.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jutils.c

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

/*

* jddctmgr.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

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* This file is part of the Independent JPEG Group's software.

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*

* This file contains the inverse-DCT management logic.

* This code selects a particular IDCT implementation to be used,

* and it performs related housekeeping chores. No code in this file

* is executed per IDCT step, only during output pass setup.

*

* Note that the IDCT routines are responsible for performing coefficient

* dequantization as well as the IDCT proper. This module sets up the

* dequantization multiplier table needed by the IDCT routine.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jddctmgr.c

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```
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 * jcmaster.c
 *
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 * Modified 2003-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
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 *
 * This file contains master control logic for the JPEG compressor.
 * These routines are concerned with parameter validation, initial setup,
 * and inter-pass control (determining the number of passes and the work
 * to be done in each pass).
 */
```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jcmaster.c
```

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

```
/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modification developed 2003-2015 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
 * The primary algorithm described there uses 11 multiplies
 * and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide FDCT routines with various input sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
```

- * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
- * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
- *
- * For N<8 we fill the remaining block coefficients with zero.
- * For N>8 we apply a partial N-point FDCT on the input samples, computing
- * just the lower 8 frequency coefficients and discarding the rest.
- *
- * We must scale the output coefficients of the N-point FDCT appropriately
- * to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
- * is folded into the constant multipliers
- (pass 2) and/or final/initial
- * shifting.
- *
- * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
- * since there would be too many additional constants to pre-calculate.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jfdctint.c

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/*

- * jdatasrc.c

*

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*

- * This file contains decompression data source routines for the case of

- * reading JPEG data from memory or from a file (or any stdio stream).

- * While these routines are sufficient for most applications,

- * some will want to use a different source manager.

- * IMPORTANT: we assume that fread() will correctly transcribe an array of

- * JOCTETs from 8-bit-wide elements on external storage. If char is wider

- * than 8 bits on your machine, you may need to do some tweaking.

*/

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jdatasrc.c

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

/*

- * jdsample.c

*

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- * Modified 2002-2015 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

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- *
- * This file contains upsampling routines.
- *
- * Upsampling input data is counted in "row groups". A row group
- * is defined to be $(v\_samp\_factor * DCT\_v\_scaled\_size / min\_DCT\_v\_scaled\_size)$
- * sample rows of each component. Upsampling will normally produce
- * $max\_v\_samp\_factor$ pixel rows from each row group (but this could vary
- * if the upsampler is applying a scale factor of its own).
- *
- * An excellent reference for image resampling is
- * Digital Image Warping, George Wolberg, 1990.
- * Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jdsample.c

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```
/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface routines that are used for both
 * compression and decompression.
 */
```

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jcomapi.c

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

```
/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2009-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application
```

* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdapimin.c

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/*

* jdinput.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2002-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains input control logic for the JPEG decompressor.

* These routines are concerned with controlling the decompressor's input

* processing (marker reading and coefficient decoding). The actual input

* reading is done in jdmarker.c, jdhuff.c, and jdarith.c.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdinput.c

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/*

* jdhuff.c

*

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*

* This file contains Huffman entropy decoding routines.

* Both sequential and progressive modes are supported in this single module.

*

* Much of the complexity here has to do with supporting input suspension.

* If the data source module demands suspension, we want to be able to back

* up to the start of the current MCU. To do this, we copy state variables

* into local working storage, and update them back to the permanent

* storage only upon successful completion of an MCU.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdhuff.c

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```
/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2016 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications",
 * Proc. Int'l. Conf. on Acoustics,
 * Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide IDCT routines with various output sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
 * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
 * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.
 *
 * For N<8 we simply take the corresponding low-frequency coefficients of
 * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
 * to yield the downsampled outputs.
 * This can be seen as direct low-pass downsampling
 * from the DCT domain
 * point of view rather than the usual spatial domain point of view,
 * yielding significant computational savings and results at least
 * as good as common bilinear (averaging) spatial downsampling.
 *
 * For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
 * lower frequencies and higher frequencies assumed to be zero.
 * It turns out that the computational effort is similar to the 8x8 IDCT
 * regarding the output size.
```


- * Furthermore, the scaling and descaling is the same for all IDCT sizes.
- *
- * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
- * since there would be too many additional constants to pre-calculate.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jidctint.c

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

/*

- * jerror.h

*

- * Copyright (C) 1994-1997, Thomas G. Lane.

- * Modified 1997-2012 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file defines the error and message codes for the JPEG library.

- * Edit this file to add new codes, or to translate the message strings to

- * some other language.

- * A set of error-reporting macros are defined too. Some applications using

- * the JPEG library may wish to include this file to get the error codes

- * and/or the macros.

*/

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jerror.h

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

/*

- * jmemname.c

*

- * Copyright (C) 1992-1997, Thomas G. Lane.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file provides a generic implementation of the system-dependent

- * portion of the JPEG memory manager. This implementation assumes that

- * you must explicitly construct a name for each temp file.

- * Also, the problem of determining the amount of memory available

- * is shoved onto the user.

*/

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jmemname.c

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

```

/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011-2012 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 *   * pool-based allocation and freeing of memory;
 *   * policy decisions about how to divide available memory among the
 *     virtual arrays;
 *   * control logic for swapping virtual arrays between main memory and
 *     backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is
 * system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
 * memory so that backing storage will never be used, much of the virtual
 * array control logic could be removed. (Of course, if you have that much
 * memory then you shouldn't care about a little bit of unused code...)
 */

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jmemmgr.c
```

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

```

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2015-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/wrtarga.c

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

/*

* wrppm.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2009-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write output images in PPM/PGM format.

* The extended 2-byte-per-sample raw PPM/PGM formats are supported.

* The PBMPLUS library is NOT required to compile this software

* (but it is highly useful as a set of PPM image manipulation programs).

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume output to

* an ordinary stdio stream.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/wrppm.c

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

/*

* wrgif.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2015-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write output images in GIF format.

*

* NOTE: to avoid entanglements with Unisys' patent on LZW compression, *

* this code has been modified to output "uncompressed GIF" files. *

* There is no trace of the LZW algorithm in this file. *

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume output to

* an ordinary stdio stream.

*/

/*

```

* This code is loosely based on ppmtogif from the PBMPLUS
distribution
* of Feb. 1991. That file contains the following copyright notice:
* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
* Copyright (C) 1989 by Jef Poskanzer.
* Permission to use, copy, modify, and distribute this software and its
* documentation for any purpose and without fee is hereby granted, provided
* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
*
* We are also required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/wrgif.c
```

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

```

/*
* jquant2.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
*
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jquant2.c
```

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

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2017, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY

=====

Include files:

jpeglib.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.
jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.
jmemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by

an application program:

jpegim.c Application program interface: core routines for compression.
jpegstd.c Application program interface: standard compression.
jdecim.c Application program interface: core routines for decompression.
jdecstd.c Application program interface: standard decompression.
jcomapi.c Application program interface routines common to compression
and decompression.
jcparm.c Compression parameter setting helper routines.
jctrans.c API and library routines for transcoding compression.
jdtrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.
jcmaster.c Master control: setup and inter-pass sequencing logic.
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).
jcprepct.c Preprocessor buffer controller.
jccoefct.c Buffer controller
for DCT coefficient buffer.
jccolor.c Color space conversion.
jcsample.c Downsampling.
jcdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jcmarker.c JPEG marker writing.
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.
jdinput.c Input controller: controls input processing modules.
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoefct.c Buffer controller for DCT coefficient buffer.
jdpostct.c Postprocessor buffer controller.
jdmarker.c JPEG marker reading.
jdhuff.c Huffman entropy decoding.
jdarith.c Arithmetic entropy decoding.
jddctmgr.c IDCT manager (IDCT implementation
selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.
jidctfst.c Inverse DCT using faster, less accurate integer method.
jidctflt.c Inverse DCT using floating-point arithmetic.
jdsample.c Upsampling.
jdcolor.c Color space conversion.

jdmerge.c Merged upsampling/color conversion (faster, lower quality).
jquant1.c One-pass color quantization using a fixed-spacing colormap.
jquant2.c Two-pass color quantization using a custom-generated colormap.
Also handles one-pass quantization to an externally given map.
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and decoding routines.
jerror.c Standard error handling routines (application replaceable).
jmemmgr.c System-independent (more or less) memory management code.
jutils.c Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c Makes temporary files with program-generated file names.
jmemdos.c Custom implementation for MS-DOS (16-bit environment only):
can use extended and expanded memory as well as temp files.
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

CJPEG/DJPEG/JPEGTRAN
=====

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h Additional error and trace message codes for cjpeg et al.
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.

djpeg.c Main program for djpeg.

jpegtran.c Main program for jpegtran.

cdjpeg.c Utility routines used by all three programs.

rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.

rdswitch.c Code to process some of cjpeg's more complex switches.

Also used by jpegtran.

transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.

rdgif.c GIF file input (now just a stub).

rdppm.c PPM/PGM file input.

rdrlc.c Utah RLE file input.

rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.

wrgif.c GIF file output (a mere shadow of its former self).

wrppm.c PPM/PGM file output.

wrrlc.c Utah RLE file output.

wrtarga.c Targa file output.

RDJPGCOM/WRJPGCOM

=====

C source

code files:

rdjpgcom.c Stand-alone rdjpgcom application.

wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use
jconfig.h and jinclude.h, only to improve portability.

ADDITIONAL FILES

=====

Documentation (see README for a guide to the documentation files):

README Master documentation file.

*.txt Other documentation files.

*.1 Documentation in Unix man page format.
change.log Version-to-version change highlights.
example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.
configure.ac Source file for use with Autoconf to generate configure.
ltmain.sh Support scripts for configure (from GNU libtool).
config.guess
config.sub
depcomp
missing
ar-lib
compile
install-sh Install shell script for those Unix systems lacking one.
Makefile.in Makefile input for configure.
Makefile.am Source file
for use with Automake to generate Makefile.in.
ckconfig.c Program to generate jconfig.h on non-Unix systems.
jconfig.txt Template for making jconfig.h by hand.
mak*.* Sample makefiles for particular systems.
jconfig.* Sample jconfig.h for particular systems.
libjpeg.map Script to generate shared library with versioned symbols.
libjpeg.pc.in libjpeg.pc pkg-config file input for configure.
aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test*.* Source and comparison files for confidence test.
These are binary image files, NOT text files.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/filelist.txt

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

/*

* jerror.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2012-2015 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains simple error-reporting and trace-message routines.

* These are suitable for Unix-like systems and others where writing to

* stderr is the right thing to do. Many applications will want to replace

* some or all of these routines.

```

*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
*
* These routines are used by both the compression and decompression code.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jerror.c
```

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

```

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jdatadst.c
```

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

```

/*
* ckconfig.c
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/ckconfig.c
```

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

```

/*
* jmemnobs.c

```

```

*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is ignored by this implementation.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jmemnobs.c
```

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

```

/*
* jidctfst.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2015-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm
* is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.

```

* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jidctfst.c

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

/*

* wrjpgcom.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2015-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a very simple stand-alone application that inserts

* user-supplied text as a COM (comment) marker in a JFIF file.

* This may be useful as an example of the minimum logic needed to parse

* JPEG markers.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/wrjpgcom.c

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

/*

* cdjpeg.h

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains common declarations for the sample applications

* cjpeg and djpeg. It is NOT used by the core JPEG library.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/cdjpeg.h

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

/*

* jcarith.c

*

* Developed 1997-2013 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains portable arithmetic entropy encoding routines for JPEG
- * (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
- *
- * Both sequential and progressive modes are supported in this single module.
- *
- * Suspension is not currently supported in this module.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jcarith.c

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

```
/*
 * jfdctfst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2003-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 *
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 *
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */
```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jfdctfst.c

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

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jmemdosa.asm

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

/*

* transupp.h

*

* Copyright (C) 1997-2013, Thomas G. Lane, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains declarations for image transformation routines and

* other utility code used by the jpegtran sample application. These are

* NOT part of the core JPEG library. But we keep these routines separate

* from jpegtran.c to ease the task of maintaining jpegtran-like programs

* that have other user interfaces.

*

* NOTE: all the routines declared here have very specific requirements

* about when they are to be executed during the reading and writing of the

* source and destination files. See the comments in transupp.c, or see

* jpegtran.c for an example of correct usage.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/transupp.h

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

/*

* jcmarker.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2003-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to write JPEG datastream markers.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcmarker.c

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

```

/*
 * jcapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-compression case or the transcoding-only
 * case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jcapistd.c. But also see jcparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jctrans.c for the transcoding case.
 */

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jcapimin.c
```

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

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2017, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code.

For example, Ghostscript's installation script
will configure the IJG code.

You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.

Try doing

```
./configure
```

```
make
```

```
make test
```

If that doesn't complain, do
make install
(better do "make -n install" first to see if the makefile will put the files
where you want them). Read further if you run into snags or want to customize
the code for your system.

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BEFORE YOU START

=====

Before installing the software you must unpack the distributed source code.
Since you are reading this file, you have probably already succeeded in this
task. However, there is a potential for error if you needed
to convert the
files to the local standard text file format (for example, if you are on
MS-DOS you may have converted LF end-of-line to CR/LF). You must apply
such conversion to all the files EXCEPT those whose names begin with "test".
The test files contain binary data; if you change them in any way then the
self-test will give bad results.

Please check the last section of this file to see if there are hints for the
specific machine or compiler you are using.

CONFIGURING THE SOFTWARE

=====

To configure the IJG code for your system, you need to create two files:
* jconfig.h: contains values for system-dependent #define symbols.
* Makefile: controls the compilation process.
(On a non-Unix machine, you may create "project files" or some other
substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:

- * On a Unix system, you can just run the "configure" script.
- * We provide sample jconfig files and makefiles for popular machines; if your machine matches one of the samples, just copy the right sample files to jconfig.h and Makefile.
- * If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script

If you are on a Unix machine, you can just type

```
./configure
```

and let the configure script construct appropriate configuration files.

If you're using "csh" on an old version of System V, you might need to type

```
sh configure
```

instead to prevent csh from trying to execute configure itself.

Expect configure to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions for GNU configure scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to configure:

*

Configure will build both static and shared libraries, if possible.

If you want to build libjpeg only as a static library, say

```
./configure --disable-shared
```

If you want to build libjpeg only as a shared library, say

```
./configure --disable-static
```

Configure uses GNU libtool to take care of system-dependent shared library building methods.

* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.

To force a particular compiler to be selected, use the CC option, for example

```
./configure CC='cc'
```

The same method can be used to include any unusual compiler switches.

For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.

You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig
file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs jconfig.vc Windows, Visual Studio 2017 (v15)
make*.v15
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)
makefile.mms jconfig.vms Digital VMS, with MMS software
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand

First, generate a `jconfig.h` file. If you are moderately familiar with C, the comments in `jconfig.txt` should be enough information to do this; just copy `jconfig.txt` to `jconfig.h` and edit it appropriately. Otherwise, you may prefer to use the `ckconfig.c` program. You will need to compile and execute `ckconfig.c` by hand --- we hope you know at least enough to do that. `ckconfig.c` may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing `ckconfig.c` according to the directions given in `ckconfig.c`. Once you get it to run, it will write a suitable `jconfig.h` file, and will also print out some advice about which makefile to use.

You may also want to look at the canned `jconfig` files, if there is one for a system similar to yours.

Second, select a makefile

and copy it to `Makefile` (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

`makefile.ansi`: if your C compiler supports function prototypes

`makefile.unix`: if not.

(You have function prototypes if `ckconfig.c` put `"#define HAVE_PROTOTYPES"` in `jconfig.h`.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected `Makefile` and adjust options as needed. In particular you may want to change the `CC` and `CFLAGS` definitions. For instance, if you are using GCC, set `CC=gcc`. If you had to use any compiler switches to get `ckconfig.c` to work, make sure the same switches are in `CFLAGS`.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files `cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file `libjpeg` first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; `makefile.vms` is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

Command line style

These programs can use a Unix-like command line style which supports redirection and piping, like this:

```
cjpeg inputfile >outputfile
```

```
cjpeg <inputfile >outputfile
```

```
source program | cjpeg >outputfile
```

The simpler "two file" command line style is just

```
cjpeg inputfile outputfile
```

You may prefer the two-file style, particularly if you don't have pipes.

You **MUST** use two-file style on any system that doesn't cope well with binary data

fed through stdin/stdout; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard `fdopen()` library routine or a Microsoft-compatible `setmode()` routine, you can safely use the Unix command line style, by defining `USE_FDOPEN` or `USE_SETMODE` respectively.)

To use the two-file style, make `jconfig.h` say `"#define TWO_FILE_COMMANDLINE"`.

Selecting a memory manager

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

* `jmemansi.c` This version uses the ANSI-standard library routine `tmpfile()`, which not all non-ANSI systems have. On some systems `tmpfile()` may put the temporary file in a non-optimal location; if you don't like what it does, use `jmemname.c`.

* `jmemname.c` This version creates named temporary files. For anything except a Unix machine, you'll need to configure the `select_file_name()` routine appropriately; see the comments near the head of `jmemname.c`. If you use this version, define `NEED_SIGNAL_CATCHER` in `jconfig.h` to make sure the temp files are removed if the program is aborted.

* `jmemnobs.c` (That stands for No Backing Store :-).) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.

* `jmemdos.c` This should be used with most 16-bit MS-DOS compilers.

See the system-specific notes about MS-DOS for more info.

IMPORTANT: if you use this, define `USE_MSDOS_MEMMGR` in `jconfig.h`, and include the assembly file `jmemdosa.asm` in the programs. The supplied makefiles and `jconfig` files for 16-bit MS-DOS compilers already do both.

* `jmemmac.c` Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the `SYSDEPMEM` variable in your makefile to equal the corresponding object file name (for example, `jmemansi.o` or `jmemansi.obj` for `jmemansi.c`).

If you have plenty of (real or virtual) main memory, just use `jmemnobs.c`.

"Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try `jmemansi.c` first. If that doesn't compile, you'll have to use `jmemname.c`; be sure to adjust `select_file_name()` for local conditions. You may also need to change `unlink()` to `remove()` in `close_backing_store()`.

Except with `jmemnobs.c` or `jmemmac.c`, you need to adjust the `DEFAULT_MAX_MEM` setting to a reasonable value for your system (either by adding a `#define` for `DEFAULT_MAX_MEM` to `jconfig.h`, or by adding a `-D` switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for `cjpeg` or `djpeg` are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set `DEFAULT_MAX_MEM` to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by `jmemdos.c`.)

BUILDING THE SOFTWARE

=====

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting `"#define INCOMPLETE_TYPES_BROKEN"` in `jconfig.h`.

If

you have trouble with missing system include files or inclusion of the wrong ones, read `jinclude.h`. This shouldn't happen if you used `configure` or `ckconfig.c` to set up `jconfig.h`.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a `getenv()` library routine, define `NO_GETENV`.

Also see the system-specific hints, below.

TESTING THE SOFTWARE

=====

As a quick test of functionality we've included a small sample image in several forms:

`testorig.jpg` Starting point for the djpeg tests.

`testimg.ppm` The output of djpeg `testorig.jpg`

`testimg.bmp` The output of djpeg `-bmp -colors 256 testorig.jpg`

`testimg.jpg` The output of cjpeg `testimg.ppm`

`testprog.jpg` Progressive-mode equivalent of `testorig.jpg`.

`testimgp.jpg` The output of cjpeg `-progressive -optimize testimg.ppm`

(The first- and second-generation `.jpg` files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the `testimg*` files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to `testimg*` with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you need to reduce `MAX_ALLOC_CHUNK` to a value that fits in `type_t`. Try adding `"#define MAX_ALLOC_CHUNK 65520L"` to `jconfig.h`. A less likely configuration error is "ALIGN_TYPE is wrong, please fix": defining `ALIGN_TYPE` as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define `RIGHT_SHIFT_IS_UNSIGNED`.

Go back to the configuration step and run `ckconfig.c`. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through `stdin/stdout` actually works. You should get the same results from `"djpeg <testorig.jpg >out.ppm"` as from `"djpeg -outfile out.ppm testorig.jpg"`. Note that the makefiles all use the latter style and therefore do not exercise `stdin/stdout`! If this check fails, try recompiling with `USE_SETMODE` or `USE_FDOPEN` defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than `jmemnobs.c`, you should test that temporary-file usage works. Try `"djpeg -bmp -colors 256 -max 0 testorig.jpg"` and make sure its output matches `testimg.bmp`. If you have any really large images handy, try compressing them with `-optimize` and/or decompressing with `-colors 256` to make sure your `DEFAULT_MAX_MEM` setting is not too large.

NOTE:

this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

INSTALLING THE SOFTWARE

=====

Once you're done with the above steps, you can install the software by copying the executable files (`cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (`cjpeg.1`, `djpeg.1`, `jpegtran.1`, `rdjpgcom.1`, `wrjpgcom.1`) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say
`make install`
to install the programs and their man pages into the standard places. (You'll probably need to be root to do this.) We recommend first saying
`make -n install`
to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files

jpeglib.h jerror.h jconfig.h jmorecfg.h
into your include-file directory, and put the library file libjpeg.a
(extension may vary depending on system) wherever library files go.
If you generated a Makefile with "configure", it will do what it thinks
is the right thing if you say
make install-lib

OPTIONAL STUFF

=====

Progress monitor:

If you like, you can #define PROGRESS_REPORT (in jconfig.h) to enable display
of percent-done progress reports. The routine provided in cdjpeg.c merely
prints percentages to stderr, but you can customize it to do something
fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files
(Utah Raster
Toolkit format) disabled, because the RLE support won't compile without the
Utah library. If you have URT version 3.1 or later, you can enable RLE
support as follows:

1. #define RLE_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory
containing the URT .h files (typically the "include"
subdirectory of the URT distribution).
3. Add -L... -lrle to LDLIBS in the Makefile, where ... specifies
the directory containing the URT "librle.a" file (typically the
"lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision.
(For color, this means 8 to 12 bits per channel, of course.) If you need to
work with deeper than 8-bit data, you can compile the IJG code for 9-bit to
12-bit operation.

To do so:

1. In jmorecfg.h, define BITS_IN_JSAMPLE as 9, 10, 11, or 12 rather than 8.
2. In jconfig.h, undefine BMP_SUPPORTED,
RLE_SUPPORTED, and TARGA_SUPPORTED,
because the code for those formats doesn't handle deeper than 8-bit data
and won't even compile. (The PPM code does work, as explained below.
The GIF code works too; it scales 8-bit GIF data to and from 12-bit
depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test

files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a maxval greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:

The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the

most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST to a supported method, by adding a #define in jconfig.h.)

OPTIMIZATION

=====

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the `INLINE` macro in `jmorcfcg.h` is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., `-finline-functions` for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS

=====

We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if `configure` or `ckconfig.c` is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)

After renaming the files according to Acorn conventions, take a copy of `makefile.ansi`, change all occurrences of `'libjpeg.a'` to `'libjpeg.o'` and change these definitions as indicated:

```
CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o
```

Also add a new line `'.c.o; $(cc) $< $(cflags) -c -o $@'`. Remove the lines `'$(RM) libjpeg.o'` and `'$(AR2) libjpeg.o'` and the `'jconfig.h'` dependency section.

Copy `jconfig.txt` to `jconfig.h`. Edit `jconfig.h` to define `TWO_FILE_COMMANDLINE`

and CHAR_IS_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and 'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:".

Atari ST/STE/TT:

Copy

the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT_MAX_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcftlib.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcftlib.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after

an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate
as to be running JPEG on a Cray YMP, there is a
compiler bug in old versions of Cray's Standard C (prior to 3.1). If you
still have an old compiler, you'll need to insert a line reading
"#pragma novector" just before the loop
for (i = 1; i <= (int) htbl->bits[l]; i++)
huffsize[p++] = (char) l;
in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdchuff.c).
[This bug may or may not still occur with the current IJG code, but it's
probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler,
you should run the compiler in ANSI mode. If using the configure script,
say
./configure CC='cc -Aa'
(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add
"-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler
delivered with a minimum HP-UX system, then you must use makefile.unix
(and do NOT add -Aa); or just run configure without
the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior
to A.08.07. If you get complaints about "not a typedef name", you'll have to
use makefile.unix, or run configure without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to
provide a Unix-style command line interface. You can use this interface on
the Mac by means of the ccommand() library routine provided by Metrowerks
CodeWarrior or Think C. This is only appropriate for testing the library,
however; to make a user-friendly equivalent of cjpeg/djpeg you'd really want

to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part.

The

CodeWarrior source code is available from <http://www.pobox.com/~jsam>.

2. Jim Brunner prepared a Mac-style user interface for both compression and decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C. Jim's code is available from the Info-Mac archives, at sumex-aim.stanford.edu or mirrors thereof; see file `/info-mac/dev/src/jpeg-convert-c.hqx`.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses `NewPtr/DisposePtr` instead of `malloc/free`, and has a Mac-specific implementation of `jpeg_mem_available()`. It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in `jmemmac.c` if you need to run it on System 6.) NOTE that `USE_MAC_MEMMGR` must be defined in `jconfig.h` to use `jmemmac.c`.

You can also use `jmemnobs.c`, if you don't care about handling images larger than available memory. If you use any memory manager back end other than `jmemmac.c`, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of `malloc/free`. (For instance, `free()` may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because `jmemmgr.c` already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining `USE_CCOMMAND`. You'll also need to define `TWO_FILE_COMMANDLINE` to avoid `stdin/stdout`. This means that when using the `cjpeg/djpeg` programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps `USE_FDOPEN` or `USE_SETMODE` would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float.

`jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `"#define ALIGN_TYPE long"` to `jconfig.h` to eliminate the complaint.

The supplied configuration file `jconfig.mac` can be used for your `jconfig.h`; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script `makeproj.mac` to create CodeWarrior

project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define `USE_CCOMMAND` in `jconfig.h` so that the `ccommand()` routine is called. You must also define `TWO_FILE_COMMANDLINE` because `stdin/stdout` don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

`jconfig.mac` should work as a `jconfig.h` configuration file for Think C, but the `makeproj.mac` AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's `cc` version 1.31 has a rather nasty optimization bug. Don't use `-O` if you have that compiler version.

(Use `"cc -V"` to check the version.)

Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all

possible. Be sure that `NEED_FAR_POINTERS` is defined in `jconfig.h` if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and `jconfig` files for Borland and Microsoft C compile in medium model and define `NEED_FAR_POINTERS`.)

The DOS-specific memory manager, `jmemdos.c`, should be used if possible.

It needs some assembly-code routines which are in `jmemdosa.asm`; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for `jmemdosa` by FTP from `ftp.uu.net:/graphics/jpeg/jdosaobj.zip`. (DOS-oriented distributions of the IJG source code often include these object files.)

When using `jmemdos.c`, `jconfig.h` must define `USE_MSDOS_MEMMGR` and must set `MAX_ALLOC_CHUNK` to less than 64K (65520L is a typical value). If your C library's far-heap `malloc()` can't allocate blocks that large, reduce `MAX_ALLOC_CHUNK` to whatever it can handle.

If you can't use `jmemdos.c` for some reason --- for example, because you don't have an assembler to assemble `jmemdosa.asm` --- you'll have to fall back to `jmemansi.c` or `jmemname.c`. You'll probably still need to set `MAX_ALLOC_CHUNK` in `jconfig.h`, because most DOS C libraries won't `malloc()` more than 64K at a time. IMPORTANT: if you use `jmemansi.c` or `jmemname.c`, you will have to compile in a large-data memory model in order to get the right `stdio` library. Too bad.

`wrjpgcom` needs to be compiled in large model, because it `malloc()`s a 64KB work area to hold the comment text. If your C library's `malloc` can't handle that, reduce `MAX_COM_LENGTH` as necessary in `wrjpgcom.c`.

Most MS-DOS compilers treat `stdin/stdout` as text files, so you must use two-file command line style. But if your compiler has either `fdopen()` or `setmode()`, you can use one-file style if you like. To do this, define `USE_SETMODE` or `USE_FDOPEN` so that `stdin/stdout` will be set to binary mode. (`USE_SETMODE` seems to work with more DOS compilers than `USE_FDOPEN`.) You should test that I/O through `stdin/stdout` produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use `stdin/stdout`.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define

NEED_FAR_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the environment supplies adequate virtual memory, otherwise use jmemansi.c or jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout. See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors. "Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE. jconfig.bcc already includes #define USE_SETMODE to make this work. (fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE. jconfig.mc6 already includes #define USE_SETMODE to make this work. (fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "\$(RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char". The IJG code also defines typedef boolean, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some of your program's files import one definition of boolean while some import the other, you can get all

sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for boolean. To do that, add something like this to your jconfig.h file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifdef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifdef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifdef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
```

(This is already in jconfig.vc, by the way.)

windef.h contains the declarations

```
#define far
#define FAR far
```

Since jmorecfg.h tries to define FAR as empty, you may get a compiler warning if you include both jpeglib.h and windef.h (which windows.h includes). To suppress the warning, you can put "#ifndef FAR"/"#endif" around the line "#define FAR" in jmorecfg.h.

(Something like this is already in jmorecfg.h, by the way.)

When using

the library in a Windows application, you will almost certainly want to modify or replace the error handler module jerror.c, since our default error handler does a couple of inappropriate things:

1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line
fprintf(stderr, "%s\n", buffer);

(in `output_message` in `jerror.c`) with

```
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
```

It's highly recommended that you at least do that much, since otherwise error messages will disappear into nowhere. (Beginning with IJG v6b, this code is already present in `jerror.c`; just define `USE_WINDOWS_MESSAGEBOX` in `jconfig.h` to enable it.)

The proper solution for problem 2 is to return control to your calling application after a library error. This can be done with the `setjmp/longjmp` technique discussed in `libjpeg.txt` and illustrated in `example.c`. (NOTE: some

older Windows C compilers provide versions of `setjmp/longjmp` that don't actually work under Windows. You may need to use the Windows system functions `Catch` and `Throw` instead.)

The recommended memory manager under Windows is `jmemnobs.c`; in other words, let Windows do any virtual memory management needed. You should NOT use `jmemdos.c` nor `jmemdosa.asm` under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model; for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into `jconfig.h` to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.) `jmemnobs.c` works without modification in large or flat memory models, but to use medium model, you need to modify its `jpeg_get_large` and `jpeg_free_large` routines to

allocate far memory. In any case, you might like to replace its calls to `malloc` and `free` with direct calls on Windows memory allocation functions.

You may also want to modify `jdatasrc.c` and `jdatadst.c` to use Windows file operations rather than `fread/fwrite`. This is only necessary if your C compiler doesn't provide a competent implementation of C `stdio` functions.

You might want to tweak the `RGB_xxx` macros in `jmorecfg.h` so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications `cjpeg/djpeg`, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code

assume the address of a local variable is an ordinary
(not FAR) pointer;
that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs.
(See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and
jdatadst.c don't work if you open a file in your application and then pass
the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c
part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to
attach suitable linkage keywords to the exported routine names. Similarly,
you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers
are declared in a way that lets application routines be called back through
the function pointers. These macros are in jmorecfg.h. Typical definitions
for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loadds _export
#define EXTERN(type) extern type _far _pascal _loadds
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist)
\
type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by
the application, the performance cost of making them all DLL entry points is
negligible.

The unmodified IJG library presents a very C-specific application interface,
so the resulting DLL is only usable from C or C++ applications. There has
been some talk of writing wrapper code that would present a simpler interface
usable from other languages, such as Visual Basic. This is on our to-do list
but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment,
but you'll need to tweak it in a 16-bit environment (you'd need to define
NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc
will need
alteration if you want to use it for Windows --- in particular, you should
use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile
jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix
it. In the meantime, the simplest known workaround is to add a redundant

definition of the variable `range_limit` in `h2v1_merged_upsample()`, at the head of the block that handles odd image width (about line 268 in `v6_jdmerge.c`):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine `h2v2_merged_upsample` doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:

```
-Ot -Og
-Ot -Op
-Ot -Om
```

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

`jconfig.vc` should work OK with any Microsoft compiler for a 32-bit memory model. `makefile.vc` is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds `extern "C"` to `jpeglib.h`. This avoids the need to put `extern "C" { ... }` around `#include "jpeglib.h"` in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the `*.c` files to `*.cpp` (and adjusting the makefile to match). In this case you also need to define the symbol `DONT_USE_EXTERN_C` in the configuration to prevent `jpeglib.h` from using `extern "C"`.

Microsoft Windows,
Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the command prompt, change to the main directory and execute the command line
`NMAKE /f makefile.vs setup-vc6`
 This will move jconfig.vc to jconfig.h and makefiles to project files.
 (Note that the renaming is critical!)
2. Open the workspace file jpeg.dsw, build the library project.
 (If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
`NMAKE /f makefile.vs test-build`
5. Move the application .exe files from `app`\Release to an appropriate location on your path.

Microsoft Windows, Visual Studio 2017 (v15):

We include makefiles that should work as project files in Visual Studio 2017 (v15) or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the Developer Command Prompt, change to the main directory and execute the command line
`NMAKE /f makefile.vs setup-v15`
 This will move jconfig.vc to jconfig.h and makefiles to project files.
 (Note that the renaming is critical!)
2. Open the solution file jpeg.sln, build the library project.
 - a) If you are using Visual Studio more recent than 2017 (v15), you'll probably get a message saying that the project files are being updated.
 - b) If necessary, open the project properties and adapt the Windows Target Platform Version in the Configuration Properties, General section; we support the latest version at the time of release.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
`NMAKE /f makefile.vs test-build`
5. Move the application .exe files from `app`\Release to an appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in `makefile.bcc`.

SGI:

On some SGI systems, you may need to set `"AR2= ar -ts"` in the Makefile.

If you are using `configure`, you can do this by saying

```
./configure RANLIB='ar -ts'
```

This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler

option `"-mips2"`

reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use `-mips2`, you may want to alter the default DCT method to be float. To do this, put `"#define JDCT_DEFAULT JDCT_FLOAT"` in `jconfig.h`.

VMS:

On an Alpha/VMS system with MMS, be sure to use the `"/Marco=Alpha=1"` qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are `Stream_LF` and `Backup/Compare` has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):

* `/jpeg-9c-tar-gz/jpeg-9c/install.txt`

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

/*

* `jquant1.c`

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains 1-pass color quantization (color mapping) routines.

* These routines provide mapping to a fixed color map using equally spaced

* color values. Optional Floyd-Steinberg or ordered dithering is available.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jquant1.c

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

/*

* jcprepct.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the compression preprocessing controller.

* This controller manages the color conversion, downsampling,

* and edge expansion steps.

*

* Most of the complexity here is associated with buffering input rows

* as required by the downsampler. See the comments at the head of

* jcsample.c for the downsampler's needs.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcprepct.c

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

/*

* jcdctmgr.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2003-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the forward-DCT management logic.

* This code selects a particular DCT implementation to be used,

* and it performs related housekeeping chores including coefficient

* quantization.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcdctmgr.c

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

/*

* jcparam.c

*

- * Copyright (C) 1991-1998, Thomas G. Lane.
- * Modified 2003-2013 by Guido Vollbeding.
- * This file is part of the Independent JPEG Group's software.
- * For conditions of distribution and use, see the accompanying README file.
- *
- * This file contains optional default-setting code for the JPEG compressor.
- * Applications do not have to use this file, but those that don't use it
- * must know a lot more about the innards of the JPEG code.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jcparam.c

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

The Independent JPEG Group's JPEG software

=====

README for release 9c of 14-Jan-2018

=====

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

=====

This file contains the following sections:

OVERVIEW	General description of JPEG and the IJG software.
LEGAL ISSUES	Copyright, lack of warranty, terms of distribution.
REFERENCES	Where to learn more about JPEG.
ARCHIVE LOCATIONS	Where to find newer versions of this software.
ACKNOWLEDGMENTS	Special thanks.
FILE FORMAT WARS	Software *not* to get.
TO DO	Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt
Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

=====

This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet.

We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or

colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES

=====

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2018, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice

unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.

(2)

If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf.

It is copyright by the Free Software Foundation but is freely distributable.

The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent (now expired), GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

REFERENCES

=====

We recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of

the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PDF file containing a revised version of Wallace's article is available at <http://www.ijg.org/files/Wallace.JPEG.pdf>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best currently available description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2).

Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July

2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from <http://www.itu.int/rec/T-REC-T.871>. A PDF file of the older JFIF document is available at <http://www.w3.org/Graphics/JPEG/jfif3.pdf>.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.

IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <http://www.ijg.org/files/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS

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The "official" archive site for this software is www.ijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as <http://www.ijg.org/files/jpegsrc.v9c.tar.gz>, and in Windows-compatible "zip" archive format as <http://www.ijg.org/files/jpegsr9c.zip>.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.

It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](http://rtfm.mit.edu:ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS

=====

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS

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The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing

the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements

for the maintenance of the original JPEG specification.

Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions.

One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code.

The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates

basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet.

People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the

foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted

and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement.

IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO

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Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec.

More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/README

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

/*

* jcsample.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains downsampling routines.

*

* Downsampling input data is counted in "row groups". A row group

* is defined to be max_v_samp_factor pixel rows of each component,

* from which the downsampler produces v_samp_factor sample rows.

* A single row group is processed in each call to the downsampler module.

*

* The downsampler is responsible for edge-expansion of its output data

* to fill an integral number of DCT blocks horizontally. The source buffer

- * may be modified if it is helpful for this purpose (the source buffer is
- * allocated wide enough to correspond to the desired output width).
- * The caller (the prep controller) is responsible for vertical padding.
- *
- * The downsampler may request
- "context rows" by setting need_context_rows
- * during startup. In this case, the input arrays will contain at least
- * one row group's worth of pixels above and below the passed-in data;
- * the caller will create dummy rows at image top and bottom by replicating
- * the first or last real pixel row.
- *
- * An excellent reference for image resampling is
- * Digital Image Warping, George Wolberg, 1990.
- * Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
- *
- * The downsampling algorithm used here is a simple average of the source
- * pixels covered by the output pixel. The hi-falutin sampling literature
- * refers to this as a "box filter". In general the characteristics of a box
- * filter are not very good, but for the specific cases we normally use (1:1
- * and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
- * nearly so bad. If you intend to use other sampling ratios, you'd be well
- * advised to improve this code.
- *
- * A simple input-smoothing
- capability is provided. This is mainly intended
- * for cleaning up color-dithered GIF input files (if you find it inadequate,
- * we suggest using an external filtering program such as pnmconvol). When
- * enabled, each input pixel P is replaced by a weighted sum of itself and its
- * eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
- * where SF = (smoothing_factor / 1024).
- * Currently, smoothing is only supported for 2h2v sampling factors.
- */

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcsample.c

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

/*

* jdmarker.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2009-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to decode JPEG datastream markers.

* Most of the complexity arises from our desire to support input

* suspension: if not all of the data for a marker is available,

* we must exit back to the application. On resumption, we reprocess
* the marker.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdmarker.c

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

/*

* jchuff.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2006-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains Huffman entropy encoding routines.

* Both sequential and progressive modes are supported in this single module.

*

* Much of the complexity here has to do with supporting output suspension.

* If the data destination module demands suspension, we want to be able to

* back up to the start of the current MCU. To do this, we copy state

* variables into local working storage, and update them back to the

* permanent JPEG objects only upon successful completion of an MCU.

*

* We do not support output suspension for the progressive JPEG mode, since

* the library currently does not allow multiple-scan files to be written

* with output suspension.

*/

Found

in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jchuff.c

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

/*

* jcinit.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2003-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains initialization logic for the JPEG compressor.

* This routine is in charge of selecting the modules to be executed and

* making an initialization call to each one.

*

* Logically, this code belongs in jcmaster.c. It's split out because

- * linking this routine implies linking the entire compression library.
- * For a transcoding-only application, we want to be able to use jcmaster.c
- * without linking in the whole library.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jcinit.c

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

/*

- * rdbmp.c

*

- * Copyright (C) 1994-1996, Thomas G. Lane.

- * Modified 2009-2017 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file contains routines to read input images in Microsoft "BMP"

- * format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).

- * Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or

- * 4-bit (feeding such low-depth images into JPEG would be silly anyway).

- * Also, we don't support RLE-compressed files.

*

- * These routines may need modification for non-Unix environments or

- * specialized applications. As they stand, they assume input from

- * an ordinary stdio stream. They further assume that reading begins

- * at the start of the file; start_input may need work if the

- * user interface has already read some data (e.g., to determine that

- * the file is

indeed BMP format).

*

- * This code contributed by James Arthur Boucher.

*/

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/rdbmp.c

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

/*

- * djpeg.c

*

- * Copyright (C) 1991-1997, Thomas G. Lane.

- * Modified 2009-2015 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file contains a command-line user interface for the JPEG decompressor.

- * It should work on any system with Unix- or MS-DOS-style command lines.

- *
 - * Two different command line styles are permitted, depending on the
 - * compile-time switch TWO_FILE_COMMANDLINE:
 - * djpeg [options] inputfile outputfile
 - * djpeg [options] [inputfile]
 - * In the second style, output is always to standard output, which you'd
 - * normally redirect to a file or pipe to some other program. Input is
 - * either from a named file or from standard input (typically redirected).
 - * The second style is convenient on Unix but is unhelpful on systems that
 - * don't support pipes. Also, you MUST use the
 - first style if your system
 - * doesn't do binary I/O to stdin/stdout.
 - * To simplify script writing, the "-outfile" switch is provided. The syntax
 - * djpeg [options] -outfile outputfile inputfile
 - * works regardless of which command line style is used.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/djpeg.c

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

/*

- * jpeglib.h

*

- * Copyright (C) 1991-1998, Thomas G. Lane.

- * Modified 2002-2017 by Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file defines the application interface for the JPEG library.

- * Most applications using the library need only include this file,

- * and perhaps jerror.h if they want to know the exact error codes.

*/

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jpeglib.h

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

/*

- * jpegtran.c

*

- * Copyright (C) 1995-2013, Thomas G. Lane, Guido Vollbeding.

- * This file is part of the Independent JPEG Group's software.

- * For conditions of distribution and use, see the accompanying README file.

*

- * This file contains a command-line user interface for JPEG transcoding.

- * It is very similar to cjpeg.c, and partly to djpeg.c, but provides

- * lossless transcoding between different JPEG file formats. It also

* provides some lossless and sort-of-lossless transformations of JPEG data.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jpegtran.c

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

/*

* jversion.h

*

* Copyright (C) 1991-2018, Thomas G. Lane, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains software version identification.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jversion.h

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

/*

* jdct.h

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2002-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This include file contains common declarations for the forward and

* inverse DCT modules. These declarations are private to the DCT managers

* (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.

* The individual DCT algorithms are kept in separate files to ease

* machine-dependent tuning (e.g., assembly coding).

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdct.h

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

/*

* jdarith.c

*

* Developed 1997-2015 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains portable arithmetic entropy decoding routines for JPEG

* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdarith.c

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

/*

* jmemdos.c

*

* Copyright (C) 1992-1997, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file provides an MS-DOS-compatible implementation of the system-
* dependent portion of the JPEG memory manager. Temporary data can be
* stored in extended or expanded memory as well as in regular DOS files.

*

* If you use this file, you must be sure that NEED_FAR_POINTERS is defined
* if you compile in a small-data memory model; it should NOT be defined if
* you use a large-data memory model. This file is not recommended if you
* are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
* Also, this code will NOT work if struct fields are aligned on greater than
* 2-byte boundaries.

*

* Based on code contributed by Ge' Weijers.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jmemdos.c

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

/*

* jinclude.h

*

* Copyright (C) 1991-1994, Thomas G. Lane.

* Modified 2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)

*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jinclude.h

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

/*

* jccolor.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2011-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains input colorspace conversion routines.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jccolor.c

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

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.

The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one.

Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific

terminology follows the JPEG standard:

A "component" means a color channel, e.g., Red or Luminance.

A "sample" is a single component value (i.e., one number in the image data).

A "coefficient" is a frequency coefficient (a DCT transform output number).

A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***

The IJG distribution contains two parts:

- * A subroutine library for JPEG compression and decompression.

- * cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing,

and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.
2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.
3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this

data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:

- * Color space conversion (e.g., RGB to YCbCr).
- * Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:

- * MCU assembly, DCT, quantization.
- * Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to `fwrite()`, but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:

- * Entropy decoding (sequential or progressive, Huffman or arithmetic).
- * Dequantization, inverse DCT, MCU disassembly.

Postprocessing:

- * Upsampling. Optionally, this step may be able to do more general rescaling of the image.
- * Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [currently it does not].
- * Optional color quantization (e.g., reduction to 256 colors).
- * Optional

color precision reduction (e.g., 24-bit to 15-bit color).

[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a

low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because

downsampling/upsampling

can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.)

Applications that wish to deal directly with the downsampled data must provide similar

buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C.

The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined

we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields.

(For a simple example, see `jdatadst.c`, which implements the external interface specified by struct `jpeg_destination_mgr`, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that

only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup

initialization at the beginning of image processing.

The individual processing modules to be used in this run are selected and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each

buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
      |           |           |
      ----- controller -----
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

- * Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module.

(Hence the possible merges are determined by the tree of control modules.)

- * In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```

                                |-- Colospace conversion
        |-- Preprocessing controller --|
        |                                |-- Downsampling
Main controller --|
        |                                |-- Forward DCT, quantize
        |-- Coefficient controller --|
                                |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

- * Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.
- * Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colospace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.
- * Colospace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.
- * Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as $V_{\max}$ pixel rows of each component before downsampling, and V_k sample rows afterwards (remember V_k

differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of block_size samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of block_size rows).

- * Coefficient controller: buffer controller for the DCT-coefficient data.

This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

- * Forward DCT and quantization: Perform DCT, quantize, and emit coefficients.

Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

- * Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the

coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

- * Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

- * Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

- * Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

- * Memory manager: allocates and releases memory, controls virtual arrays

(with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```

                                |-- Entropy decoding
        |-- Coefficient controller --|
        |                            |-- Dequantize, Inverse DCT
Main controller --|
        |                            |-- Upsampling
        |-- Postprocessing controller --| |-- Colorspace conversion
                                |-- Color quantization
                                |-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

- * Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.
- * Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.
- * Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.
- * Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.
- * Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.
- * Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.
- * Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current

design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

- * Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: `jdinput.c` controls only input-side processing, while `jdmaster.c` handles overall initialization and output-side control.
- * Marker reading: decodes JPEG markers (except for RSTn).
- * Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.
- * Memory manager: same as for compression library.
- * Error handler: same as for compression library.
- * Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls `jpeg_consume_input()`; otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See `libjpeg.txt` for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. `jpeg_consume_input()` is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the `cinfo` data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```
typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
```

```
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be

supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be ≥ 0 . This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

- * Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
- * Indexing doesn't require multiplication; this is a performance win on many machines.
- * Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- * The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together.

This simplifies coding of modules that work on each component independently,

because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can

be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme.

This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks, corresponding to block_size rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKS, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does **not** cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling `jpeg_finish_compress()` will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak

bugs, and

it speeds up operations whenever malloc/free are slow (as they often are).

The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

- * JPOOL_PERMANENT lasts until master record is destroyed

- * JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.

2. "Large" objects. These may

require tens to hundreds of K depending on

image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:

- * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.

- * Pool allocation heuristics may differ for large and small objects.

Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.

3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create

these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'être is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible.

(For small images, the buffers might fit entirely in memory, so blind

swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their `jinit_xxx` routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. `realize_virt_arrays` will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the `realize_virt_arrays` computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing `realize_virt_arrays` to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in `jdcoefct.c` for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end.

The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given

system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height

(this would be useful for a fax-like scanner's output, for instance).

In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:

1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files.

(One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan.

This would solve the space problems if the overestimate wasn't too great.

However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using

files be preprocessed by a

separate program that reads ahead to the DNL, then goes back and fixes the SOF

marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/structure.txt

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

/*

* rdswitch.c

*

* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2003-2015 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to process some of cjpeg's more complicated

* command-line switches. Switches processed here are:

* -qtables file Read quantization tables from text file

* -scans file Read scan script from text file

* -quality N[,N,...] Set quality ratings

* -qslots N[,N,...] Set component quantization table selectors

* -sample HxV[,HxV,...] Set component sampling factors

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdswitch.c

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

/*

* jfdctflt.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2003-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a floating-point implementation of the

* forward DCT (Discrete Cosine Transform).

*

* This implementation should be more accurate than either of the integer

* DCT implementations. However, it may not give the same results on all

- * machines because of differences in roundoff behavior. Speed will depend
- * on the hardware's floating point capacity.
- *
- * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
- * on each column. Direct algorithms are also available, but they are
- * much more complex and seem not to be any faster when reduced to code.
- *
- * This implementation is based on Arai, Agui, and Nakajima's algorithm for
- * scaled
- DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
- * Japanese, but the algorithm is described in the Pennebaker & Mitchell
- * JPEG textbook (see REFERENCES section in file README). The following code
- * is based directly on figure 4-8 in P&M.
- * While an 8-point DCT cannot be done in less than 11 multiplies, it is
- * possible to arrange the computation so that many of the multiplies are
- * simple scalings of the final outputs. These multiplies can then be
- * folded into the multiplications or divisions by the JPEG quantization
- * table entries. The AA&N method leaves only 5 multiplies and 29 adds
- * to be done in the DCT itself.
- * The primary disadvantage of this method is that with a fixed-point
- * implementation, accuracy is lost due to imprecise representation of the
- * scaled quantization values. However, that problem does not arise if
- * we use floating point arithmetic.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jfdctflt.c

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

```
/*
 * wrtle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */
```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/wrrle.c

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

/*

* jconfig.txt

*

* Copyright (C) 1991-1994, Thomas G. Lane.

* Modified 2009-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file documents the configuration options that are required to

* customize the JPEG software for a particular system.

*

* The actual configuration options for a particular installation are stored

* in jconfig.h. On many machines, jconfig.h can be generated automatically

* or copied from one of the "canned" jconfig files that we supply. But if

* you need to generate a jconfig.h file by hand, this file tells you how.

*

* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.

* EDIT A COPY NAMED JCONFIG.H.

*/

/*

* These symbols indicate the properties of your machine or compiler.

* #define the symbol if yes, #undef it if no.

*/

/* Does your compiler

support function prototypes?

* (If not, you also need to use ansi2knr, see install.txt)

*/

#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?

* How about "unsigned short" ?

*/

#define HAVE_UNSIGNED_CHAR

#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.

* NOTE: be sure to define void such that "void *" represents the most general

* pointer type, e.g., that returned by malloc().

*/

/* #define void char */

```

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h>
file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified
structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you

```



```

* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

/*
* The following options affect code selection within the JPEG library,
* but they don't need to be visible to applications using the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS
* has been defined.
*/

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
* The remaining options do not affect the JPEG library proper,
* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
* Other applications can ignore these.
*/

#ifdef JPEG_CJPEG_DJPEG

```

```
/* These defines indicate which image (non-JPEG) file formats are allowed. */
```

```
#define BMP_SUPPORTED /* BMP image file format */
```

```
#define GIF_SUPPORTED /* GIF image file format */
```

```
#define PPM_SUPPORTED /* PBMPLUS PPM/PGM image file format */
```

```
#undef RLE_SUPPORTED /* Utah RLE image file format */
```

```
#define TARGA_SUPPORTED /* Targa image file format */
```

```
/* Define this if you want to name both input and output files on the command
```

```
* line, rather than using stdout
```

```
and optionally stdin. You MUST do this if
```

```
* your system can't cope with binary I/O to stdin/stdout. See comments at
```

```
* head of cjpeg.c or djpeg.c.
```

```
*/
```

```
#undef TWO_FILE_COMMANDLINE
```

```
/* Define this if your system needs explicit cleanup of temporary files.
```

```
* This is crucial under MS-DOS, where the temporary "files" may be areas
```

```
* of extended memory; on most other systems it's not as important.
```

```
*/
```

```
#undef NEED_SIGNAL_CATCHER
```

```
/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
```

```
* This is necessary on systems that distinguish text files from binary files,
```

```
* and is harmless on most systems that don't. If you have one of the rare
```

```
* systems that complains about the "b" spec, define this symbol.
```

```
*/
```

```
#undef DONT_USE_B_MODE
```

```
/* Define this if you want percent-done progress reports from cjpeg/djpeg.
```

```
*/
```

```
#undef PROGRESS_REPORT
```

```
#endif /* JPEG_CJPEG_DJPEG */
```

```
Found in path(s):
```

```
* /jpeg-9c-tar-gz/jpeg-9c/jconfig.txt
```

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

```
/*
```

```
* jmemansi.c
```

```
*
```

```
* Copyright (C) 1992-1996, Thomas G. Lane.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

- * This file provides a simple generic implementation of the system-
- * dependent portion of the JPEG memory manager. This implementation
- * assumes that you have the ANSI-standard library routine tmpfile().
- * Also, the problem of determining the amount of memory available
- * is shoved onto the user.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jmemansi.c

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

```
/*
 * jdmerge.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2013-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains code for merged upsampling/color conversion.
 *
 * This file combines functions from jdsample.c and jdcolor.c;
 * read those files first to understand what's going on.
 *
 * When the chroma components are to be upsampled by simple replication
 * (ie, box filtering), we can save some work in color conversion by
 * calculating all the output pixels corresponding to a pair of chroma
 * samples at one time. In the conversion equations
 *
 *   R = Y      + K1 * Cr
 *   G = Y + K2 * Cb + K3 * Cr
 *   B = Y + K4 * Cb
 *
 * only the Y term varies among the group of pixels corresponding to a pair
 * of chroma samples, so the rest of the terms can be calculated just
 * once.
 *
 * At typical sampling ratios, this eliminates half or three-quarters of the
 * multiplications needed for color conversion.
 *
 * This file currently provides implementations for the following cases:
 *
 * YCC => RGB color conversion only (YCbCr or BG_YCC).
 * Sampling ratios of 2h1v or 2h2v.
 * No scaling needed at upsample time.
 * Corner-aligned (non-CCIR601) sampling alignment.
 * Other special cases could be added, but in most applications these are
 * the only common cases. (For uncommon cases we fall back on the more
 * general code in jdsample.c and jdcolor.c.)
 */
```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdmerge.c

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

/*

* jaricom.c

*

* Developed 1997-2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains probability estimation tables for common use in

* arithmetic entropy encoding and decoding routines.

*

* This data represents Table D.3 in the JPEG spec (D.2 in the draft),

* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24

* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jaricom.c

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

/*

* jidctflt.c

*

* Copyright (C) 1994-1998, Thomas G. Lane.

* Modified 2010-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a floating-point implementation of the

* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine

* must also perform dequantization of the input coefficients.

*

* This implementation should be more accurate than either of the integer

* IDCT implementations. However, it may not give the same results on all

* machines because of differences in roundoff behavior. Speed will depend

* on the hardware's floating point capacity.

*

* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT

* on each row (or vice versa, but it's more convenient to emit a row at

* a time). Direct algorithms are also available, but they

are much more

* complex and seem not to be any faster when reduced to code.

*

* This implementation is based on Arai, Agui, and Nakajima's algorithm for

* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in

* Japanese, but the algorithm is described in the Pennebaker & Mitchell

- * JPEG textbook (see REFERENCES section in file README). The following code
- * is based directly on figure 4-8 in P&M.
- * While an 8-point DCT cannot be done in less than 11 multiplies, it is
- * possible to arrange the computation so that many of the multiplies are
- * simple scalings of the final outputs. These multiplies can then be
- * folded into the multiplications or divisions by the JPEG quantization
- * table entries. The AA&N method leaves only 5 multiplies and 29 adds
- * to be done in the DCT itself.
- * The primary disadvantage of this method is that with a fixed-point
- * implementation, accuracy is lost due to imprecise representation of the
- * scaled quantization values. However,
- that problem does not arise if
- * we use floating point arithmetic.
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jidctflt.c

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

```
/*
 * jdapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-decompression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_decompress, it will end up linking in the entire decompressor.
 * We thus must separate this file from jdapimin.c to avoid linking the
 * whole decompression library into a transcoder.
 */
```

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jdapistd.c

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

```
/*
 * jmemmac.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * jmemmac.c provides an Apple Macintosh implementation of the system-
```

- * dependent portion of the JPEG memory manager.
- *
- * If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the
- * JPEG_INTERNALS part of jconfig.h.
- *
- * jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr
- * instead of malloc and free. It accurately determines the amount of
- * memory available by using CompactMem. Notice that if left to its
- * own devices, this code can chew up all available space in the
- * application's zone, with the exception of the rather small "slop"
- * factor computed in jpeg_mem_available(). The application can ensure
- * that more space is left over by reducing max_memory_to_use.
- *
- * Large images
- are swapped to disk using temporary files and System 7.0+'s
- * temporary folder functionality.
- *
- * Note that jmemmac.c depends on two features of MacOS that were first
- * introduced in System 7: FindFolder and the FSSpec-based calls.
- * If your application uses jmemmac.c and is run under System 6 or earlier,
- * and the jpeg library decides it needs a temporary file, it will abort,
- * printing error messages about requiring System 7. (If no temporary files
- * are created, it will run fine.)
- *
- * If you want to use jmemmac.c in an application that might be used with
- * System 6 or earlier, then you should remove dependencies on FindFolder
- * and the FSSpec calls. You will need to replace FindFolder with some
- * other mechanism for finding a place to put temporary files, and you
- * should replace the FSSpec calls with their HFS equivalents:
- *
- * FSpDelete -> HDelete
- * FSpGetFInfo -> HGetFInfo
- * FSpCreate -> HCreate
- * FSpOpenDF -> HOpen
- *** Note: not HOpenDF ***
- * FSMakeFSSpec -> (fill in spec by hand.)
- *
- * (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
- * which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
- * ages-old problem of names starting with a period.)
- *
- * Contributed by Sam Bushell (jsam@iagu.on.net) and
- * Dan Gildor (gyld@in-touch.com).
- */

Found in path(s):

- * /jpeg-9c-tar-gz/jpeg-9c/jmemmac.c

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

```
/*
 * jdmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2016 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */
```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jdmainct.c
```

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

```
/*
 * jpegint.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 1997-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides common declarations for the various JPEG modules.
 * These declarations are considered internal to the JPEG library; most
 * applications using the library shouldn't need to include this file.
 */
```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/jpegint.h
```

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

```
/*
 * jdcolor.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains output colorspace conversion routines.
```

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdcolor.c

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

/*

* cderror.h

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2009-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file defines the error and message codes for the cjpeg/djpeg

* applications. These strings are not needed as part of the JPEG library

* proper.

* Edit this file to add new codes, or to translate the message strings to

* some other language.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/cderror.h

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

/*

* rdcolmap.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file implements djpeg's "-map file" switch. It reads a source image

* and constructs a colormap to be supplied to the JPEG decompressor.

*

* Currently, these file formats are supported for the map file:

* GIF: the contents of the GIF's global colormap are used.

* PPM (either text or raw flavor): the entire file is read and

* each unique pixel value is entered in the map.

* Note that reading a large PPM file will be horrendously slow.

* Typically, a PPM-format map file should contain just one pixel

* of each desired color. Such a file can be extracted from an

* ordinary image PPM file with ppmtomap(1).

*

* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not

* currently implemented.

*/

/* Portions of this code are based on the PBMPLUS library, which is:

**

** Copyright (C) 1988 by Jef Poskanzer.

**

** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdcolmap.c

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

/*

* jcapistd.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jcapistd.c

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

/*

* jdmaster.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2002-2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdmaster.c

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

/*

* jccoefct.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2003-2011 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains the coefficient buffer controller for compression.

* This controller is the top level of the JPEG compressor proper.

* The coefficient buffer lies between forward-DCT and entropy encoding steps.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jccoefct.c

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

/*

* rdjpgcom.c

*

* Copyright (C) 1994-1997, Thomas G. Lane.

* Modified 2009 by Bill Allombert, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a very simple stand-alone application that displays

* the text in COM (comment) markers in a JFIF file.

* This may be useful as an example of the minimum logic needed to parse

* JPEG markers.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdjpgcom.c

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

/*

* wrbmp.c

*

* Copyright (C) 1994-1996, Thomas G. Lane.

* Modified 2017 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

```

*
* This file contains routines to write output images in Microsoft "BMP"
* format (MS Windows 3.x and OS/2 1.x flavors).
* Either 8-bit colormapped or 24-bit full-color format can be written.
* No compression is supported.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* This code contributed by James Arthur Boucher.
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/wrbmp.c
```

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

```

/*
* rdgif.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
*****
* NOTE: to avoid entanglements with Unisys' patent on LZW compression,
* the ability to read GIF files has been removed from the IJG distribution.
* Sorry about that.
*****
*
* We are required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*/

```

Found in path(s):

```
* /jpeg-9c-tar-gz/jpeg-9c/rdgif.c
```

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

IJG JPEG LIBRARY: CODING RULES

Copyright (C) 1991-1996, Thomas G. Lane.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see `jpeg/doc/cstyle.ms.tbl.Z`, or `cstyle.txt.Z` for those without `nroff/tbl`).

Block comments should be laid out thusly:

```
/*  
 * Block comments in this style.  
*/
```

We indent statements in K&R style, e.g.,

```
if (test) {  
    then-part;  
} else {  
    else-part;  
}
```

with two spaces per indentation

level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., `multi_word_name` (not `multiWordName`). Preprocessor symbols and enum constants are similar but upper case (`MULTI_WORD_NAME`). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). `ansi2knr` is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

```
LOCAL(int *)  
function_name (int a, char  
    *b)  
{  
    code...  
}
```

Note that each function definition must begin with `GLOBAL(type)`, `LOCAL(type)`,

or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

```
#ifndef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist) type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist) type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro

when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/coderules.txt

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

/*

* cjpeg.c

*

* Copyright (C) 1991-1998, Thomas G. Lane.

* Modified 2003-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains a command-line user interface for the JPEG compressor.

* It should work on any system with Unix- or MS-DOS-style command lines.

*

* Two different command line styles are permitted, depending on the

* compile-time switch TWO_FILE_COMMANDLINE:

* cjpeg [options] inputfile outputfile

* cjpeg [options] [inputfile]

* In the second style, output is always to standard output, which you'd

* normally redirect to a file or pipe to some other program. Input is

* either from a named file or from standard input (typically redirected).

* The second style is convenient on Unix but is unhelpful on systems that

* don't support pipes. Also, you MUST use the

first style if your system

* doesn't do binary I/O to stdin/stdout.

* To simplify script writing, the "-outfile" switch is provided. The syntax
* cjpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/cjpeg.c

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

/*

* jmorecfg.h

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 1997-2013 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains additional configuration options that customize the

* JPEG software for special applications or support machine-dependent

* optimizations. Most users will not need to touch this file.

*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jmorecfg.h

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

/*

* rdppm.c

*

* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2009-2017 by Bill Allombert, Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.

*

* This file contains routines to read input images in PPM/PGM format.

* The extended 2-byte-per-sample raw PPM/PGM formats are supported.

* The PBMPLUS library is NOT required to compile this software

* (but it is highly useful as a set of PPM image manipulation programs).

*

* These routines may need modification for non-Unix environments or

* specialized applications. As they stand, they assume input from

* an ordinary stdio stream. They further assume that reading begins

* at the start of the file; start_input may need work if the

* user interface has already read some data (e.g., to determine that

* the file is indeed PPM format).

*/

/* Portions

of this code are based on the PBMPLUS library, which is:

```
**  
** Copyright (C) 1988 by Jef Poskanzer.  
**  
** Permission to use, copy, modify, and distribute this software and its  
** documentation for any purpose and without fee is hereby granted, provided  
** that the above copyright notice appear in all copies and that both that  
** copyright notice and this permission notice appear in supporting  
** documentation. This software is provided "as is" without express or  
** implied warranty.  
*/
```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/rdppm.c

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

```
/*  
* jdcoefct.c  
*  
* Copyright (C) 1994-1997, Thomas G. Lane.  
* Modified 2002-2011 by Guido Vollbeding.  
* This file is part of the Independent JPEG Group's software.  
* For conditions of distribution and use, see the accompanying README file.  
*  
* This file contains the coefficient buffer controller for decompression.  
* This controller is the top level of the JPEG decompressor proper.  
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.  
*  
* In buffered-image mode, this controller is the interface between  
* input-oriented processing and output-oriented processing.  
* Also, the input side (only) is used when reading a file for transcoding.  
*/
```

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdcoefct.c

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

```
/*  
* jdtrans.c  
*  
* Copyright (C) 1995-1997, Thomas G. Lane.  
* Modified 2000-2009 by Guido Vollbeding.  
* This file is part of the Independent JPEG Group's software.  
* For conditions of distribution and use, see the accompanying README file.  
*  
* This file contains library routines for transcoding decompression,  
* that is, reading raw DCT coefficient arrays from an input JPEG file.  
* The routines in jdapimin.c will also be needed by a transcoder.
```


*/

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/jdtrans.c

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

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library.

The sections on advanced features can be read if and when you need them.

OVERVIEW

=====

Functions provided by the library

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements;

nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

- * Hierarchical storage
- * Lossless JPEG
- * DNL marker
- * Nonintegral subsampling ratios

We

support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage

The rough outline of a JPEG compression operation is:

```
Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
    jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression
object
```

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to `jpeg_write_scanlines()` from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility.

The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

```
Allocate and initialize
a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
    jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object
```

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to `jpeg_read_scanlines()`.

It is possible to abort an incomplete compression or decompression operation by calling `jpeg_abort()`; or, if you do not need to retain the JPEG object, simply release it by calling `jpeg_destroy()`.

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as `jpeg_destroy()` can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

BASIC LIBRARY USAGE

=====

Data formats

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel). PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by

`BITS_IN_JSAMPLE` (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with `BITS_IN_JSAMPLE = 9 to 12`. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single `JSAMPLE` per pixel; its value is an index into a color map. The color map is represented as a 2-D `JSAMPARRAY` in which each row holds the values of one color component, that is, `colormap[i][j]` is the value of the *i*'th color component for pixel value (map index) *j*. Note that since the colormap indexes are stored in `JSAMPLE`s, the maximum number of colors is limited by the size of `JSAMPLE` (ie, at most 256 colors for an 8-bit JPEG library).

Compression details

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct `jpeg_compress_struct`". (It also has a bunch of subsidiary structures which are allocated via `malloc()`, but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from `malloc()`.

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct `jpeg_error_mgr`". If you are providing your own error handler, you'll typically want to embed the `jpeg_error_mgr` struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on `stderr`, and it will call `exit()` if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call `jpeg_create_compress()` to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

`jpeg_create_compress` allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to `fopen` (as shown above), or use `setmode()` or another routine to put the stdio stream in binary mode. See `cjpeg.c` and `djpeg.c` for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling `jpeg_start_compress()` and `jpeg_finish_compress()`.

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

image_width Width of image, in pixels
image_height Height of image, in pixels
input_components Number of color channels (samples per pixel)
in_color_space Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical
code for a 24-bit RGB source image is

```
cinfo.image_width = Width; /* image width and height, in pixels */
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
/* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
`jpeg_write_scanlines(...);`

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently.

Examples

of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like `"while (cinfo.next_scanline < cinfo.image_height)"`.

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */
```

```
while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg_write_scanlines() returns the number of scanlines actually written.

This will normally be equal to the number

passed in, so you can usually

ignore the return value. It is different in just two cases:

- * If you try to write more scanlines than the declared image height, the additional scanlines are ignored.

- * If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines.

This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.

jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

```
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the

destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call `jpeg_set_defaults()` to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling `jpeg_destroy_compress()`. This will free all subsidiary memory (regardless of the previous state of the object). Or you can call `jpeg_destroy()`, which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, `jpeg_destroy()` should be passed a `j_common_ptr`.)

If you allocated the `jpeg_compress_struct` structure from `malloc()`, freeing it is your responsibility --- `jpeg_destroy()` won't. Ditto for the error handler structure.

Typical code:

```
jpeg_destroy_compress(&cinfo);
```

8.

Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

- * If you don't need the JPEG object any more, just call `jpeg_destroy_compress()` or `jpeg_destroy()` to release memory. This is legitimate at any point after calling `jpeg_create_compress()` --- in fact, it's safe even if `jpeg_create_compress()` fails.
- * If you want to re-use the JPEG object, call `jpeg_abort_compress()`, or call `jpeg_abort()` which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. `jpeg_abort()` is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call `term_destination()`. (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
```

```
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- * A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- * Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

`jpeg_read_header()` sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to `jpeg_read_header()`. If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. `jpeg_start_decompress(...)`;

Once the parameter values are satisfactory, call `jpeg_start_decompress()` to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

```
jpeg_start_decompress(&cinfo);
```

If you have requested a multi-pass operating mode, such as 2-pass color quantization, `jpeg_start_decompress()` will do everything needed before data output can begin. In this case `jpeg_start_decompress()` may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; `jpeg_start_decompress()` will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

`output_width` image width and height, as scaled

`output_height`

`out_color_components` # of color components in `out_color_space`

`output_components` # of color components returned per pixel

`colormap` the selected colormap, if any

`actual_number_of_colors` number of entries in colormap

`output_components` is 1 (a colormap index) when quantizing colors; otherwise it

equals `out_color_components`. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need `output_width * output_components` JSAMPLEs per scanline in your output buffer, and a total of `output_height` scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as `djpeg` does), then the manager's protocol requires that you request large buffers *before* calling `jpeg_start_decompress()`. This is a little tricky since the `output_XXX` fields are not normally valid then. You can make them valid by calling `jpeg_calc_output_dimensions()` after setting the relevant parameters (scaling, output color space, and quantization flag).

```
6. while (scan lines remain to be read)
    jpeg_read_scanlines(...);
```

Now you can read the decompressed image data by calling `jpeg_read_scanlines()` one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); `jpeg_read_scanlines()` will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `djpeg`.

The library maintains a count of the number of scanlines returned so far in the `output_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "`while (cinfo.output_scanline < cinfo.output_height)`". (Note that the test should NOT be against `image_height`, unless you never use scaling. The `image_height` field is the height of the original unscaled image.) The return value always equals the change in the value of `output_scanline`.

If you don't use a suspending data source, it is safe to assume that `jpeg_read_scanlines()` reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that `jpeg_read_scanlines()` fills it. (The current implementation returns only a

few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls `jpeg_read_scanlines()` repeatedly until the whole image has been read.

7. `jpeg_finish_decompress(...)`;

After all the image data has been read, call `jpeg_finish_decompress()` to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call `jpeg_finish_decompress()` before reading the correct total number of scanlines. If you wish to abort decompression, call `jpeg_abort()` as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling `jpeg_destroy_decompress()` or `jpeg_destroy()`. The previous discussion of destroying compression objects applies here too.

Typical code:

```
jpeg_destroy_decompress(&cinfo);
```

9. Aborting.

You can abort a decompression cycle by calling `jpeg_destroy_decompress()` or `jpeg_destroy()` if you don't need the JPEG object any more, or `jpeg_abort_decompress()` or `jpeg_abort()` if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file `jpeglib.h` to obtain declarations of data types and routines. Before including `jpeglib.h`, include system headers that define at least the typedefs `FILE` and `size_t`. On ANSI-conforming systems, including `<stdio.h>` is sufficient; on older Unix systems, you may need `<sys/types.h>` to define `size_t`.

If the application needs to refer to individual JPEG library error codes, also include `jerror.h` to define those symbols.

`jpeglib.h` indirectly includes the files `jconfig.h` and `jmorecfg.h`. If you are installing the JPEG header files in a system directory, you will want to install all four files: `jpeglib.h`, `jerror.h`, `jconfig.h`, `jmorecfg.h`.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("`libjpeg.a`", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build `libjpeg.a` automatically (see `install.txt`).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is **not** guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the `jmemdos.c` memory manager back end; it will try to grab extended memory for temporary files, and that space will NOT be freed automatically. See `cjpeg.c` or `djpeg.c` for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the `stdio` library: only the default source/destination managers and error handler need it. You can use the library in a `stdio`-less environment if you replace those modules and use `jmemnobs.c` (or another memory manager of your own devising). More info about the minimum system library requirements

may be found in `jinclude.h`.

ADVANCED FEATURES

=====

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call `jpeg_set_defaults()` first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling `cinfo` fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`

This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`

Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`

Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`

Constructs JPEG quantization tables appropriate for the indicated

quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility.

In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor,
boolean force_baseline)

Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEG spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling
(int quality)

Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
Set default quantization tables with linear q_scale_factor[] values (see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
const unsigned int *basic_table,
int scale_factor, boolean force_baseline)

Allows an arbitrary quantization table to be created. which_tbl indicates which table slot to fill. basic_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale_factor/100 and then clamped to the range 1..65535 (or to 1..255 if force_baseline is TRUE).

CAUTION: prior to library version

6a, jpeg_add_quant_table expected

the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this

routine, you must check the library version number. Something like
"#if JPEG_LIB_VERSION >= 61" is the right test.

`jpeg_simple_progression (j_compress_ptr cinfo)`

Generates a default scan script for writing a progressive-JPEG file.

This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

`boolean arith_code`

If TRUE, use arithmetic coding.

If FALSE, use Huffman coding.

`int block_size`

Set DCT block size. All N from 1 to 16 are possible.

Default is 8 (baseline format).

Larger values produce higher compression,
smaller values produce higher quality.

An exact DCT stage is possible with 1 or 2.

With the default quality

of 75 and default Luminance qtable

the DCT+Quantization stage is lossless for value 1.

Note that values other than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the `block_size` parameter for
compression works with version 8c and later.

`J_DCT_METHOD dct_method`

Selects the algorithm used for the DCT step. Choices are:

`JDCT_ISLOW`: slow but accurate integer algorithm

`JDCT_IFAST`: faster, less accurate integer method

`JDCT_FLOAT`: floating-point method

`JDCT_DEFAULT`: default method (normally `JDCT_ISLOW`)

`JDCT_FASTEST`: fastest method (normally `JDCT_IFAST`)

The `FLOAT` method is very slightly more accurate than the `ISLOW` method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The `IFAST` method is
considerably less accurate than the other two; its

use is not

recommended if high quality is a concern. `JDCT_DEFAULT` and
`JDCT_FASTEST` are macros configurable by each installation.

`unsigned int scale_num, scale_denom`

Scale the image by the fraction `scale_num/scale_denom`. Default is

1/1, or no scaling. Currently, the supported scaling ratios are M/N with all N from 1 to 16, where M is the destination DCT size, which is 8 by default (see `block_size` parameter above). (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.)

`J_COLOR_SPACE jpeg_color_space`

`int num_components`

The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using `jpeg_set_colorspace()` if you want to change these.

`J_COLOR_TRANSFORM color_transform`

Internal color transform identifier, writes LSE marker if nonzero (requires decoder with inverse color transform support, introduced with IJG JPEG 9).

Two values are currently possible:

`JCT_NONE` and `JCT_SUBTRACT_GREEN`.

Set this value for lossless RGB application *before* calling `jpeg_set_colorspace()`, because entropy table assignment in `jpeg_set_colorspace()` depends on `color_transform`.

`boolean optimize_coding`

`TRUE` causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is `FALSE`, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is `TRUE`, you need not supply Huffman tables at all, and any you do supply will be overwritten.

`unsigned int restart_interval`

`int restart_in_rows`

To emit restart markers in the JPEG file, set one of these nonzero.

Set `restart_interval` to specify the exact interval in MCU blocks.

Set `restart_in_rows` to specify the interval in MCU rows. (If

`restart_in_rows`

is not 0, then `restart_interval` is set after the

image width in MCUs is computed.) Defaults are zero (no restarts).

One restart marker per MCU row is often a good choice.

NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs.

If you use restarts, you may want to use larger intervals in those cases.

`const jpeg_scan_info * scan_info`

`int num_scans`

By default, scan_info is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, scan_info points to an array of scan definition records of length num_scans. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (jpeg_simple_progression creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

boolean do_fancy_downsampling

If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate downsampling. Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_upsampling value in decompression.

int smoothing_factor

If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header

If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and jpeg_set_colorspace() set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version

UINT8 JFIF_minor_version

The version number to be written into the JFIF marker.

jpeg_set_defaults() initializes the version to

1.01 (major=minor=1).

You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density_unit

UINT16 X_density

UINT16 Y_density

The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write_Adobe_marker

If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and

jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK, or YCCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
Linear quantization scaling factors (percentage, initialized 100) for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] fields are the "linear" scales, so you have to convert from user-defined ratings via jpeg_quality_scaling().
Here is an example code which corresponds to cjpeg -quality 90,70:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image

by setting `optimize_coding`, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by `jpeg_start_compress()`. You can also call `jpeg_calc_jpeg_dimensions()` to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

`JDIMENSION jpeg_width` Actual dimensions of output image.
`JDIMENSION jpeg_height`

Per-component parameters are stored in the struct `cinfo.comp_info[i]` for component number `i`. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large `comp_info[]` array is allocated by `jpeg_set_defaults()`; if you choose not to use that routine, it's up to you to allocate the array.

`int component_id`

The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

`int h_samp_factor`

`int v_samp_factor`

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

`int quant_tbl_no`

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

`int dc_tbl_no`

`int ac_tbl_no`

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

`int component_index`

Must equal the component's index in `comp_info[]`. (Beginning in

release v6, the compressor library will fill this in automatically;
you don't have to.)

Decompression parameter selection

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by `jpeg_read_header()` and may be useful to the application in choosing decompression parameters:

JDIMENSION image_width Width and height of image
JDIMENSION image_height
int num_components Number of color components
J_COLOR_SPACE jpeg_color_space Colorspace of image
boolean saw_JFIF_marker TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker TRUE if an Adobe APP14 marker was seen

UINT8 Adobe_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J_COLOR_SPACE out_color_space
Output color space. `jpeg_read_header()` sets an appropriate default based on `jpeg_color_space`; typically it will be RGB or grayscale.

The application can change this field to request output in a different colorspace. For example, set it to JCS_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend `jdcolor.c` if you want an unusual conversion.

`unsigned int scale_num, scale_denom`

Scale the image by the fraction `scale_num/scale_denom`. Currently, the supported scaling ratios are M/N with all M from 1 to 16, where N is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by `jpeg_read_header()` with the source DCT size. For baseline JPEG this is 8/8. If you change only the `scale_num` value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to $M/8$ scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

`boolean quantize_colors`

If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is TRUE.

`int desired_number_of_colors`

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

`boolean two_pass_quantize`

If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

`J_DITHER_MODE dither_mode`

Selects color dithering method. Supported values are:

JDITHER_NONE no dithering: fast, very low quality

JDITHER_ORDERED ordered dither: moderate speed and quality

JDITHER_FS Floyd-Steinberg dither: slow, high quality

Default is JDITHER_FS. (At present, ordered dither is implemented only in the

single-pass, standard-colormap case. If you ask for ordered dither when `two_pass_quantize` is TRUE or when you supply an external color map, you'll get F-S dithering.)

When `quantize_colors` is TRUE, the target color map is described by the next two fields. `colormap` is set to NULL by `jpeg_read_header()`. The application can supply a color map by setting `colormap` non-NULL and setting `actual_number_of_colors` to the map size. Otherwise, `jpeg_start_decompress()` selects a suitable color map and sets these two fields itself.

[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY colormap

The color map, represented as a 2-D pixel array of `out_color_components` rows and `actual_number_of_colors` columns. Ignored if not quantizing.

CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by `jpeg_finish_decompress()`.

Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors

The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method

Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling

If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate upsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding `do_fancy_downsampling` value in compression.

boolean do_block_smoothing

If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without.

In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant

boolean enable_external_quant

boolean enable_2pass_quant

These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by `jpeg_start_decompress()`. You can also call `jpeg_calc_output_dimensions()` to obtain the values that will result from the current parameter settings.

This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers **before** `jpeg_start_decompress()`.

JDIMENSION output_width Actual dimensions of output image.

JDIMENSION output_height

int out_color_components Number of color components in out_color_space.

int output_components Number of color components returned.

int rec_outbuf_height Recommended height of scanline buffer.

When quantizing colors, `output_components` is 1, indicating a single color map index per pixel. Otherwise it equals `out_color_components`. The output arrays are required to be `output_width * output_components` JSAMPLEs wide.

`rec_outbuf_height` is the recommended minimum height (in scanlines) of the buffer passed to `jpeg_read_scanlines()`. If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, `rec_outbuf_height` is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).

If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring `rec_outbuf_height` so as to avoid data copying. (An output buffer larger than `rec_outbuf_height` lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB or BG_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used,

but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB $\Leftrightarrow$ YCbCr and CMYK $\Leftrightarrow$ YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field `in_color_space`. This is transformed to the JPEG file's color space given by `jpeg_color_space`. `jpeg_set_defaults()` chooses a reasonable JPEG color space depending on `in_color_space`, but you can override this by calling `jpeg_set_colorspace()`. Of course you must select a supported transformation. `jpegcolor.c` currently supports the following transformations:

RGB $\Rightarrow$ YCbCr

RGB $\Rightarrow$ GRAYSCALE

RGB $\Rightarrow$ BG_YCC

YCbCr $\Rightarrow$ GRAYSCALE

YCbCr $\Rightarrow$ BG_YCC

CMYK $\Rightarrow$ YCCK

plus the null transforms: GRAYSCALE $\Rightarrow$ GRAYSCALE, RGB $\Rightarrow$ RGB, BG_RGB $\Rightarrow$ BG_RGB, YCbCr $\Rightarrow$ YCbCr, BG_YCC $\Rightarrow$ BG_YCC, CMYK $\Rightarrow$ CMYK, YCCK $\Rightarrow$ YCCK, and UNKNOWN $\Rightarrow$ UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colorspace()` will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colorspace()`, in `jcparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header's` setting of `jpeg_color_space` can be relied on if the file conforms to JFIF

or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

YCbCr => RGB

YCbCr => GRAYSCALE

BG_YCC => RGB

BG_YCC => GRAYSCALE

RGB => GRAYSCALE

GRAYSCALE => RGB

YCCK => CMYK

as well as the null transforms. (Since `GRAYSCALE=>RGB` is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the `CMYK<=>YCCK` transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on `stderr`, followed by `exit()`. You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages.

The file `example.c` illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:

- * Fatal errors: the library cannot continue.
- * Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
- * Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (`jerror.c`) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling `jpeg_std_error()` as usual, but then overriding some of the method pointers in the `jpeg_error_mgr` struct, as illustrated by `example.c`.

All of the error handling routines will receive a pointer to the JPEG object (a `j_common_ptr` which points to either a `jpeg_compress_struct` or a `jpeg_decompress_struct`; if you need to tell which, test the `is_decompressor` field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the `jpeg_error_mgr` struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see `example.c` for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch `client_data` at all.)

The individual methods that you might wish to override are:

`error_exit (j_common_ptr cinfo)`

Receives control for a fatal error. Information sufficient to generate the error message has been stored in `cinfo->err`; call `output_message` to display it. Control must NOT return to the caller; generally this routine will `exit()` or `longjmp()` somewhere. Typically you would override this routine to get rid of the `exit()` default behavior. Note that if you continue processing, you should clean up the JPEG object with `jpeg_abort()` or `jpeg_destroy()`.

`output_message (j_common_ptr cinfo)`

Actual output of any JPEG message.

Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

`format_message (j_common_ptr cinfo, char * buffer)`

Constructs a readable error message string based on the error info stored in `cinfo->err`. This method is called by `output_message`. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

`emit_message (j_common_ptr cinfo, int msg_level)`

Decide whether or not to emit a warning or trace message; if so, calls `output_message`. The main reason for overriding this method would be to abort on warnings. `msg_level` is -1 for warnings, 0 and up for trace messages.

Only `error_exit()` and `emit_message()` are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field `err->jpeg_message_table`.

The messages are numbered from 0 to `err->last_jpeg_message`, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See `jerror.h` for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer `err->addon_message_table` and the message numbers `err->first_addon_message` and `err->last_addon_message`. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications `cjpeg/djpeg` for an example of using addon messages (the addon messages are defined in `cderror.h`).

Actual

invocation of the error handler is done via macros defined in `jerror.h`:

`ERREXITn(...)` for fatal errors

`WARNMSn(...)` for corrupt-data warnings

`TRACEMSn(...)` for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the `error_exit()` or `emit_message()` method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard `printf()` format codes.

See `jerror.h` and `jerror.c` for further details.

Compressed data handling (source and destination managers)

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype `JOCTET`, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define `JOCTET` as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;    /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's `empty_output_buffer` method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

```
init_destination (j_compress_ptr cinfo)
```

Initialize destination. This is called by `jpeg_start_compress()` before any data is actually written. It must initialize `next_output_byte` and `free_in_buffer`. `free_in_buffer` must be initialized to a positive value.

`empty_output_buffer (j_compress_ptr cinfo)`

This is called whenever the buffer has filled (`free_in_buffer` reaches zero). In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of `next_output_byte` and `free_in_buffer`). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. `free_in_buffer` must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

`term_destination (j_compress_ptr cinfo)`

Terminate destination --- called by `jpeg_finish_compress()` after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either `next_output_byte` or `free_in_buffer` to determine how much data is in the buffer.

`term_destination()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_destination_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_dest()` or `jpeg_mem_dest()` routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;        /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

`init_source (j_decompress_ptr cinfo)`

Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

`fill_input_buffer (j_decompress_ptr cinfo)`

This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

`skip_input_data (j_decompress_ptr cinfo, long num_bytes)`

Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

`resync_to_restart (j_decompress_ptr cinfo, int desired)`

This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

`term_source (j_decompress_ptr cinfo)`

Terminate source --- called by `jpeg_finish_decompress()` after all data has been read. Often a no-op.

For both `fill_input_buffer()` and `skip_input_data()`, there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via `ERREXIT()` or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. `jdatasrc.c` illustrates the recommended error recovery behavior.

`term_source()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_source_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_src()` or `jpeg_mem_src()` routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in `jdatasrc.c` and `jdatadst.c`.

I/O suspension

Some applications need to use the JPEG library as an incremental memory-to-memory

filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the `empty_output_buffer()` or `fill_input_buffer()` routine

is a no-op, merely returning `FALSE` to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is

responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an `empty_output_buffer()` routine that returns `FALSE`; typically it will not do anything else. This will cause the compressor to return to the caller of `jpeg_write_scanlines()`, with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call `jpeg_write_scanlines()` again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although `empty_output_buffer()` is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of `next_output_byte/free_in_buffer`. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call `jpeg_write_scanlines()` unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

- * At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
- * When you call `jpeg_finish_compress()`, there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling `jpeg_finish_compress()`.

A more significant restriction is that `jpeg_finish_compress()` cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely

Huffman code optimization and multiple-scan output. Those modes write the whole file during `jpeg_finish_compress()`, which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a `fill_input_buffer()` routine that simply returns `FALSE` (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

- * `jpeg_read_header()`: will return `JPEG_SUSPENDED`.
- * `jpeg_start_decompress()`: will return `FALSE`, rather than its usual `TRUE`.
- * `jpeg_read_scanlines()`: will return the number of scanlines already completed (possibly 0).
- * `jpeg_finish_decompress()`: will return `FALSE`, rather than its usual `TRUE`.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of `jpeg_read_scanlines()`, increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When `fill_input_buffer()` is called, `next_input_byte/bytes_in_buffer` point to the current restart point, which is where the decompressor will backtrack to if `FALSE` is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The `skip_input_data()` source manager routine requires special care in a suspension scenario.

This routine is NOT granted the ability to suspend the decompressor; it can decrement `bytes_in_buffer` to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then `skip_input_data()` must set `bytes_in_buffer` to zero and record the additional skip distance somewhere else. The decompressor will immediately call `fill_input_buffer()`, which should return `FALSE`, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within `fill_input_buffer()`; the latter is probably more efficient. If `fill_input_buffer()` knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return `TRUE` just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling `skip_input_data()`. In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on `skip_input_data`'s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having `empty_output_buffer()` or `fill_input_buffer()` set the pointer and count to reference the next available buffer; `FALSE` is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when `FALSE` is returned could back up into an earlier buffer. For example, when `fill_input_buffer()` is called, the current pointer & count indicate the backtrack restart point. Since `fill_input_buffer()` will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to `fill_input_buffer()` occurs in the same library call, and no additional input data is available, so `fill_input_buffer` must return `FALSE`. If the JPEG library has not moved the pointer/count forward in the current

buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a `skip_input_data()` call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when `fill_input_buffer()` is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman

decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended

progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.)

When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode

In buffered-image mode, the library stores the partially decoded image in a

coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output() /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number`

will be incremented by the time control arrives back at `jpeg_start_output()`. With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine `jpeg_consume_input()`. The return value is one of the following:

- `JPEG_REACHED_SOS`: reached an SOS marker (the start of a new scan)
- `JPEG_REACHED_EOI`: reached the EOI marker (end of image)
- `JPEG_ROW_COMPLETED`: completed reading one MCU row of compressed data
- `JPEG_SCAN_COMPLETED`: completed reading last MCU row of current scan
- `JPEG_SUSPENDED`: suspended before completing any of the above

(`JPEG_SUSPENDED` can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return `JPEG_REACHED_EOI` without attempting to read more data.)

The library's output processing will automatically call `jpeg_consume_input()` whenever

the output processing overtakes the input; thus, simple lockstep display requires no direct calls to `jpeg_consume_input()`. But by adding calls to `jpeg_consume_input()`, you can absorb data in advance of what is being displayed. This has two benefits:

- * You can limit buildup of unprocessed data in your input buffer.
- * You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to

`jpeg_consume_input()` with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call `jpeg_consume_input()` only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call `jpeg_consume_input()` from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass `cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`. The `input_scan_number` field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling `jpeg_start_output()`: call `jpeg_consume_input()` repeatedly until it returns `JPEG_SUSPENDED` or `JPEG_REACHED_EOI`.

The target scan number passed to `jpeg_start_output()` is saved in the `cinfo.output_scan_number` field. The library's output processing calls `jpeg_consume_input()` whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind".

You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output.

If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as `jpeg_input_complete()` returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the

final pass, the right loop logic is like this:

```
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the `JPEG_REACHED_EOI` return code

from jpeg_consume_input(),
or equivalently by testing jpeg_input_complete().)

In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number;

if a

higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

- * jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
 - * jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
 - * jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
 - * jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).
- jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend.

In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after `jpeg_start_decompress()` is called:

- * `dct_method` can be changed before each call to `jpeg_start_output()`. For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
- * `dither_mode` can be changed before each call to `jpeg_start_output()`; of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial `max_memory_to_use` specification to be exceeded, which in the worst case would result in an out-of-memory failure.
- * `do_block_smoothing` can be changed before each call to `jpeg_start_output()`. This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.
- * Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a

very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
Selected by `cinfo.two_pass_quantize = FALSE` and `cinfo.colormap = NULL`.
2. Single-pass quantization to an application-supplied colormap.
Selected by setting `cinfo.colormap` to point to the colormap (the value of `two_pass_quantize` is ignored); also set `cinfo.actual_number_of_colors`.
3. Two-pass quantization to a colormap chosen specifically for the image.
Selected by `cinfo.two_pass_quantize = TRUE` and `cinfo.colormap = NULL`.
(This is the default setting selected by `jpeg_read_header`, but it is probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call `jpeg_start_decompress()`. (If we did not require this, the `max_memory_to_use` setting would be a complete fiction.) You do this by setting one or more of these three `cinfo` fields to TRUE:

- `enable_1pass_quant` Fixed color cube colormap
- `enable_external_quant` Externally-supplied colormap
- `enable_2pass_quant` Two-pass custom colormap

All three are initialized FALSE by `jpeg_read_header()`. But `jpeg_start_decompress()` automatically sets TRUE the one selected by the current `two_pass_quantize` and `colormap` settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at `jpeg_start_decompress()` time, you can change to any enabled quantization method by setting `two_pass_quantize` and `colormap` properly just before calling `jpeg_start_output()`. The following special rules apply:

1. You must explicitly set `cinfo.colormap` to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call `jpeg_new_colormap()` after setting `cinfo.colormap`.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because `cinfo.colormap` will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during `jpeg_start_output()`, not during `jpeg_start_decompress()`.

When using two-pass quantization, `jpeg_start_output()` makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, `jpeg_start_output()` will attempt

to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from `jpeg_start_output()` under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which `jpeg_start_output()` will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is

no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling `jpeg_has_multiple_scans()`, which will return a correct result at any time after `jpeg_read_header()` completes.

It is also worth noting that when you use `jpeg_consume_input()` to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager `jmemnobs.c` if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that `max_memory_to_use` is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use `jpeg_consume_input()` for all input processing, including reading the initial markers; that is, you may wish to call `jpeg_consume_input()` instead of `jpeg_read_header()` during startup. This works, but note that you must check for `JPEG_REACHED_SOS` and `JPEG_REACHED_EOI` return codes as the equivalent of `jpeg_read_header's` codes. Once the first SOS marker has been reached, you must call `jpeg_start_decompress()` before `jpeg_consume_input()` will consume more input; it'll just keep returning `JPEG_REACHED_SOS` until you do. If you read a tables-only file this way, `jpeg_consume_input()` will return `JPEG_REACHED_EOI` without ever returning `JPEG_REACHED_SOS`; be sure to check for this case. If this happens, the decompressor will not read any more input until you call `jpeg_abort()` to reset it. It is OK to call `jpeg_consume_input()` even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return `JPEG_SUSPENDED`.

Abbreviated datastreams and multiple images

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead.

The JPEG

standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

- * "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
- * "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
- * "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It

is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table

definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling `jpeg_start_compress()` will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call `"jpeg_suppress_tables(&cinfo, TRUE)"` after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual `sent_table` fields directly.

To create an abbreviated image, you must also call `jpeg_start_compress()` with a second parameter of FALSE, not TRUE. Otherwise `jpeg_start_compress()` will force all the `sent_table` fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling `jpeg_start_compress()` and so on, call `jpeg_write_tables(&cinfo)`. This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their `sent_tables` flag is already TRUE, and then all the `sent_tables` flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the `jpeg_start_compress()` ... `jpeg_finish_compress()` sequence many times to produce many abbreviated image files matching the table file.

You

cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set `optimize_coding = TRUE` when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are

not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See `jpeg_copy_critical_parameters()` for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set `cinfo.quant_tbl_ptrs[n]` to point directly at a constant `JQUANT_TBL` object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The `jpeg_read_header()` call is sufficient to read a tables-only file. You must pass a second parameter of `FALSE` to indicate that you do not require an image to be present. Thus, the typical scenario is

```
create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains an image

or just tables. In that case, pass `FALSE` and check the return value from `jpeg_read_header()`: it will be `JPEG_HEADER_OK` if an image was found, `JPEG_HEADER_TABLES_ONLY` if only tables were found. (A third return value, `JPEG_SUSPENDED`, is possible when using a suspending data source manager.) Note that `jpeg_read_header()` will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in `jpeg_start_decompress()`.

It is possible to read a series of images from a single source file by repeating the `jpeg_read_header()` ... `jpeg_finish_decompress()` sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at `term_destination()` time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing `FALSE` to `jpeg_start_compress()`.

Special markers

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file

format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling `jpeg_write_marker()` after `jpeg_start_compress()` and before the first call to `jpeg_write_scanlines()`. When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, `jpeg_write_marker` will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by `comment_text`:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call `jpeg_write_m_header()` followed by multiple calls to `jpeg_write_m_byte()`. If you do it this way, it's your responsibility to call `jpeg_write_m_byte()` exactly the number of times given in the length parameter to `jpeg_write_m_header()`. (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using

a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set `cinfo.JFIF_minor_version = 2` so that the encoder will write the correct

JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling `jpeg_read_header()`, because the markers of interest will typically be near the head of the file and so will be scanned by `jpeg_read_header`. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call

`jpeg_save_markers(cinfo, marker_code, length_limit)`

where `marker_code` is the marker type to save, `JPEG_COM` or `JPEG_APP0+n`.

(To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than `length_limit` data bytes, only `length_limit` bytes will be saved; this parameter

allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set `length_limit` to `0xFFFF`; that is enough since marker lengths are only

16 bits. As a special case, setting `length_limit` to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After `jpeg_read_header()` completes, you can examine the special markers by following the `cinfo->marker_list` pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed `length_limit` for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It

is possible that additional special markers appear in the file beyond the SOS marker at which `jpeg_read_header` stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing `jpeg_read_header`, to ensure that the `max_memory_to_use` setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call `jpeg_finish_decompress` or `jpeg_abort`, at which point the memory is freed and the list is set to empty. (`jpeg_destroy` also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by `malloc()` limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling `jpeg_set_marker_processor()`. A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in `cinfo->unread_marker`. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in `jdmarker.c` for appropriate coding methods if you need to use a suspending data source.)

If you override the default

APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling `jpeg_save_markers()`; that method doesn't interfere with the library's own processing of these markers.)

`jpeg_set_marker_processor()` and `jpeg_save_markers()` are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in `djpeg.c`. Also, see `jpegtran.c` for an example of using `jpeg_save_markers`.

Raw (downsampled) image data

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set `jpeg_color_space = in_color_space` (or `jpeg_color_space = out_color_space` for decompression). The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component.

This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of `block_size` valid samples, and there must be a multiple of `block_size` sample rows for each component. (For applications such as

conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. Before calling `jpeg_start_compress()`, you must do the following:

- * Set `cinfo->raw_data_in` to TRUE. (It is set FALSE by `jpeg_set_defaults()`.)

This notifies the library that you will be supplying raw data.

Furthermore, set `cinfo->do_fancy_downsampling` to FALSE if you want to use real downsampled data. (It is set TRUE by `jpeg_set_defaults()`.)

- * Ensure `jpeg_color_space` is correct --- an explicit `jpeg_set_colorspace()` call is a good idea. Note that since color conversion is bypassed, `in_color_space` is ignored, except that `jpeg_set_defaults()` uses it to choose the default `jpeg_color_space` setting.

- * Ensure the sampling factors, `cinfo->comp_info[i].h_samp_factor` and `cinfo->comp_info[i].v_samp_factor`, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. The two routines work similarly except that `jpeg_write_raw_data` takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from `jpeg_write_raw_data` is measured in terms of the component with the largest `v_samp_factor`.

`jpeg_write_raw_data()` processes one MCU row per call, which is to say `v_samp_factor*block_size` sample rows of each component. The passed `num_lines` value must be at least `max_v_samp_factor*block_size`, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

`cinfo->comp_info[i].width_in_blocks*block_size` samples per row

`cinfo->comp_info[i].height_in_blocks*block_size` rows in image

after `jpeg_start_compress()` has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions.

The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than `block_size` samples. An example may help here. Assume 2h2v downsampling of YCbCr data, that is

`cinfo->comp_info[0].h_samp_factor = 2` for Y

```

cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor = 1
cinfo->comp_info[2].h_samp_factor = 1 for Cr
cinfo->comp_info[2].v_samp_factor = 1

```

and suppose that the nominal image dimensions (`cinfo->image_width` and `cinfo->image_height`) are 101x101 pixels. Then `jpeg_start_compress()` will compute `downsampled_width = 101` and `width_in_blocks = 13` for Y, `downsampled_width = 51` and `width_in_blocks = 7` for Cb and Cr (and the same for the height fields). You must pad the Y data to at least $13 \times 8 = 104$ columns and rows, the Cb/Cr data to at least $7 \times 8 = 56$ columns and rows. The MCU height is `max_v_samp_factor = 2` DCT rows so you must pass at least 16 scanlines

on each call to `jpeg_write_raw_data()`, which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of $7 \times 16 = 112$ "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, `jpeg_write_raw_data()` will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing. You must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set `cinfo->raw_data_out = TRUE` before `jpeg_start_decompress()` (it is set FALSE by `jpeg_read_header()`). Be sure to verify that the color space and sampling factors are ones you can handle. Furthermore, set `cinfo->do_fancy_upsampling = FALSE` if you want to get real downsampled data (it is set TRUE by `jpeg_read_header()`). Then call `jpeg_read_raw_data()` in place of `jpeg_read_scanlines()`. The decompression process is otherwise the same as usual.

`jpeg_read_raw_data()` returns one MCU row per call, and thus you must pass a buffer of at least `max_v_samp_factor * block_size` scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input

suspension is supported with raw-data decompression: if the data source module suspends, `jpeg_read_raw_data()` will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do `jpeg_read_header()` as usual. But instead of calling `jpeg_start_decompress()` and `jpeg_read_scanlines()`, call `jpeg_read_coefficients()`. This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's `access_virt_barray` method (see Memory management, below, and also read `structure.txt`'s discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to `jpeg_write_coefficients()`.

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the `width_in_blocks` and `height_in_blocks` fields of the component's `comp_info` entry.) This is also the data format expected by `jpeg_write_coefficients()`.

When you are done using the virtual arrays, call `jpeg_finish_decompress()` to release the array storage and return the decompression object to an idle state; or just call `jpeg_destroy()` if you don't need to reuse the object.

If you use a suspending data source, `jpeg_read_coefficients()` will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call `jpeg_read_coefficients()` to obtain access to the

decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call `jpeg_read_coefficients()` after the last `jpeg_finish_output()` call. The arrays will be available for your use until you call `jpeg_finish_decompress()`.

To write the contents of a JPEG file as DCT coefficients, you must provide the

DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by `jpeg_read_coefficients()`, or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, `jpeg_write_coefficients()` is substituted for `jpeg_start_compress()` and `jpeg_write_scanlines()`. Thus the sequence is

- * Create compression object
- * Set all compression parameters as necessary
- * Request virtual arrays if needed
- * `jpeg_write_coefficients()`
- * `jpeg_finish_compress()`
- * Destroy or re-use compression object

`jpeg_write_coefficients()` is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to `cinfo.num_components`.

The virtual arrays need only have been requested, not realized, before `jpeg_write_coefficients()` is called. A side-effect of `jpeg_write_coefficients()` is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the

virtual arrays from the compression object, you should fill the arrays after calling `jpeg_write_coefficients()`. The data is actually written out when you call `jpeg_finish_compress()`; `jpeg_write_coefficients()` only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using `jpeg_copy_critical_parameters()`. This routine initializes all the compression parameters to default values (like `jpeg_set_defaults()`), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting `jpeg_finish_decompress()`.

`jpeg_write_coefficients()` marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like `jpeg_start_compress(cinfo,`

`TRUE))`). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an

abbreviated JPEG file, call `jpeg_suppress_tables()`, or set the tables' individual `sent_table` flags, between calling `jpeg_write_coefficients()` and `jpeg_finish_compress()`.

Progress monitoring

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see `cjpeg.c` or `djpeg.c`.) Although you do get control back frequently during the data-transferring pass (the `jpeg_read_scanlines` or `jpeg_write_scanlines` loop), any additional passes will occur inside `jpeg_finish_compress` or `jpeg_start_decompress`; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of `jpeg_read_scanlines` or `jpeg_write_scanlines`, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct `jpeg_progress_mgr`, fill in its `progress_monitor` field with a pointer to your callback routine, and set `cinfo->progress` to point to the struct. The callback will be called whenever `cinfo->progress` is non-NULL. (This pointer is set to NULL by `jpeg_create_compress` or `jpeg_create_decompress`; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime `JPOOL_PERMANENT` will work nicely.) You can use the same callback routine for both compression and decompression.

The `jpeg_progress_mgr` struct contains four fields which are set by the library:

```
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */
```

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit`

value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

$$\frac{\text{completed\_passes} + (\text{pass\_counter}/\text{pass\_limit})}{\text{total\_passes}}$$

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read `structure.txt`'s section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object

is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object.
```

Use `alloc_large` instead of `alloc_small` for anything bigger than a few Kbytes. There are also `alloc_sarray` and `alloc_barray` routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (`jmemnobs.c`), then no temporary files are used; virtual arrays are simply `malloc()`'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting `cinfo->mem->max_memory_to_use` after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before `jpeg_start_compress()` or `jpeg_start_decompress()` in order to have them counted against the max memory limit. Also keep in mind that space allocated with `alloc_small()` is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting `max_memory_to_use`.

If you use the `jmemname.c` or `jmemdos.c` memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with `jmemdos.c`, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either `jpeg_abort()` or `jpeg_destroy()` for any active JPEG objects. A handler is not needed with `jmemnobs.c`, and shouldn't be necessary with `jmemansi.c` or `jmemmac.c` either, since the C library is supposed to take care of deleting files made with `tmpfile()`.

Memory usage

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
 2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
 3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
 4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel).
- This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options

A number of compile-time options are available by modifying `jmorecfg.h`.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining `BITS_IN_JSAMPLE` as 8, 9, 10, 11, or 12.

Note that a value larger than 8 causes `JSAMPLE` to be larger than a `char`, so it affects the surrounding application's image data.

The sample applications `cjpeg` and `djpeg` can support deeper than 8-bit data

only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit `cjpeg` or `djpeg`. (`install.txt` has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining `NEED_SHORT_EXTERNAL_NAMES` for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, `cjpeg` uses arithmetic coding by default.

The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by `MAX_COMPONENTS`. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in `jmorecfg.h`. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making `JCOEF`, `INT16`, and `UINT16` be "int" or "unsigned int". `UINT8` is also a candidate to become int. You probably don't want to make `JSAMPLE` be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine `xxx_SUPPORTED` symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (`jpeg_std_message_table[]`) from `jerror.c`, and alter `format_message` to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the `TRACEMSn()` macros in `jerror.h` to expand to nothing; you don't need trace capability anyway, right?

Portability considerations

The JPEG library has been written to be extremely portable; the sample applications `cjpeg` and `djpeg` are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See `install.txt` for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that

- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by

- modifying the typedefs in `jmorecfg.h`. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine `JOCTET` and/or provide custom data source/destination managers so that `JOCTET` represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager

"back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The

JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table).

Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):

* /jpeg-9c-tar-gz/jpeg-9c/libjpeg.txt

1.119 gax-go v2.0.5

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1.120 pyasn1 0.4.8

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Metadata-Version: 1.2

Name: pyasn1

Version: 0.4.8

Summary: ASN.1 types and codecs

Home-page: <https://github.com/etingof/pyasn1>

Author: Ilya Etingof

Author-email: etingof@gmail.com

Maintainer: Ilya Etingof <etingof@gmail.com>

License: BSD

Description: Pure-Python implementation of ASN.1 types and DER/BER/CER codecs (X.208)

Platform: any

Classifier: Development Status :: 5 - Production/Stable

Classifier: Environment :: Console

Classifier: Intended Audience :: Developers

Classifier: Intended Audience :: Education

Classifier: Intended Audience :: Information Technology

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Name: Test

Columns: 0

#

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1.128 nghttp2 1.42.0

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1.129 queue 1.1.0

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```
#!/usr/bin/env lua5.3
```

```
-- special marks:
```

```
-- \1 - paragraph (empty line)
```

```
-- \4 - remove spaces around it
```

```
-- \3 - ref (followed by label|)
```

```
-----  
header = [[
```

```
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 3.2 Final//EN">
```

```
<html>
```

```
<head>
```

```
<title>Lua 5.4 Reference Manual</title>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
```

```
<link rel="stylesheet" href="lua.css">
```

```
<link rel="stylesheet" href="manual.css">
```

```
</head>
```

```
<body bgcolor="#FFFFFF">
```

```
<hr>
```

```
<h1>
```



```
<a href="http://www.lua.org/home.html"></a>
```

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```
</h1>
```

by Roberto Ierusalimschy, Luiz Henrique de Figueiredo, Waldemar Celes

```
<p>
```

```
<small>
```

```
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```

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```
</small>
```

```
<hr>
```

```
<!-- ===== -->
```

```
<p>
```

```
]]
```

footer

```
= "\n\n</body></html>\n\n"
```

```
local seefmt = '(see %s)'
```

```
if arg[1] == 'port' then
```

```
seefmt = '(ver %s)'
```

```
header = string.gsub(header, "by (.-)\n",
```

```
"%1\n<p>Tradu&ccedil;&atilde;o S&eacute;rgio Queiroz de Medeiros", 1)
```

```
header = string.gsub(header, "Lua (%d+.%d+) Reference Manual",
```

```
"Manual de Refer&ecirc;ncia de Lua %1")
```

```
header = string.gsub(header, "All rights reserved",
```

```
"Todos os direitos reservados")
```

```
end
```

```
-----
```

```
local function compose (f,g)
```

```
assert(f and g)
```

```
return function (s) return g(f(s)) end
```

```
end
```

```
local function concat (f, g)
```

```
assert(f and g)
```

```
return function (s) return f(s) .. g(s) end
```

```
end
```

```
local Tag = {}
```

```

setmetatable(Tag, {
  __index = function (t, tag)
    local v = function (n, att)
      local e = ""
      if type(att) == "table" then
        for k,v in pairs(att) do e = string.format("%s %s=\"%s\"", e, k, v) end
      end
      if n then
        return string.format("<%s%s>%s</%s>", tag, e, n, tag)
      else
        return string.format("<%s%s>", tag, e)
      end
    end
    t[tag] = v
    return v
  end
})

```

```

local labels = {}

```

```

local function anchor (text, label, link, textlink)
  if labels[label] then
    error("label " .. label .. " already defined")
  end
  labels[label] = {text = textlink, link = link}
  return Tag.a(text, {name=link})
end

```

```

local function makeref (label)
  assert(not string.find(label, "|"))
  return string.format("\3%s\3", label)
end

```

```

local function ref (label)
  local l = labels[label]
  if not l then
    io.stderr:write("label ", label, " undefined\n")
    return "@@@"
  else
    return Tag.a(l.text, {href="#"..l.link})
  end
end

```

```

-----
local function nopara (t)
  t = string.gsub(t, "\\1", "\\n\\n")
  t = string.gsub(t, "<p>%s*</p>", "")
  return t
end

local function fixpara (t)
  t = string.gsub(t, "\\1", "\\n</p>\\n\\n<p>\\n")
  t = string.gsub(t, "<p>%s*</p>", "")
  return t
end

local function antipara (t)
  return "</p>\\n" .. t .. "<p>"
end

```

```

Tag.pre = compose(Tag.pre, antipara)
Tag.ul = compose(Tag.ul, antipara)

```

```

-----
local Gfoots = 0
local footnotes = {}

local line = Tag.hr(nil)

local function dischargefoots ()
  if #footnotes == 0 then return "" end
  local fn = table.concat(footnotes)
  footnotes = {}
  return line .. Tag.h3"footnotes:" .. fn .. line
end

```

```

local Glists = 0
local listings = {}

local function dischargelist ()
  if #listings == 0 then return "" end
  local l = listings
  listings = {}
  return line .. table.concat(l, line..line) .. line
end

```

```

-----
local counters = {
  h1 = {val = 1},

```

```
h2 = {father = "h1", val = 1},  
h3 = {father = "h2", val = 1},  
listing = {father = "h1", val = 1},  
}
```

```
local  
function inccounter (count)  
  counters[count].val = counters[count].val + 1  
  for c, v in pairs(counters) do  
    if v.father == count then v.val = 1 end  
  end  
end
```

```
local function getcounter (count)  
  local c = counters[count]  
  if c.father then  
    return getcounter(c.father) .. "." .. c.val  
  else  
    return c.val .. ""  
  end  
end
```

```
local function fixed (x)  
  return function () return x end  
end
```

```
local function id (x) return x end
```

```
local function prepos (x, y)  
  assert(x and y)  
  return function (s) return string.format("%s%s%s", x, s, y) end  
end
```

```
local rw = Tag.b
```

```
local function LuaName (name)  
  return Tag.code(name)  
end
```

```
local function getparam (s)
```

```

local i, e = string.find(s, "[^%s@|]+")
if not i then return nil, s
else return string.sub(s, i, e - 1), string.sub(s, e + 1)
end
end

local function gettitle (h)
local title, p = assert(string.match(h, "<title>(.-)</title>()"))
return title, string.sub(h,
p)
end

local function getparamtitle (what, h, nonum)
local label, title, c, count
label, h = getparam(h)
title, h = gettitle(h)
if not nonum then
count = getcounter(what)
inccounter(what)
c = string.format("%s &ndash; ", count)
else
c = ""
end
label = label or count
if label then
title = anchor(title, label, count, "&sect;"..count)
end
title = string.format("%s%s", c, title)
return title, h
end

local function section (what, nonum)
return function (h)
local title
title, h = getparamtitle(what, h, nonum)
local fn = what == "h1" and dischargefoots() or ""
h = fixpara(Tag.p(h))
return "</p>\n" .. Tag[what](title) .. h .. fn ..
dischargelist() .. "<p>"
end
end

local function verbatim (s)
s = nopara(s)
s = string.gsub(s, "\\n", "\\n ")
s = string.gsub(s, "\\n%s*$", "\\n")

```

```

return Tag.pre(s)
end

```

```

local function verb (s)
return Tag.code(s)
end

```

```

local function lua2link
(e)
return string.find(e, "luaL?_") and e or "pdf-"..e
end

```

```

local verbfixed = verb

```

```

local Tex = {

```

```

ANSI = function (func)
return "ISO&nbsp;C function " .. Tag.code(func)
end,
At = fixed "@",
B = Tag.b,
bigskip = fixed "",
bignum = id,
C = fixed "",
Ci = prepos("<!-- ", " -->"),
CId = function (func)
return "C&nbsp;function " .. Tag.code(func)
end,
chapter = section "h1",
Char = compose(verbfixed, prepos("", "")),
Cdots = fixed "&#x2014;&#x2014;&#x2014;",
Close = fixed "}",
col = Tag.td,
defid = function (name)
local l = lua2link(name)
local c = Tag.code(name)
return anchor(c, l, l, c)
end,
def = Tag.em,
description = compose(nopara, Tag.ul),
Em = fixed ("\" .. "&mdash;" .. "\""),
emph = Tag.em,
emphx = Tag.em, -- emphasis plus index (if there was an index)
En = fixed ("&ndash;"),

```

```

format = fixed"",
["false"] = fixed(Tag.b"false"),
id = Tag.code,
idx = Tag.code,
index = fixed"",
Lidx = fixed"", -- Tag.code,
ldots
    = fixed"...",
x = id,
itemize = compose(nopara, Tag.ul),
leq = fixed"&le;",
Lid = function (s)
    return makeref(lua2link(s))
end,
M = Tag.em,
N = function (s) return (string.gsub(s, " ", "&nbsp;")) end,
NE = id, -- tag"foreignphrase",
num = id,
["nil"] = fixed(Tag.b"nil"),
fail = fixed(Tag.b"fail"),
Open = fixed"{",
part = section("h1", true),
Pat = compose(verbfixed, prepos("", "")),
preface = section("h1", true),
psect = section("h2", true),
Q = prepos("", ""),
refchp = makeref,
refcode = makeref,
refsec = makeref,

pi = fixed"&pi;",
rep = Tag.em, -- compose(prepos("&lt;", "&gt;"), Tag.em),
Rw = rw,
rw = rw,
sb = Tag.sub,
sp = Tag.sup,
St = compose(verbfixed, prepos("", "")),
sect1 = section"h1",
sect2 = section"h2",
sect3 = section"h3",
sect4 = section("h4", true),
simplesect = id,
Tab2 = function (s) return Tag.table(s, {border=1}) end,
row = Tag.tr,
title = Tag.title,
todo = Tag.todo,
["true"] = fixed(Tag.b"true"),
T = verb,

```

```

item = function (s)

    local t, p = string.match(s, "^[^\\n|]+|()")
    if t then
        s = string.sub(s, p)
        s = Tag.b(t..": ") .. s
    end
    return Tag.li(fixpara(s))
end,

verbatim = verbatim,

manual = id,

-- for the manual

link =function (s)
    local l, t = getparam(s)
    assert(l)
    return string.format("%s (%s)", t, makeref(l))
end,

see = function (s) return string.format(seefmt, makeref(s)) end,
See = makeref,
seeC = function (s)
    return string.format(seefmt, makeref(s))
end,

seeF = function (s)
    return string.format(seefmt, makeref(lua2link(s)))
end,

APIEntry = function (e)
    local h, name
    h, e = string.match(e, "^%s*(.-)%s*|(.*)$")
    name = string.match(h, "(luaL?_[%w_]+)%)? +%(") or
        string.match(h, "luaL?_[%w_]+")
    local a = anchor(Tag.code(name), name, name, Tag.code(name))
    local apiicmd, ne = string.match(e, "^(.-</span>)(.*)")
    --io.stderr:write(e)
    if not apiicmd then
        return antipara(Tag.hr() .. Tag.h3(a))
    .. Tag.pre(h) .. e
    else
        return antipara(Tag.hr() .. Tag.h3(a)) .. apiicmd .. Tag.pre(h) .. ne
    end
end

```


end,

```
LibEntry = function (e)
  local h, name
  h, e = string.match(e, "^(-)|(.*)$")
  name = string.gsub(h, " (+", "")
  local l = lua2link(name)
  local a = anchor(Tag.code(h), l, l, Tag.code(name))
  return Tag.hr() .. Tag.h3(a) .. e
end,
```

```
Produc = compose(nopara, Tag.pre),
producname = prepos("\t", " ::= "),
Or = fixed" | ",
VerBar = fixed"&#124;", -- vertical bar
OrNL = fixed" | \4",
bnfNter = prepos("", ""),
bnfopt = prepos("[", "]"),
bnfrep = prepos("{", "}"),
bnfter = compose(Tag.b, prepos("&lsquo;", "&rsquo;")),
producbody = function (s)
  s = string.gsub(s, "%s+", " ")
  s = string.gsub(s, "\4", "\n\t")
  return s
end,
```

```
apii = function (s)
  local pop, push, err = string.match(s, "^(-),(-),(.*)$")
  if pop ~= "?" and string.find(pop, "%W") then
    pop = "(" .. pop .. ")"
  end
  if push ~= "?"
and string.find(push, "%W") then
    push = "(" .. push .. ")"
  end
  err = (err == "-") and "&ndash;" or Tag.em(err)
  return Tag.span(
    string.format("[-%s, +%s, %s]", pop, push, err),
    {class="apii"}
  )
end,
```

```
}

local others = prepos("?? ", " ??")
```

```
local function trata (t)
  t = string.gsub(t, "@(%w+)(%b{})", function (w, f)
    f = trata(string.sub(f, 2, -2))
```

```

        if type(Tex[w]) ~= "function" then
            io.stderr:write(w .. "\n")
            return others(f)
        else
            return Tex[w](f, w)
        end
    end)
end
return t
end

```

```

-----
-----

```

```
-- read whole book
```

```
t = io.read"*a"
```

```
t = string.gsub(t, "[<>&\128-\255]",
```

```
{["<"] = "&lt;",
```

```
[">"] = "&gt;",
```

```
["&"] = "&amp;",
```

```
["\170"] = "&ordf;",
```

```
["\186"] = "&ordm;",
```

```
["\192"] = "&Agrave;",
```

```
["\193"] = "&Aacute;",
```

```
["\194"] = "&Acirc;",
```

```
["\195"] = "&Atilde;",
```

```
["\199"] = "&Ccedil;",
```

```
["\201"] = "&Eacute;",
```

```
["\202"] = "&Ecirc;",
```

```
["\205"] = "&Iacute;",
```

```
["\211"] = "&Oacute;",
```

```
["\212"] = "&Ocirc;",
```

```
["\218"] = "&Uacute;",
```

```
["\224"] = "&agrave;",
```

```
["\225"] = "&aacute;",
```

```
["\226"] = "&acirc;",
```

```
["\227"] = "&atilde;",
```

```
["\231"] = "&ccedil;",
```

```
["\233"] = "&eacute;",
```

```
["\234"] = "&ecirc;",
```

```
["\237"] = "&iacute;",
```

```
["\243"] = "&oacute;",
```

```
["\244"] = "&ocirc;",
```

```
["\245"] = "&otilde;",
```

```
["\250"] = "&uacute;",
```

```
["\252"] = "&uuml;,"
```

```
})
```

```

t = string.gsub(t, "\\n\\n+", "\\1")

-- complete macros with no arguments
t = string.gsub(t, "(@%w+)([^{%w])", "%1{%}%2")

t = trata(t)

-- correct references
t = string.gsub(t, "\\3(-)\\3", ref)

-- remove extra space (??)
t = string.gsub(t, "%s*\\4%s*", "")

t = nopara(t)

-- HTML 3.2 does not need </p> (but complains when it is in wrong places :)
t = string.gsub(t, "</p>", "")

io.write(header, t, footer)

```

Found in path(s):

*

/lua-lua-v5-4-2-0-g9d067ab-tar-gz/lua-lua-9d067ab/manual/2html

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* /lua-lua-v5-4-2-0-g9d067ab-tar-gz/lua-lua-9d067ab/testes/all.lua

1.131 curl 7.74.0

1.131.1 Available under license :

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1.132 icu 68

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```
## -*-makefile-*-
## Copyright (C) 2016 and later: Unicode, Inc. and others.
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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
## Copyright (c) 1999-2013, International Business Machines Corporation and
## others. All Rights Reserved.

## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))
```

```

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
rules
%. $(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%. $(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

## Versioned libraries rules

%. $(SO).$(SO_TARGET_VERSION_MAJOR): %. $(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%. $(SO): %. $(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}. $(SO).$(SO_TARGET_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

```

```
## Remove shared library 's'  
STATIC_PREFIX_WHEN_USED =  
STATIC_PREFIX =
```

```
## End BSD-specific setup  
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```

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1. ICU License - ICU 1.8.1 to ICU
57.1

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2. Chinese/Japanese Word Break Dictionary Data (cjdict.txt)

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```



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#
#
# The word list in cjdict.txt are generated by combining three word lists
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# frequency is generated with an iterative training against Google web
# corpora.
#
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```

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include/bsd/md5.h

src/hash/md5.c

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1.134 libgpg-error 1.41

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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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1.135 libarchive 3.5.1

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A

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all

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@version 3.0 (December 2000)

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@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
@author Paulo Barreto <paulo.barreto@terra.com.br>

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1.142 curl 7.55.1

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=====

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1.143 zstd 1.4.8

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1.144 smartmontools 7.2

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1.147 libvmtools 11.2.0.23855

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1.148 mqttaho 1.2.1-0.20200121105743- 0d940dd29fd2

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1.149 httpcomponents-core 4.4.13

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1.150 commons-lang3 2.6

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*

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* /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
* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/Log.java
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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/package.html
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1.152 jakarta-annotation-api 1.3.4

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* /javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/InnerClassesAttribute.java
* /javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/analysis/Subroutine.java
*
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* /javassist-3-22-0-cr2-sources-4-jar/javassist/util/proxy/SerializedProxy.java
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- * /javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/FloatMemberValue.java
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1.156 javax-ws-rs-api 2.0

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1.158 jakarta-ws-rs-api 2.1.5

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Eclipse

The following artifacts are EPL.

* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

* org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

- org.ow2.asm:asm-commons
- org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

- org.apache.taglibs:taglibs-standard-spec
- org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

- org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.
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1.161 jersey-hk2 2.28

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Source Code

The project maintains the following source code repositories:

* <https://github.com/eclipse-ee4j/jersey>

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1.163 txw2 2.3.0

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1.166 perl 5.32.1

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1.167 visual-studio-runtime 14.00.24210.0

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%% winjs version 4.4.0 (<https://github.com/winjs/winjs>)

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WinJS

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%% string_scorer version 0.1.20 (https://github.com/joshaven/string_score)

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1. Seti UI - A subtle dark colored UI theme for Atom. (<https://github.com/jesseweed/seti-ui>)

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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
- web-fragment_3_1.xsd
- javaee_8.xsd
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Schemas for Java EE Deployment Descriptors:

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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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- jsp_2_2.xsd
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- web-common_3_0.xsd
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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
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1.170 openssl 1.1.1j

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1.172 cJSON 1.7.14

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1.173 tomcat-dbcp 9.0.43

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Ackeret, Matt
Adler, Mark
Allbery, Russ
Anderson, Jamie
Andrew, Nick
Andric, Dimitry
Barron, Danny
Bates, Tom
Behan, Zdenk
Bellis, Ray
Benali, Elias
Beverly, Jamie

Boardman, Spider
Bos, Sander
Bostley, P.J.
Bowes, Keith
Boyce, Keith Garry
Brantley, Michael
Braun, Rob
Bezina, Pavel
Brooks, Piete
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Hayman, Randy M.
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Hideaki, Yoshifuji
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Rouillard, John P.
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Schuring, Arno
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Wagner, Klaus
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Winiger, Gary
Wood, David
Zacarias, Gustavo
Zolnowsky, John

The following people have worked to translate sudo into other languages as part of the Translation Project, see <https://translationproject.org> for more details.

Albuquerque, Pedro
Blttermann, Mario
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Casagrande, Milo
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```
</pre>
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### xwd utility
<pre>
```

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Mesa 3-D
graphics library

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include/GL/glxext.h
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1.195 mime-pull 1.8

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- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/Chunk.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/DataFile.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/Data.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEParser.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/WeakDataFile.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEMessage.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/Header.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/FinalArrayList.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/InternetHeaders.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEEvent.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEParsingException.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEConfig.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MIMEPart.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/MemoryData.java
- * /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/ChunkInputStream.java
- *

/mimepull-1-8-sources-2-jar/org/jvnet/mimepull/FileData.java

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* /mimepull-1-8-sources-2-jar/org/jvnet/mimepull/DataHead.java

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1.196 json-java 20131018

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* /json-20131018-sources-jar/org/json/zip/Compressor.java

* /json-20131018-sources-jar/org/json/zip/Keep.java

* /json-20131018-sources-jar/org/json/zip/BitInputStream.java

* /json-20131018-sources-jar/org/json/zip/MapKeep.java

* /json-20131018-sources-jar/org/json/zip/PostMortem.java
* /json-20131018-sources-jar/org/json/zip/TrieKeep.java
* /json-20131018-sources-jar/org/json/zip/JSONzip.java
* /json-20131018-sources-jar/org/json/zip/Huff.java
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- * /json-20131018-sources-jar/org/json/CookieList.java
- * /json-20131018-sources-jar/org/json/JSONTokener.java
- * /json-20131018-sources-jar/org/json/XML.java
- * /json-20131018-sources-jar/org/json/CDL.java
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1.199 trove4j 2.1.0

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*/

package license

import (

 "context"

 "flag"

 "github.com/vmware/govmomi/govc/cli"

 "github.com/vmware/govmomi/govc/flags"

 "github.com/vmware/govmomi/license"

)

var featureUsage = "List licenses with given feature"

type ls struct {

 *flags.ClientFlag

```

*flags.OutputFlag

feature string
}

func init() {
cli.Register("license.ls", &ls{})
}

func (cmd *ls) Register(ctx context.Context, f *flag.FlagSet) {
cmd.ClientFlag,
ctx = flags.NewClientFlag(ctx)
cmd.ClientFlag.Register(ctx, f)

cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
cmd.OutputFlag.Register(ctx, f)

f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *ls) Process(ctx context.Context) error {
if err := cmd.ClientFlag.Process(ctx); err != nil {
return err
}
if err := cmd.OutputFlag.Process(ctx); err != nil {
return err
}
return nil
}

func (cmd *ls) Run(ctx context.Context, f *flag.FlagSet) error {
client, err := cmd.Client()
if err != nil {
return err
}

m := license.NewManager(client)
result, err := m.List(ctx)
if err != nil {
return err
}

if cmd.feature != "" {
result = result.WithFeature(cmd.feature)
}

return cmd.WriteResult(licenseOutput(result))
}

```

/*

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*/

package license

import (

 "context"

 "flag"

 "github.com/vmware/govmomi/govc/cli"

 "github.com/vmware/govmomi/govc/flags"

 "github.com/vmware/govmomi/license"

 "github.com/vmware/govmomi/vim25/types"

)

type assign struct {

 *flags.ClientFlag

 *flags.OutputFlag

 *flags.HostSystemFlag

 *flags.ClusterFlag

 name string

 remove bool

}

func init() {

 cli.Register("license.assign", &assign{})

}

func (cmd *assign)

 Register(ctx context.Context, f *flag.FlagSet) {

 cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)

 cmd.ClientFlag.Register(ctx, f)

 cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)


```

cmd.OutputFlag.Register(ctx, f)

cmd.HostSystemFlag, ctx = flags.NewHostSystemFlag(ctx)
cmd.HostSystemFlag.Register(ctx, f)

cmd.ClusterFlag, ctx = flags.NewClusterFlag(ctx)
cmd.ClusterFlag.Register(ctx, f)

f.StringVar(&cmd.name, "name", "", "Display name")
f.BoolVar(&cmd.remove, "remove", false, "Remove assignment")
}

```

```

func (cmd *assign) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.HostSystemFlag.Process(ctx); err != nil {
        return err
    }
    return cmd.ClusterFlag.Process(ctx)
}

```

```

func (cmd *assign) Usage() string {
    return "KEY"
}

```

```

func (cmd *assign) Description() string {
    return `Assign licenses to HOST or CLUSTER.`
}

```

Examples:

```

govc license.assign $VCSA_LICENSE_KEY
govc license.assign -host a_host.example.com $ESX_LICENSE_KEY
govc license.assign -cluster a_cluster $VSAN_LICENSE_KEY`
}

```

```

func (cmd *assign) Run(ctx context.Context, f *flag.FlagSet) error {
    if f.NArg() != 1 {
        return flag.ErrHelp
    }
}

```

```

key := f.Arg(0)

```

```

client, err := cmd.Client()
if err != nil {
    return err
}

```

```

}

m, err := license.NewManager(client).AssignmentManager(ctx)
if err != nil {
    return err
}

host, err := cmd.HostSystemIfSpecified()
if err != nil {
    return err
}

var id string

if host == nil {
    cluster, cerr := cmd.ClusterIfSpecified()
    if cerr != nil {
        return cerr
    }
    if cluster == nil {
        // Default to vCenter UUID
        id = client.ServiceContent.About.InstanceUuid
    } else {
        id = cluster.Reference().Value
    }
} else {
    id = host.Reference().Value
}

if cmd.remove {
    return m.Remove(ctx, id)
}

info, err := m.Update(ctx, id, key, cmd.name)
if err != nil {
    return err
}

return cmd.WriteResult(licenseOutput([]types.LicenseManagerLicenseInfo{*info}))
}
/*

```

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*/

package license

```
import (  
    "context"  
    "flag"  
    "fmt"  
  
    "github.com/vmware/govmomi/govc/cli"  
    "github.com/vmware/govmomi/govc/flags"  
    "github.com/vmware/govmomi/license"  
    "github.com/vmware/govmomi/vim25/types"  
)  
  
type add struct {  
    *flags.ClientFlag  
    *flags.OutputFlag  
}  
  
func init() {  
    cli.Register("license.add", &add{})  
}  
  
func (cmd *add) Register(ctx context.Context, f *flag.FlagSet) {  
    cmd.ClientFlag, ctx  
    = flags.NewClientFlag(ctx)  
    cmd.ClientFlag.Register(ctx, f)  
  
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)  
    cmd.OutputFlag.Register(ctx, f)  
}  
  
func (cmd *add) Process(ctx context.Context) error {  
    if err := cmd.ClientFlag.Process(ctx); err != nil {  
        return err  
    }  
    if err := cmd.OutputFlag.Process(ctx); err != nil {  
        return err  
    }  
    return nil  
}
```

```

func (cmd *add) Usage() string {
    return "KEY..."
}

func (cmd *add) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)

    // From the vSphere 5.5 documentation:
    //
    // To specify the edition type and any optional functions, use
    // updateLicense for ESX Server and addLicense follow by
    // LicenseAssingmentManager.updateAssignedLicense for VirtualCenter.
    //
    var addFunc func(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo,
    error)
    switch t := client.ServiceContent.About.ApiType; t {
    case "HostAgent":
        addFunc
    = m.Update
    case "VirtualCenter":
        addFunc = m.Add
    default:
        return fmt.Errorf("unsupported ApiType: %s", t)
    }

    result := make(licenseOutput, 0)
    for _, v := range f.Args() {
        license, err := addFunc(ctx, v, nil)
        if err != nil {
            return err
        }

        result = append(result, license)
    }

    return cmd.WriteResult(licenseOutput(result))
}

```

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*/

package simulator

```
import (
    "context"
    "reflect"
    "testing"

    "github.com/vmware/govmomi"
    "github.com/vmware/govmomi/find"
    "github.com/vmware/govmomi/license"
)

func TestLicenseManagerVPX(t *testing.T) {
    ctx := context.Background()
    m := VPX()

    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if
    err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    am, err := lm.AssignmentManager(ctx)
    if err != nil {
        t.Fatal(err)
    }

    la, err := am.QueryAssigned(ctx, "enoent")
    if err != nil {
        t.Fatal(err)
    }

    if len(la) != 0 {
```

```

t.Errorf("unexpected license")
}

finder := find.NewFinder(c.Client, false)
hosts, err := finder.HostSystemList(ctx, "/...")
if err != nil {
    t.Fatal(err)
}

host := hosts[0].Reference().Value
vcid := c.Client.ServiceContent.About.InstanceUuid

for _, name := range []string{"", host, vcid} {
    la, err = am.QueryAssigned(ctx, name)
    if err != nil {
        t.Fatal(err)
    }

    if len(la) != 1 {
        t.Fatal("no licenses")
    }

    if !reflect.DeepEqual(la[0].AssignedLicense, EvalLicense) {
        t.Fatal("invalid license")
    }
}

func TestLicenseManagerESX(t *testing.T) {
    ctx := context.Background()
    m := ESX()

    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx,
        s.URL, true)
    if err != nil {
        t.Fatal(err)
    }
}

```

```

lm := license.NewManager(c.Client)
_, err = lm.AssignmentManager(ctx)
if err == nil {
    t.Fatal("expected error")
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 1 {
    t.Fatal("no licenses")
}

if !reflect.DeepEqual(la[0], EvalLicense) {
    t.Fatal("invalid license")
}
}

func TestAddRemoveLicense(t *testing.T) {
    ctx := context.Background()
    m := ESX()

    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    key := "00000-00000-00000-00000-11111"
    labels := map[string]string{"key": "value"}

    info, err := lm.Add(ctx, key, labels)
    if err != nil {
        t.Fatal(err)
    }
}

```



```

if info.LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, info.LicenseKey)
}

if len(info.Labels) !=
len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d",
        len(labels), len(info.Labels))
}

if info.Labels[0].Key != "key" || info.Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}",
        info.Labels[0].Key, info.Labels[0].Value)
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 2 {
    t.Fatal("no licenses")
}

if la[1].LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q",
        key, la[1].LicenseKey)
}

if len(la[1].Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d",
        len(labels), len(la[1].Labels))
}

if la[1].Labels[0].Key != "key" || la[1].Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}",
        la[1].Labels[0].Key, la[1].Labels[0].Value)
}

err = lm.Remove(ctx, key)
if err != nil {
    t.Fatal(err)
}

la, err = lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

```

```

if len(la) != 1 {
    t.Fatal("no licenses")
}
}
/*

```

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package simulator

import (

"github.com/vmware/govmomi/object"

"github.com/vmware/govmomi/vim25/methods"

"github.com/vmware/govmomi/vim25/mo"

"github.com/vmware/govmomi/vim25/soap"

"github.com/vmware/govmomi/vim25/types"

)

// EvalLicense is the default license

var EvalLicense = types.LicenseManagerLicenseInfo{

LicenseKey: "00000-00000-00000-00000-00000",

```

EditionKey: "eval",
Name:      "Evaluation Mode",
Properties: []types.KeyAnyValue{
{
    Key: "feature",
    Value: types.KeyValue{
        Key: "serialuri:2",
        Value: "Remote virtual Serial Port Concentrator",
    },
},
{
    Key: "feature",
    Value: types.KeyValue{
        Key: "dvs",
        Value: "vSphere Distributed Switch",
    },
},
},
}

type LicenseManager struct {
    mo.LicenseManager
}

func NewLicenseManager(ref types.ManagedObjectReference)
object.Reference {
    m := &LicenseManager{}
    m.Self = ref
    m.Licenses = []types.LicenseManagerLicenseInfo{EvalLicense}

    if Map.IsVPX() {
        am := Map.Put(&LicenseAssignmentManager{}).Reference()
        m.LicenseAssignmentManager = &am
    }

    return m
}

func (m *LicenseManager) AddLicense(req *types.AddLicense) soap.HasFault {
    body := &methods.AddLicenseBody{
        Res: &types.AddLicenseResponse{},
    }

    for _, license := range m.Licenses {
        if license.LicenseKey == req.LicenseKey {
            body.Res.Returnval = licenseInfo(license.LicenseKey, license.Labels)
            return body
        }
    }
}

```

```

}

m.Licenses = append(m.Licenses, types.LicenseManagerLicenseInfo{
    LicenseKey: req.LicenseKey,
    Labels:    req.Labels,
})

body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)

return body
}

func (m *LicenseManager) RemoveLicense(req *types.RemoveLicense) soap.HasFault {
    body := &methods.RemoveLicenseBody{
        Res: &types.RemoveLicenseResponse{},
    }

    for i, license := range m.Licenses {
        if
        req.LicenseKey == license.LicenseKey {
            m.Licenses = append(m.Licenses[:i], m.Licenses[i+1:]...)
            return body
        }
    }
    return body
}

type LicenseAssignmentManager struct {
    mo.LicenseAssignmentManager
}

func (m *LicenseAssignmentManager) QueryAssignedLicenses(req *types.QueryAssignedLicenses) soap.HasFault
{
    body := &methods.QueryAssignedLicensesBody{
        Res: &types.QueryAssignedLicensesResponse{},
    }

    // EntityId can be a HostSystem or the vCenter InstanceUuid
    if req.EntityId != "" {
        if req.EntityId != Map.content().About.InstanceUuid {
            id := types.ManagedObjectReference{
                Type: "HostSystem",
                Value: req.EntityId,
            }
        }

        if Map.Get(id) == nil {
            return body
        }
    }
}

```

```

    }
}

body.Res.Returnval = []types.LicenseAssignmentManagerLicenseAssignment{
{
    EntityId:    req.EntityId,
    AssignedLicense: EvalLicense,
},
}

return body
}

func licenseInfo(key string, labels []types.KeyValue) types.LicenseManagerLicenseInfo {
    info := EvalLicense

    info.LicenseKey
    = key
    info.Labels = labels

    return info
}
# People who can (and typically have) contributed to this repository.
#
# This script is generated by contributors.sh
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*/

package license

```
import (  
    "context"  
    "flag"  
  
    "github.com/vmware/govmomi/govc/cli"  
    "github.com/vmware/govmomi/govc/flags"  
    "github.com/vmware/govmomi/license"  
)
```

```
type decode struct {  
    *flags.ClientFlag  
    *flags.OutputFlag
```

```
    feature string  
}
```

```
func init() {  
    cli.Register("license.decode", &decode{})  
}
```

```

func (cmd *decode) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx,
    f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *decode) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *decode) Usage() string {
    return "KEY..."
}

func (cmd *decode) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    var result license.InfoList
    m := license.NewManager(client)
    for _, v := range f.Args() {
        license, err := m.Decode(ctx, v)
        if err != nil {
            return err
        }

        result = append(result, license)
    }

    if cmd.feature != "" {
        result = result.WithFeature(cmd.feature)
    }

    return cmd.WriteResult(licenseOutput(result))
}

```


}

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*/

package license

import (

"context"

"strconv"

"strings"

"github.com/vmware/govmomi/object"

"github.com/vmware/govmomi/vim25"

```

"github.com/vmware/govmomi/vim25/methods"
"github.com/vmware/govmomi/vim25/mo"
"github.com/vmware/govmomi/vim25/types"
)

type Manager struct {
    object.Common
}

func NewManager(c *vim25.Client) *Manager {
    m := Manager{
        object.NewCommon(c, *c.ServiceContent.LicenseManager),
    }

    return
    &m
}

func mapToKeyValueSlice(m map[string]string) []types.KeyValue {
    var r []types.KeyValue
    for k, v := range m {
        r = append(r, types.KeyValue{Key: k, Value: v})
    }
    return r
}

func (m Manager) Add(ctx context.Context, key string, labels map[string]string)
(types.LicenseManagerLicenseInfo, error) {
    req := types.AddLicense{
        This:    m.Reference(),
        LicenseKey: key,
        Labels:  mapToKeyValueSlice(labels),
    }

    res, err := methods.AddLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) Decode(ctx context.Context, key string) (types.LicenseManagerLicenseInfo, error) {
    req := types.DecodeLicense{
        This:    m.Reference(),
        LicenseKey: key,
    }
}

```

```

res, err := methods.DecodeLicense(ctx, m.Client(), &req)
if err != nil {
    return types.LicenseManagerLicenseInfo{}, err
}

return res.Returnval, nil
}

func (m Manager) Remove(ctx context.Context, key string) error {
    req := types.RemoveLicense{
        This:
            m.Reference(),
        LicenseKey: key,
    }

    _, err := methods.RemoveLicense(ctx, m.Client(), &req)
    return err
}

func (m Manager) Update(ctx context.Context, key string, labels map[string]string)
(types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateLicense{
        This:    m.Reference(),
        LicenseKey: key,
        Labels:  mapToKeyValueSlice(labels),
    }

    res, err := methods.UpdateLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) List(ctx context.Context) (InfoList, error) {
    var mlm mo.LicenseManager

    err := m.Properties(ctx, m.Reference(), []string{"licenses"}, &mlm)
    if err != nil {
        return nil, err
    }

    return InfoList(mlm.Licenses), nil
}

func (m Manager) AssignmentManager(ctx context.Context) (*AssignmentManager, error) {
    var mlm mo.LicenseManager

```

```

err := m.Properties(ctx, m.Reference(), []string{"licenseAssignmentManager"}, &mlm)
if err != nil
{
    return nil, err
}

if mlm.LicenseAssignmentManager == nil {
    return nil, object.ErrNotSupported
}

am := AssignmentManager{
    object.NewCommon(m.Client(), *mlm.LicenseAssignmentManager),
}

return &am, nil
}

type licenseFeature struct {
    name string
    level int
}

func parseLicenseFeature(feature string) *licenseFeature {
    lf := new(licenseFeature)

    f := strings.Split(feature, ":")

    lf.name = f[0]

    if len(f) > 1 {
        var err error
        lf.level, err = strconv.Atoi(f[1])
        if err != nil {
            lf.name = feature
        }
    }

    return lf
}

func HasFeature(license types.LicenseManagerLicenseInfo, key string) bool {
    feature := parseLicenseFeature(key)

    for _, p := range license.Properties {
        if p.Key != "feature" {
            continue
        }
    }
}

```

```

kv, ok := p.Value.(types.KeyValue)

if !ok {
    continue
}

lf := parseLicenseFeature(kv.Key)

if lf.name == feature.name && lf.level >= feature.level {
    return true
}
}

return false
}

// InfoList provides helper methods for []types.LicenseManagerLicenseInfo
type
InfoList []types.LicenseManagerLicenseInfo

func (l InfoList) WithFeature(key string) InfoList {
    var result InfoList

    for _, license := range l {
        if HasFeature(license, key) {
            result = append(result, license)
        }
    }

    return result
}

```

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*/

package license

```
import (  
    "context"  
    "flag"  
    "fmt"  
    "io"
```

```

"os"
"text/tabwriter"

"github.com/vmware/govmomi/govc/cli"
"github.com/vmware/govmomi/govc/flags"
"github.com/vmware/govmomi/license"
"github.com/vmware/govmomi/vim25/types"
)

type assigned struct {
    *flags.ClientFlag
    *flags.OutputFlag

    id string
}

func init() {
    cli.Register("license.assigned.ls", &assigned{})
}

func (cmd *assigned) Register(ctx
context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.id, "id", "", "Entity ID")
}

func (cmd *assigned) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *assigned) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m, err := license.NewManager(client).AssignmentManager(ctx)

```

```

if err != nil {
    return err
}

assigned, err := m.QueryAssigned(ctx, cmd.id)
if err != nil {
    return err
}

return cmd.WriteResult(assignedOutput(assigned))
}

type assignedOutput []types.LicenseAssignmentManagerLicenseAssignment

func (res assignedOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ',
    0)
    fmt.Fprintf(tw, "Id:\tScope:\tName:\tLicense:\n")
    for _, v := range res {
        fmt.Fprintf(tw, "%s\t", v.EntityId)
        fmt.Fprintf(tw, "%s\t", v.Scope)
        fmt.Fprintf(tw, "%s\t", v.EntityDisplayName)
        fmt.Fprintf(tw, "%s\t", v.AssignedLicense.LicenseKey)
        fmt.Fprintf(tw, "\n")
    }
    return tw.Flush()
}
Paul Borman <borman@google.com>
bmatsuo
shawnp
theory
jboverfelt
dsymonds
cd1
wallclockbuilder
dansouza

```

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*/

package license

```
import (  
    "fmt"  
    "io"  
    "os"  
    "text/tabwriter"
```

```
"github.com/vmware/govmomi/vim25/types"
)

type licenseOutput []types.LicenseManagerLicenseInfo
```

```
func (res licenseOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Key:\tEdition:\tUsed:\tTotal:\n")
    for _, v := range res {
        fmt.Fprintf(tw, "%s\t", v.LicenseKey)
        fmt.Fprintf(tw, "%s\t",
            v.EditionKey)
        fmt.Fprintf(tw, "%d\t", v.Used)
        fmt.Fprintf(tw, "%d\t", v.Total)
        fmt.Fprintf(tw, "\n")
    }
    return tw.Flush()
}
```

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*/

package license

```
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    "context"  
    "flag"
```

```
    "github.com/vmware/govmomi/govc/cli"  
    "github.com/vmware/govmomi/govc/flags"  
    "github.com/vmware/govmomi/license"  
)
```

```
type remove struct {  
    *flags.ClientFlag  
    *flags.OutputFlag  
}
```

```
func init() {  
    cli.Register("license.remove", &remove{})  
}
```

```
func (cmd *remove) Register(ctx context.Context, f *flag.FlagSet) {  
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)  
    cmd.ClientFlag.Register(ctx,  
    f)
```

```
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)  
    cmd.OutputFlag.Register(ctx, f)  
}
```

```
func (cmd *remove) Process(ctx context.Context) error {  
    if err := cmd.ClientFlag.Process(ctx); err != nil {  
        return err
```

```

}
if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
}
return nil
}

func (cmd *remove) Usage() string {
    return "KEY..."
}

func (cmd *remove) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)
    for _, v := range f.Args() {
        err = m.Remove(ctx, v)
        if err != nil {
            return err
        }
    }

    return nil
}

#!/usr/bin/env bats

load test_helper

# These tests should only run against a server running an evaluation license.
verify_evaluation() {
    if [ "$(govc license.ls -json | jq -r .[0].EditionKey)" != "eval" ]; then
        skip "requires evaluation license"
    fi
}

get_key() {
    jq ".[] | select(.LicenseKey == \"$1\")"
}

get_property() {
    jq -r ".Properties[] | select(.Key == \"$1\") | .Value"
}

@test "license.add" {
    esx_env

```

verify_evaluation

```
run govc license.add -json 00000-00000-00000-00000-00001 00000-00000-00000-00000-00002
assert_success
```

```
# Expect to see an entry for both the first and the second key
assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00001 <<<${output} |
get_property diagnostic)"
assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00002 <<<${output} |
get_property diagnostic)"
}
```

```
@test "license.remove" {
    esx_env
```

verify_evaluation

```
run govc license.remove -json 00000-00000-00000-00000-00001
assert_success
}
```

```
@test "license.ls" {
    vcsim_env
```

verify_evaluation

```
run govc license.ls -json
assert_success
```

```
# Expect the test instance to run in evaluation mode
assert_equal "Evaluation Mode" "$(get_key 00000-00000-00000-00000-00000 <<<${output} | jq -r ".Name")"
}
```

```
@test "license.decode" {
    esx_env
```

verify_evaluation

```
key=00000-00000-00000-00000-00000
assert_equal "eval" $(govc license.decode $key | grep $key | awk '{print $2}')
}
/*
```

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*/

package license

```
import (  
    "context"
```

```
  
    "github.com/vmware/govmomi/object"  
    "github.com/vmware/govmomi/vim25/methods"  
    "github.com/vmware/govmomi/vim25/types"  
)
```

```
type AssignmentManager struct {  
    object.Common  
}
```

```
func (m AssignmentManager) QueryAssigned(ctx context.Context, id string)  
([]types.LicenseAssignmentManagerLicenseAssignment, error) {  
    req := types.QueryAssignedLicenses{  
        This:    m.Reference(),  
        EntityId:  
        id,  
    }  
}
```

```
res, err := methods.QueryAssignedLicenses(ctx, m.Client(), &req)  
if err != nil {  
    return nil, err  
}
```

```
return res.Returnval, nil  
}
```

```
func (m AssignmentManager) Remove(ctx context.Context, id string) error {  
    req := types.RemoveAssignedLicense{  
        This:    m.Reference(),  
        EntityId: id,  
    }  
}
```

```
_, err := methods.RemoveAssignedLicense(ctx, m.Client(), &req)
```

```

return err
}

func (m AssignmentManager) Update(ctx context.Context, id string, key string, name string)
(*types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateAssignedLicense{
        This:      m.Reference(),
        Entity:     id,
        LicenseKey: key,
        EntityDisplayName: name,
    }

    res, err := methods.UpdateAssignedLicense(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }

    return &res.Returnval, nil
}

```

1.207 mongo-go-driver v1.4.6

1.207.1 Available under license :

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1.209 simplejson 2.0.9

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1.210 lib-pq v1.8.0

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```
// +build go1.10
```

```
package pq
```

```
import (  
    "context"  
    "database/sql/driver"  
)
```

```
// NoticeHandler returns the notice handler on the given connection, if any. A  
// runtime panic occurs if c is not a pq connection. This is rarely used  
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.  
func NoticeHandler(c driver.Conn) func(*Error) {  
    return c.(*conn).noticeHandler  
}
```

```
// SetNoticeHandler sets the given notice handler on the given connection. A  
// runtime panic occurs if c is not a pq connection. A nil handler may be used  
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and  
// ConnectorWithNoticeHandler instead.  
//  
// Note: Notice handlers are executed synchronously by pq meaning commands  
// won't continue to be processed until the handler returns.  
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {  
    c.(*conn).noticeHandler = handler  
}
```

```

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
// on it.
type NoticeHandlerConnector
struct {
    driver.Connector
    noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
    c, err := n.Connector.Connect(ctx)
    if err == nil {
        SetNoticeHandler(c, n.noticeHandler)
    }
    return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        return c.noticeHandler
    }
    return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and setting the notice
//
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
    if c, ok := c.(*NoticeHandlerConnector); ok {
        c.noticeHandler = handler
        return c
    }
    return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}

```

1.211 go-immutable-radix v1.3.0

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1.212 google-api-go-client v0.29.0

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package api

```
import (  
    "bytes"  
    "io/ioutil"  
    "os"  
    "path/filepath"  
    "regexp"  
    "testing"  
)
```

// Files in this package use a BSD-style license.

```
var sentinel = regexp.MustCompile(`(//|#) Copyright \d\d\d\d (Google LLC|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.
```

```
`)
```

```
const prefix = "// Copyright"
```

```
// A few files have to be skipped.
```

```

var skip = map[string]bool{
    "tools.go": true, // This file requires another comment above the license.
    "internal/third_party/uritemplates/uritemplates.go": true, // This file is licensed to an individual.
    "internal/third_party/uritemplates/uritemplates_test.go": true, // This file is licensed to an individual.
}

// This test validates that all go files in the repo start with an appropriate license.
func TestLicense(t
*testing.T) {
    err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
        if skip[path] {
            return nil
        }

        if err != nil {
            return err
        }

        if filepath.Ext(path) != ".go" && filepath.Ext(path) != ".sh" {
            return nil
        }

        src, err := ioutil.ReadFile(path)
        if err != nil {
            return nil
        }

        // Verify that the license is matched.
        if !sentinel.Match(src) {
            t.Errorf("%v: license header not present", path)
            return nil
        }

        // Also check it is at the top of .go files (but not .sh files, because they must have a shebang first).
        if filepath.Ext(path) == ".go" && !bytes.HasPrefix(src, []byte(prefix)) {
            t.Errorf("%v: license header not at the top", path)
        }
        return nil
    })
    if err != nil {
        t.Fatal(err)
    }
}

```

1.213 aws-sdk-go v1.37.19

1.213.1 Available under license :

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+++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith

Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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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

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

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:

a) The modified work must itself be a software library.

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 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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If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

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.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year>
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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary.

Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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

That's all there is to it!

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Version 3, 29 June 2007

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When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you

these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps:

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assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

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.

TERMS AND CONDITIONS

0. 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 under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

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.

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To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

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.

2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

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Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed;

section 10

makes it unnecessary.

3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

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4. Conveying Verbatim Copies.

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5. Conveying Modified Source Versions.

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.

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analysis/common/src/org/apache/lucene/analysis/en

was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst) under the BSD-license.

The Arabic, Persian, Romanian, Bulgarian, and Hindi analyzers (common) come with a default stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:

`analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt`,

`analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt`,

`analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt`,

`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt`,

`analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt`

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created

by Jacques Savoy and

Ljiljana Dolamic. These files reside in:

`analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java`

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=====
Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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1.228 python 3.8.10

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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		
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1.229 urllib3 1.25.8

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Contributions to the urllib3 project

Creator & Maintainer

* Andrey Petrov <andrey.petrov@shazow.net>

Contributors

In chronological order:

* victor.vde <<http://code.google.com/u/victor.vde/>>

* HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <<http://code.google.com/u/erikcederstrand/>>

* NTLM-authenticated HTTPSConnectionPool

* Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>

* Client-verified SSL certificates for HTTPSConnectionPool

* Response gzip and deflate encoding support

* Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>

* Non-multipart encoding for POST requests

* p.dobrogost <<http://code.google.com/u/@WBRSRIBZDhBFXQB6/>>

* Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>

* Bugfixes, suggestions, Requests integration

* georgemarshall <<https://github.com/georgemarshall>>

* Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>

* Python 3 support

* brandon-rhodes <<http://rhodesmill.org/brandon>>

* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>

* IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>

* Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>

* Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>

* Support for TLS SNI

* API unification of ssl_version/cert_reqs

* SSL fingerprint and alternative hostname verification

* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>

* Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>

* Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>

* Correct six.moves conflict

* Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>

* Allowed to skip SSL hostname verification

* Cory Benfield

<<https://lukasa.co.uk/about/>>

* Stream method for Response objects.

* Return native strings in header values.

- * Generate 'Host' header when using proxies.
- * Jason Robinson <jaywink@basshero.org>
- * Add missing WrappedSocket.fileno method in PyOpenSSL
- * Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
- * Fixed a race condition
- * Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
- * Added HTTPS (CONNECT) proxy support
- * Stephen Holsapple <sholsapp@gmail.com>
- * Added abstraction for granular control of request fields
- * Martin von Gagern <Martin.vGagern@gmx.net>
- * Support for non-ASCII header parameters
- * Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
- * Support for separate connect and request timeouts
- * Peter Waller <p@pwaller.net>
- * HTTPResponse.tell() for determining amount received over the wire
- * Nipunn Koorapati <nipunn1313@gmail.com>
- * Ignore default ports when comparing hosts for equality
- * Danilo @dbrgn <https://dbrgn.ch/>
- * Disabled TLS compression by default on Python 3.2+
- * Disabled TLS compression in pyopenssl contrib module
- * Configurable cipher suites in pyopenssl contrib module
- * Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
- * Account retries on proxy errors
- * Nicolas Delaby <nicolas.delaby@ezeep.com>
- * Use the platform-specific CA certificate locations
- * Josh Schneier <https://github.com/jschneier>
- * HTTPHeaderDict and associated tests and docs
- * Bugfixes, docs, test coverage
- * Tahia Khan <http://tahia.tk/>
- * Added Timeout examples in docs
- * Arthur Grunseid <https://grunseid.com>
- * source_address support and tests (with https://github.com/bui)
- * Ian Cordasco <graffatcolmingov@gmail.com>

- * PEP8 Compliance and Linting
- * Add ability to pass socket options to an HTTP Connection

- * Erik Tollerud <erik.tollerud@gmail.com>
- * Support for standard library io module.

- * Krishna Prasad <kprasad.iitd@gmail.com>
- * Google App Engine documentation

- * Aaron Meurer
<asmeurer@gmail.com>
- * Added Url.url, which unparses a Url

- * Evgeny Kapun <abacabadabacaba@gmail.com>
- * Bugfixes

- * Benjamin Meyer <bm_witness@yahoo.com>
- * Security Warning Documentation update for proper capture

- * Shivan Sornarajah <github@sornars.com>
- * Support for using ConnectionPool and PoolManager as context managers.

- * Alex Gaynor <alex.gaynor@gmail.com>
- * Updates to the default SSL configuration

- * Tomas Tomecek <tomecek@redhat.com>
- * Implemented generator for getting chunks from chunked responses.

- * tlynn <https://github.com/tlynn>
- * Respect the warning preferences at import.

- * David D. Riddle <ddriddle@illinois.edu>
- * IPv6 bugfixes in testsuite

- * Thea Flowers <magicalgirl@google.com>
- * App Engine environment tests.
- * Documentation re-write.

- * John Krauss <https://github.com/talos>
- * Clues to debugging problems with `cryptography` dependency in docs

- * Disassem <https://github.com/Disassem>
- * Fix pool-default headers not applying for url-encoded requests like GET.

- * James Atherfold <jlatherfold@hotmail.com>
- * Bugfixes relating to cleanup of connections during errors.

- * Christian Pedersen <<https://github.com/chripede>>
- * IPv6 HTTPS proxy bugfix

- * Jordan Moldow <<https://github.com/jmoldow>>
- * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
- * Bugfix for ``ConnectionPool.urlopen(release\_conn=False)``.
- * Creation of ``HTTPConnectionPool.ResponseCls``.

- * Predrag Gruevski <<https://github.com/obi1kenobi>>
- * Made cert digest comparison use a constant-time algorithm.

- * Adam Talsma <<https://github.com/a-tal>>
- * Bugfix to ca_cert file paths.

- * Evan Meagher <<https://evanmeagher.net>>
- * Bugfix related to `memoryview` usage in PyOpenSSL adapter

- * John Vandenberg <jayvdb@gmail.com>
- * Python 2.6 fixes; pyflakes and pep8 compliance

- * Andy Caldwell <andy.m.caldwell@gmail.com>
- * Bugfix related to reusing connections in indeterminate states.

- * Ville Skytt <ville.skytta@iki.fi>
- * Logging efficiency improvements, spelling fixes, Travis config.

- * Shige Takeda <smtakeda@gmail.com>
- * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

- * Jess Shapiro <jesse@jesseshapiro.net>
- * Various character-encoding fixes/tweaks
- * Disabling IPv6 DNS when IPv6 connections not supported

- * David Foster <<http://dafoster.net/>>
- * Ensure order of request and response headers are preserved.

- * Jeremy Cline <jeremy@jcline.org>
- * Added connection pool keys by scheme

- * Aviv Palivoda <palaviv@gmail.com>
- * History list to Retry object.
- * HTTPResponse contains the last Retry object.

- * Nate Prewitt <nate.prewitt@gmail.com>
- * Ensure timeouts are not booleans and greater than zero.
- * Fixed infinite loop in ``stream`` when amt=None.
- * Added length_remaining to determine remaining data to be read.

- * Added `enforce_content_length` to raise exception when incorrect content-length received.
- * Seth Michael Larson <sethmichaellarson@protonmail.com>
 - * Created selectors backport that supports PEP 475.
- * Alexandre Dias <alex.dias@smarkets.com>
 - * Don't retry on timeout if method not in whitelist
- * Moinuddin Quadri <moin18@gmail.com>
 - * Lazily load idna package
- * Tom White <s6yg1ez3@mail2tor.com>
 - * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.
- * Tim Burke <tim.burke@gmail.com>
 - * Stop buffering entire deflate-encoded responses.
- * Tuukka Mustonen <tuukka.mustonen@gmail.com>
 - * Add counter for `status_forcelist` retries.
- * Erik Rose <erik@mozilla.com>
 - * Bugfix to pyopenssl vendoring
- * Wolfgang Richter <wolfgang.richter@gmail.com>
 - * Bugfix related to loading full certificate chains with PyOpenSSL backend.
- * Mike Miller <github@mikeage.net>
 - * Logging improvements to include the HTTP(S) port when opening a new connection
- * Ioannis Tziakos <mail@itziakos.gr>
 - * Fix `util.selectors._fileobj_to_fd`` to accept `long``.
 - * Update appveyor tox setup to use the 64bit python.
- * Akamai
(through Jess Shapiro) <jshapiro@akamai.com>
 - * Ongoing maintenance; 2017-2018
- * Dominique Leuenberger <dimstar@opensuse.org>
 - * Minor fixes in the test suite
- * Will Bond <will@wbond.net>
 - * Add Python 2.6 support to `contrib.securetransport``
- * Aleksei Alekseev <alekseev.yeskela@gmail.com>
 - * using auth info for socks proxy
- * Chris Wilcox <git@crwilcox.com>
 - * Improve contribution guide

* Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

* Bruce Merry <<https://www.brucemerry.org.za>>

* Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <<https://github.com/hugovk>>

* Drop support for EOL Python 2.6

* Tim Bell <<https://github.com/timb07>>

* Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <<https://github.com/jbramleycl>>

* Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <<https://github.com/kyoshidajp>>

* Remove Authorization header

regardless of case when redirecting to cross-site

* James Meickle <<https://permadeath.com/>>

* Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>

* Remove a spurious TypeError from the exception chain inside
HTTPConnectionPool._make_request(), also for BaseExceptions.

* [Your name or handle] <[email or website]>

* [Brief summary of your changes]

1.230 python-pip 20.1.1

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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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a

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Release	Derived from	Year	Owner	GPL-compatible? (1)
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1.1	2010	PSF	yes
3.1.3	3.1.2	2010	PSF	yes
3.1.4	3.1.3	2011	PSF	yes
3.2	3.1	2011	PSF	yes
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National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>)
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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
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes

2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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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 (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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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
2.2	2.1.1	2001	PSF	yes

2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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Contributors

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* victor.vde <<http://code.google.com/u/victor.vde/>>

* HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <<http://code.google.com/u/erikcederstrand/>>

* NTLM-authenticated HTTPSConnectionPool

* Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>

* Client-verified SSL certificates for HTTPSConnectionPool

* Response gzip and deflate encoding support

* Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>

* Non-multipart encoding for POST requests

* p.dobrogost <<http://code.google.com/u/@WBRSRIBZDhBFXQB6/>>

* Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>

* Bugfixes, suggestions, Requests integration

* georgemarshall <<http://github.com/georgemarshall>>

* Bugfixes, Improvements and Test coverage

*

Thomas Kluyver <thomas@kluyver.me.uk>

* Python 3 support

* brandon-rhodes <<http://rhodesmill.org/brandon>>

* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>

* IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>

* Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>

* Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>

- * Support for TLS SNI
- * API unification of ssl_version/cert_reqs
- * SSL fingerprint and alternative hostname verification
- * Bugfixes in testsuite

- * Sune Kirkeby <mig@ibofobi.dk>
- * Optional SNI-support for Python 2 via PyOpenSSL.

- * Marc Schlaich <marc.schlaich@gmail.com>
- * Various bugfixes and test improvements.

- * Bryce Boe <bbzbryce@gmail.com>
- * Correct six.moves conflict
- * Fixed pickle support of some exceptions

- * Boris Figovsky <boris.figovsky@ravellosystems.com>
- * Allowed to skip SSL hostname verification

- * Cory Benfield
- <<http://lukasa.co.uk/about/>>
- * Stream method for Response objects.
- * Return native strings in header values.
- * Generate 'Host' header when using proxies.

- * Jason Robinson <jaywink@basshero.org>
- * Add missing WrappedSocket.fileno method in PyOpenSSL

- * Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
- * Fixed a race condition

- * Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
- * Added HTTPS (CONNECT) proxy support

- * Stephen Holsapple <sholsapp@gmail.com>
- * Added abstraction for granular control of request fields

- * Martin von Gagern <Martin.vGagern@gmx.net>
- * Support for non-ASCII header parameters

- * Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
- * Support for separate connect and request timeouts

- * Peter Waller <p@pwaller.net>
- * HTTPResponse.tell() for determining amount received over the wire

- * Nipunn Koorapati <nipunn1313@gmail.com>
- * Ignore default ports when comparing hosts for equality

- * Danilo @dbrgn <<http://dbrgn.ch/>>
 - * Disabled TLS compression by default on Python 3.2+
 - * Disabled TLS compression in pyopenssl contrib module
 - * Configurable cipher suites in pyopenssl contrib module
- * Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
 - * Account retries on proxy errors
- * Nicolas Delaby <nicolas.delaby@ezeep.com>
 - * Use the platform-specific CA certificate locations
- * Josh Schneier <<https://github.com/jschneier>>
 - * HTTPHeaderDict and associated tests and docs
 - * Bugfixes, docs, test coverage
- * Tahia Khan <<http://tahia.tk/>>
 - * Added Timeout examples in docs
- * Arthur Grunseid <<http://grunseid.com>>
 - * source_address support and tests (with <https://github.com/bui>)
- * Ian Cordasco <graffatcolmingov@gmail.com>
 - * PEP8 Compliance and Linting
 - * Add ability to pass socket options to an HTTP Connection
- * Erik Tollerud <erik.tollerud@gmail.com>
 - * Support for standard library io module.
- * Krishna Prasad <kprasad.iitd@gmail.com>
 - * Google App Engine documentation
- * Aaron Meurer <asmeurer@gmail.com>
 - * Added Url.url, which unparses a Url
- * Evgeny Kapun <abacabadabacaba@gmail.com>
 - * Bugfixes
- * Benjamin Meyer <bm_witness@yahoo.com>
 - * Security Warning Documentation update for proper capture
- * Shivan Sornarajah <github@sornars.com>
 - * Support for using ConnectionPool and PoolManager as context managers.
- * Alex Gaynor <alex.gaynor@gmail.com>
 - * Updates to the default SSL configuration
- * Tomas Tomecek <ttomecek@redhat.com>
 - * Implemented generator for getting chunks from chunked responses.

- * tlynn <<https://github.com/tlynn>>
- * Respect the warning preferences at import.

- * David D. Riddle <ddriddle@illinois.edu>
- * IPv6 bugfixes in testsuite

- * Jon Wayne Parrott <jonwayne@google.com>
- * App Engine environment tests.

- * John Krauss <<https://github.com/talos>>
- * Clues to debugging problems with `cryptography` dependency in docs

- * Disassem <<https://github.com/Disassem>>
- * Fix pool-default headers not applying for url-encoded requests like GET.

- * James Atherfold <jlatherfold@hotmail.com>
- * Bugfixes relating to cleanup of connections during errors.

- * Christian Pedersen <<https://github.com/chripede>>
- * IPv6 HTTPS proxy bugfix

- * Jordan Moldow <<https://github.com/jmoldow>>
- * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
- * Bugfix for ``ConnectionPool.urlopen(release\_conn=False)``.
- * Creation of ``HTTPConnectionPool.ResponseCls``.

- * Predrag Gruevski <<https://github.com/obi1kenobi>>
- * Made cert digest comparison use a constant-time algorithm.

- * Adam Talsma <<https://github.com/a-tal>>
- * Bugfix to ca_cert file paths.

- * Evan Meagher <<https://evanmeagher.net>>
- * Bugfix related to `memoryview` usage in PyOpenSSL adapter

- * John Vandenberg <jayvdb@gmail.com>
- * Python 2.6 fixes; pyflakes and pep8 compliance

- * Andy Caldwell <andy.m.caldwell@googlemail.com>
- * Bugfix related to reusing connections in indeterminate states.

- * Ville Skytt <ville.skytta@iki.fi>
- * Logging efficiency improvements, spelling fixes, Travis config.

- * Shige Takeda <smtakeda@gmail.com>

- * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response
- * Jesse Shapiro <jesse@jesseshapiro.net>
 - * Various character-encoding fixes/tweaks
 - * Disabling IPv6 DNS when IPv6 connections not supported
- * David Foster <http://dafoster.net/>
 - * Ensure order of request and response headers are preserved.
- * Jeremy Cline <jeremy@jcline.org>
 - * Added connection pool keys by scheme
- * Aviv Palivoda <palaviv@gmail.com>
 - * History list to Retry object.
 - * HTTPResponse contains the last Retry object.
- * Nate Prewitt <nate.prewitt@gmail.com>
 - * Ensure timeouts are not booleans and greater than zero.
 - * Fixed infinite loop in ``stream`` when amt=None.
 - * Added length_remaining to determine remaining data to be read.
 - * Added enforce_content_length to raise exception when incorrect content-length received.
- * Seth Michael Larson <sethmichaellarson@protonmail.com>
 - * Created selectors backport that supports PEP 475.
- * Alexandre Dias <alex.dias@smarkets.com>
 - * Don't retry on timeout if method not in whitelist
- * Moinuddin Quadri <moin18@gmail.com>
 - * Lazily load idna package
- * Tom White <s6yg1ez3@mail2tor.com>
 - * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.
- * Tim Burke <tim.burke@gmail.com>
 - * Stop buffering entire deflate-encoded responses.
- * Tuukka Mustonen <tuukka.mustonen@gmail.com>
 - * Add counter for status_forcelist retries.
- * Erik Rose <erik@mozilla.com>
 - * Bugfix to pyopenssl vendoring
- * [Your name or handle] <[email or website]>
 - * [Brief summary of your changes]

1.232 pbr 3.1.1

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1.233 python-requests 2.23.0

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1.237 go-autorest-logging v0.2.0

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1.238 opencensus v0.22.3

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1.239 google-cloud-go v0.56.0

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```

```
package cloud
```

```
import (  
    "bytes"  
    "io/ioutil"  
    "os"  
    "path/filepath"  
    "strings"  
    "testing"  
)
```

```
var sentinels = []string{  
    "Copyright",  
    "Google",  
    `Licensed under the Apache License, Version 2.0 (the "License");`,  
}
```

```
func TestLicense(t *testing.T) {  
    t.Parallel()  
    err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {  
        if err != nil {  
            return err  
        }  
    }
```

```
        if ext := filepath.Ext(path);  
        ext != ".go" && ext != ".proto" {  
            return nil  
        }  
        if strings.HasSuffix(path, ".pb.go") {  
            // .pb.go files are generated from the proto files.  
            // .proto files must have license headers.  
            return nil  
        }
```

```
        if path == "bigtable/cmd/cbt/cbtdoc.go" {  
            // Automatically generated.  
            return nil  
        }  
        if path == "cmd/go-cloud-debug-agent/internal/debug/elf/elf.go" {  
            // BSD license, which is compatible, is embedded in the file.  
            return nil  
        }
```

```
        src, err := ioutil.ReadFile(path)  
        if err != nil {
```

```

return nil
}
src = src[:300] // Ensure all of the sentinel values are at the top of the file.

// Find license
for _, sentinel := range sentinels {
if !bytes.Contains(src, []byte(sentinel)) {
t.Errorf("%v: license header not present. want %q", path, sentinel)
return nil
}
}

return nil
})
if err != nil {
t.Fatal(err)
}
}

```

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1.241 hcl v1.0.1-vault-3

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1.242 armon-go-metrics v0.3.7

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1.244 go-jmespath v0.4.0

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1.245 gophercloud v0.1.0

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Step 5: Writing the Code

=====

At this point, you should have:

- [x] Identified a feature or bug fix
- [x] Opened an Issue about it
- [x] Located the project's service code which validates the feature or fix
- [x] Have an OpenStack environment available to test with

Now it's time to write the actual code! We recommend reading over the [CONTRIBUTING](/.github/CONTRIBUTING.md) guide again as a refresh. Notably the [Getting Started](/.github/CONTRIBUTING.md#getting-started) section will help you set up a `git` repository correctly.

We encourage you to browse the existing Gophercloud code to find examples of similar implementations. It would be a very rare occurrence for you to be implementing something that hasn't already been done.

Use the existing packages as templates and mirror the style, naming, and logic.

Types of Pull Requests

The amount of changes you plan to make will determine how much code you should submit as Pull Requests.

###

A Single Bug Fix

If you're implementing a single bug fix, then creating one `git` branch and submitting one Pull Request is fine.

Adding a Single Field

If you're adding a single field, then a single Pull Request is also fine. See [#662](https://github.com/gophercloud/gophercloud/pull/662) as an example of this.

If you plan to add more than one missing field, you will need to open a Pull Request for `_each_` field.

Adding a Single API Call

Single API calls can also be submitted as a single Pull Request. See [#722](https://github.com/gophercloud/gophercloud/pull/722) as an example of this.

Adding a Suite of API Calls

If you're adding support for a "suite" of API calls (meaning: Create, Update, Delete, Get), then you will need to create one Pull Request for `_each_` call.

The following Pull Requests are good examples of how to do this:

- * <https://github.com/gophercloud/gophercloud/pull/584>
- * <https://github.com/gophercloud/gophercloud/pull/586>
- * <https://github.com/gophercloud/gophercloud/pull/587>
- *
- <https://github.com/gophercloud/gophercloud/pull/594>

You can also use the provided [template](/docs/contributor-tutorial/.template) as it contains a lot of the repeated boiler plate code seen in each resource. However, please make sure to thoroughly review and edit it as needed. Leaving templated portions in-place might be interpreted as rushing through the work and will require further rounds of review to fix.

Adding an Entire OpenStack Project

To add an entire OpenStack project, you must break each set of API calls into individual Pull Requests. Implementing an entire project can be thought of as implementing multiple API suites.

An example of this can be seen from the Pull Requests referenced in [#723](https://github.com/gophercloud/gophercloud/issues/723).

What to Include in a Pull Request

Each Pull Request should contain the following:

1. The actual Go code to implement the feature or bug fix
2. Unit tests
3. Acceptance tests
4. Documentation

Whether you want to bundle all of the above into a single commit or multiple commits is up to you. Use your preferred style.

Unit Tests

Unit tests should provide basic validation that your code works as intended.

Please do not use JSON fixtures from the API reference documentation. Please generate your own fixtures using the OpenStack environment you're [testing](step-04-acceptance-testing.md) with.

Acceptance Tests

Since unit tests are not run against an actual OpenStack environment, acceptance tests can arguably be more important. The acceptance tests that you include in your Pull Request should confirm that your implemented code works as intended with an actual OpenStack environment.

Documentation

All documentation in Gophercloud is done through in-line `godoc`. Please make sure to document all fields, functions, and methods appropriately. In addition, each package has a `doc.go` file which should be created or amended with details of your Pull Request, where appropriate.

Dealing with Related Pull Requests

If you plan to open more than one Pull Request, it's only natural that code from one Pull Request will be dependent on code from the prior Pull Request.

There are two methods of handling this:

Create Independent Pull Requests

With this method, each Pull Request has all of the code to fully implement the code in question. Each Pull Request can be merged in any order because it's self contained.

Use the following `git` workflow to implement this method:

```

```shell
$ git checkout master
$ git pull
$ git checkout -b identityv3-regions-create
$ (write your code)
$ git add .
$ git commit -m "Implementing Regions Create"

$ git checkout master
$ git checkout -b identityv3-regions-update
$ (write your code)
$ git add .
$ git commit -m "Implementing Regions Update"
```

```

Advantages of this Method:

- * Pull Requests can be merged in any order
- * Additional commits to one Pull Request are independent of other Pull Requests

Disadvantages of this Method:

- * There will be a lot of duplicate code in each Pull Request
- * You will have to rebase all other Pull Requests and resolve a good amount of merge conflicts.

Create a Chain of Pull Requests

With this method, each Pull Request is based off of a previous Pull Request. Pull Requests will have to be merged in a specific order since there is a defined relationship.

Use the following `git` workflow to implement this method:

```

```shell
$ git checkout master
$ git pull
$ git checkout -b identityv3-regions-create
$ (write your code)
$ git add .
$ git commit -m "Implementing Regions Create"

$ git checkout -b identityv3-regions-update
$ (write your code)
$ git add .
$ git commit -m "Implementing Regions Update"
```

```


...

Advantages of this Method:

- * Each Pull Request becomes smaller since you are building off of the last

Disadvantages of this Method:

- * If a Pull Request requires changes, you will have to rebase
all child
Pull Requests based off of the parent.

The choice of method is up to you.

Once you have your code written, submit a Pull Request to Gophercloud and proceed to [Step 6](step-06-code-review.md).

package RESOURCE

```
import (  
    "github.com/gophercloud/gophercloud"  
    "github.com/gophercloud/gophercloud/pagination"  
)
```

```
// RESOURCE represents...  
type Resource struct {  
}
```

```
type commonResult struct {  
    gophercloud.Result  
}
```

```
// GetResult is the response from a Get operation. Call its Extract method  
// to interpret it as a RESOURCE.  
type GetResult struct {  
    commonResult  
}
```

```
// CreateResult is the response from a Create operation. Call its Extract method  
// to interpret it as a RESOURCE.  
type CreateResult struct {  
    commonResult  
}
```

```
// DeleteResult is the response from a Delete operation. Call its ExtractErr to  
// determine if the request succeeded or failed.  
type DeleteResult struct {
```

```

gophercloud.ErrResult
}

// UpdateResult is the result of an Update request. Call its Extract method to
// interpret it as a RESOURCE.
type UpdateResult struct {
    commonResult
}

// ResourcePage is a single page of RESOURCE results.
type ResourcePage struct {
    pagination.LinkedPageBase
}

// IsEmpty determines whether
// or not a page of RESOURCES contains any results.
func (r ResourcePage) IsEmpty() (bool, error) {
    resources, err := ExtractResources(r)
    return len(resources) == 0, err
}

// NextPageURL extracts the "next" link from the links section of the result.
func (r ResourcePage) NextPageURL() (string, error) {
    var s struct {
        Links struct {
            Next    string `json:"next"`
            Previous string `json:"previous"`
        } `json:"links"`
    }
    err := r.ExtractInto(&s)
    if err != nil {
        return "", err
    }
    return s.Links.Next, err
}

// ExtractResources returns a slice of Resources contained in a single page of
// results.
func ExtractResources(r pagination.Page) ([]Resource, error) {
    var s struct {
        Resources []Resource `json:"resources"`
    }
    err := (r.(ResourcePage)).ExtractInto(&s)
    return s.Resources, err
}

// Extract interprets any commonResult as a Resource.
func (r commonResult) Extract() (*Resource, error) {

```

```

var s struct {
    Resource *Resource `json:"resource"`
}
err := r.ExtractInto(&s)
return
s.Resource, err
}
package RESOURCE

import (
    "github.com/gophercloud/gophercloud"
    "github.com/gophercloud/gophercloud/pagination"
)

// ListOptsBuilder allows extensions to add additional parameters to
// the List request
type ListOptsBuilder interface {
    ToResourceListQuery() (string, error)
}

// ListOpts provides options to filter the List results.
type ListOpts struct {
}

// ToResourceListQuery formats a ListOpts into a query string.
func (opts ListOpts) ToResourceListQuery() (string, error) {
    q, err := gophercloud.BuildQueryString(opts)
    return q.String(), err
}

// List retrieves a list of RESOURCES.
func List(client *gophercloud.ServiceClient, opts ListOptsBuilder) pagination.Pager {
    url := listURL(client)
    if opts != nil {
        query, err := opts.ToResourceListQuery()
        if err != nil {
            return pagination.Pager{Err: err}
        }
        url += query
    }
    return pagination.NewPager(client, url, func(r pagination.PageResult) pagination.Page {
        return ResourcePage{pagination.LinkedPageBase{PageResult: r}}
    })
}

//
// Get retrieves details of a RESOURCE.
func Get(client *gophercloud.ServiceClient, id string) (r GetResult) {

```

```

_, r.Err = client.Get(getURL(client, id), &r.Body, nil)
return
}

// CreateOptsBuilder allows extensions to add additional parameters to
// the Create request.
type CreateOptsBuilder interface {
    ToResourceCreateMap() (map[string]interface{}, error)
}

// CreateOpts provides options used to create a RESOURCE.
type CreateOpts struct {
}

// ToResourceCreateMap formats a CreateOpts into a create request.
func (opts CreateOpts) ToResourceCreateMap() (map[string]interface{}, error) {
    return gophercloud.BuildRequestBody(opts, "resource")
}

// Create creates a new RESOURCE.
func Create(client *gophercloud.ServiceClient, opts CreateOptsBuilder) (r CreateResult) {
    b, err := opts.ToResourceCreateMap()
    if err != nil {
        r.Err = err
        return
    }
    _, r.Err = client.Post(createURL(client), &b, &r.Body, &gophercloud.RequestOpts{
        OkCodes: []int{201},
    })
    return
}

// Delete deletes
// a RESOURCE.
func Delete(client *gophercloud.ServiceClient, id string) (r DeleteResult) {
    _, r.Err = client.Delete(deleteURL(client, id), nil)
    return
}

// UpdateOptsBuilder allows extensions to add additional parameters to
// the Update request.
type UpdateOptsBuilder interface {
    ToResourceUpdateMap() (map[string]interface{}, error)
}

// UpdateOpts represents parameters to update a RESOURCE.
type UpdateOpts struct {
}

```

```
// ToUpdateCreateMap formats a UpdateOpts into an update request.
func (opts UpdateOpts) ToResourceUpdateMap() (map[string]interface{}, error) {
    return gophercloud.BuildRequestBody(opts, "resource")
}

// Update modifies the attributes of a RESOURCE.
func Update(client *gophercloud.ServiceClient, id string, opts UpdateOptsBuilder) (r UpdateResult) {
    b, err := opts.ToResourceUpdateMap()
    if err != nil {
        r.Err = err
        return
    }
    _, r.Err = client.Patch(updateURL(client, id), b, &r.Body, &gophercloud.RequestOpts{
        OkCodes: []int{200},
    })
    return
}
```

Contributor Tutorial

=====

This tutorial is to help new contributors become familiar with the processes used by the Gophercloud team when adding a new feature or fixing a bug.

While we have a defined process for working on Gophercloud, we're very mindful that everyone is new to this in the beginning. Please reach out for help or ask for clarification if needed. No question is ever "dumb" or not worth our time answering.

To begin, go to [Step 1](step-01-introduction.md).

Step 6: Code Review

=====

Once you've submitted a Pull Request, three things will happen automatically:

1. Travis-CI will run a set of simple tests:
 - a. Unit Tests
 - b. Code Formatting checks
 - c. `go vet` checks
2. Coveralls will run a coverage test.
3. [OpenLab](https://openlabtesting.org/) will run acceptance tests.

Depending on the results of the above, you might need to make additional changes to your code.

While you're working on the finishing touches to your code, it is helpful to add a `[wip]` tag to the title of your Pull Request.

You are most welcomed to take as much time as you need to work on your Pull Request. As well, take advantage of the automatic testing that is done to each commit.

Travis-CI

If Travis reports code formatting issues, please make sure to run `gofmt` on all of your code. Travis will also report errors with unit tests, so you should ensure those are fixed, too.

Coveralls

If Coveralls reports a decrease in test coverage, check and make sure you have provided unit tests. A decrease in test coverage is `_sometimes_` unavoidable and ignorable.

OpenLab

OpenLab does not yet run a full suite of acceptance tests, so it's possible that the acceptance tests you've included were not run. When this happens, a core member for Gophercloud will run the tests manually.

There are times when a core reviewer does not have access to the resources required to run the acceptance tests. When this happens, it is essential that you've run them yourself (See [Step 4](step-04.md)).

Request a Code Review

When you feel your Pull Request is ready for review, please leave a comment requesting a code review. If you don't explicitly ask for a code review, a core member might not know the Pull Request is ready for review.

Additionally, if there are parts of your implementation that you are unsure about, please ask for help. We're more than happy to provide advice.

During the code review process, a core member will review the code you've submitted and either request changes or request additional information. Generally these requests fall under the following categories:

1. Code which needs to be reformatted (See our [Style Guide](/docs/STYLEGUIDE.md) for conventions used.

2. Requests for additional information about the validity of something. This might happen because the included supporting service code URLs don't have enough information.
3. Missing unit tests or acceptance tests.

Submitting Changes

If a code review requires changes to be submitted, please do not squash your commits. Please only add new commits to the Pull Request. This is to help the code reviewer see only the changes that were made.

It's Never Personal

Code review is a healthy exercise where a new set of eyes can sometimes spot items forgotten by the author.

Please don't take change requests personally. Our intention is to ensure the code is correct before merging.

Once the code has been reviewed and approved, a core member will merge your Pull Request.

Please proceed to [Step 7](step-07-congratulations.md).
package testing

```
import (  
    "fmt"  
    "net/http"  
    "testing"  
  
    "github.com/gophercloud/gophercloud/openstack/service/vN/resources"  
    th "github.com/gophercloud/gophercloud/testhelper"  
    "github.com/gophercloud/gophercloud/testhelper/client"  
)
```

```
// ListResult provides a single page of RESOURCE results.  
const ListResult = `  
{  
}  
,`
```

```

// GetResult provides a Get result.
const GetResult = `
{
}
`

// CreateRequest provides the input to a Create request.
const CreateRequest = `
{
}
`

// UpdateRequest provides the input to as Update request.
const UpdateRequest = `
{
}
`

// UpdateResult provides an update result.
const UpdateResult = `
{
}
`

// FirstResource is the first resource in the List request.
var FirstResource = resources.Resource{}

// SecondResource is the second resource in the List request.
var SecondResource = resources.Resource{}

// SecondResourceUpdated is how SecondResource should look after an Update.
var SecondResourceUpdated = resources.Resource{}

// ExpectedResourcesSlice is the
slice of resources expected to be returned from ListResult.
var ExpectedResourcesSlice = []resources.Resource{FirstResource, SecondResource}

// HandleListResourceSuccessfully creates an HTTP handler at `/resources` on the
// test handler mux that responds with a list of two resources.
func HandleListResourceSuccessfully(t *testing.T) {
    th.Mux.HandleFunc("/resources", func(w http.ResponseWriter, r *http.Request) {
        th.TestMethod(t, r, "GET")
        th.TestHeader(t, r, "Accept", "application/json")
        th.TestHeader(t, r, "X-Auth-Token", client.TokenID)

        w.Header().Set("Content-Type", "application/json")
        w.WriteHeader(http.StatusOK)
        fmt.Fprintf(w, ListResult)
    })
}

```



```

    })
}

// HandleGetResourceSuccessfully creates an HTTP handler at `/resources` on the
// test handler mux that responds with a single resource.
func HandleGetResourceSuccessfully(t *testing.T) {
    th.Mux.HandleFunc("/resources/9fe1d3", func(w http.ResponseWriter, r *http.Request) {
        th.TestMethod(t, r, "GET")
        th.TestHeader(t,
            r, "Accept", "application/json")
        th.TestHeader(t, r, "X-Auth-Token", client.TokenID)

        w.Header().Set("Content-Type", "application/json")
        w.WriteHeader(http.StatusOK)
        fmt.Fprintf(w, GetResult)
    })
}

// HandleCreateResourceSuccessfully creates an HTTP handler at `/resources` on the
// test handler mux that tests resource creation.
func HandleCreateResourceSuccessfully(t *testing.T) {
    th.Mux.HandleFunc("/resources", func(w http.ResponseWriter, r *http.Request) {
        th.TestMethod(t, r, "POST")
        th.TestHeader(t, r, "X-Auth-Token", client.TokenID)
        th.TestJSONRequest(t, r, CreateRequest)

        w.WriteHeader(http.StatusCreated)
        fmt.Fprintf(w, GetResult)
    })
}

// HandleDeleteResourceSuccessfully creates an HTTP handler at `/resources` on the
// test handler mux that tests resource deletion.
func HandleDeleteResourceSuccessfully(t *testing.T) {
    th.Mux.HandleFunc("/resources/9fe1d3", func(w http.ResponseWriter, r *http.Request) {
        th.TestMethod(t, r, "DELETE")
        th.TestHeader(t, r,
            "X-Auth-Token", client.TokenID)

        w.WriteHeader(http.StatusNoContent)
    })
}

// HandleUpdateResourceSuccessfully creates an HTTP handler at `/resources` on the
// test handler mux that tests resource update.
func HandleUpdateResourceSuccessfully(t *testing.T) {
    th.Mux.HandleFunc("/resources/9fe1d3", func(w http.ResponseWriter, r *http.Request) {
        th.TestMethod(t, r, "PATCH")
    })
}

```

```

th.TestHeader(t, r, "X-Auth-Token", client.TokenID)
th.TestJSONRequest(t, r, UpdateRequest)

w.WriteHeader(http.StatusOK)
fmt.Fprintf(w, UpdateResult)
})
}
package testing

import (
    "testing"

    "github.com/gophercloud/gophercloud/openstack/service/vN/resources"
    "github.com/gophercloud/gophercloud/pagination"
    th "github.com/gophercloud/gophercloud/testhelper"
    "github.com/gophercloud/gophercloud/testhelper/client"
)

func TestListResources(t *testing.T) {
    th.SetupHTTP()
    defer th.TeardownHTTP()
    HandleListResourcesSuccessfully(t)

    count := 0
    err := resources.List(client.ServiceClient(), nil).EachPage(func(page pagination.Page) (bool, error) {
        count++

        actual, err := resources.ExtractResources(page)
        th.AssertNoErr(t, err)

        th.AssertDeepEquals(t, ExpectedResourcesSlice, actual)

        return true, nil
    })
    th.AssertNoErr(t, err)
    th.AssertEquals(t, count, 1)
}

func TestListResourcesAllPages(t *testing.T) {
    th.SetupHTTP()
    defer th.TeardownHTTP()
    HandleListResourcesSuccessfully(t)

    allPages, err := resources.List(client.ServiceClient(), nil).AllPages()
    th.AssertNoErr(t, err)
    actual, err := resources.ExtractResources(allPages)
    th.AssertNoErr(t,

```

```

err)
th.AssertDeepEquals(t, ExpectedResourcesSlice, actual)
}

func TestGetResource(t *testing.T) {
th.SetupHTTP()
defer th.TeardownHTTP()
HandleGetResourceSuccessfully(t)

actual, err := resources.Get(client.ServiceClient(), "9fe1d3").Extract()
th.AssertNoErr(t, err)
th.AssertDeepEquals(t, SecondResource, *actual)
}

func TestCreateResource(t *testing.T) {
th.SetupHTTP()
defer th.TeardownHTTP()
HandleCreateResourceSuccessfully(t)

createOpts := resources.CreateOpts{
    Name: "resource two",
}

actual, err := resources.Create(client.ServiceClient(), createOpts).Extract()
th.AssertNoErr(t, err)
th.AssertDeepEquals(t, SecondResource, *actual)
}

func TestDeleteResource(t *testing.T) {
th.SetupHTTP()
defer th.TeardownHTTP()
HandleDeleteResourceSuccessfully(t)

res := resources.Delete(client.ServiceClient(), "9fe1d3")
th.AssertNoErr(t, res.Err)
}

func TestUpdateResource(t *testing.T) {
th.SetupHTTP()
defer th.TeardownHTTP()
HandleUpdateResourceSuccessfully(t)

updateOpts
:= resources.UpdateOpts{
    Description: "Staging Resource",
}

actual, err := resources.Update(client.ServiceClient(), "9fe1d3", updateOpts).Extract()

```

```
th.AssertNoErr(t, err)
th.AssertDeepEquals(t, SecondResourceUpdated, *actual)
}
```

Step 4: Acceptance Testing

=====

If we haven't started working on the feature or bug fix, why are we talking about Acceptance Testing now?

Before you implement a feature or bug fix, you must be able to test your code in a working OpenStack environment. Please do not submit code which you have only tested with offline unit tests.

Blindly submitting code is dangerous to the Gophercloud project. Developers from all over the world use Gophercloud in many different projects. If you submit code which is untested, it can cause these projects to break or become unstable.

And, to be frank, submitting untested code will inevitably cause someone else to have to spend time fixing it.

If you don't have an OpenStack environment to test with, we have lots of documentation [here](/acceptance) to help you build your own small OpenStack environment for testing.

Once you've confirmed you are able to test your code, proceed to

[Step 5](step-05-pull-requests.md) to (finally!)

start working on a Pull

Request.

/*

Package NAME manages and retrieves RESOURCE in the OpenStack SERVICE Service.

Example to List RESOURCE

Example to Create a RESOURCE

Example to Update a RESOURCE

Example to Delete a RESOURCE

*/

package RESOURCE

Step 7: Congratulations!

=====

At this point your code is merged and you've either fixed a bug or added a new

feature to Gophercloud!

We completely understand that this has been a long process. We appreciate your patience as well as the time you have taken for working on this. You've made Gophercloud a better project with your work.

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Step 3: Code Hunting

=====

If you plan to submit a feature or bug fix to Gophercloud, you must be able to prove your code correctly works with the OpenStack service in question.

Let's use the following issue as an example:

<https://github.com/gophercloud/gophercloud/issues/621>.

In this issue, there's a request being made to add support for

`availability\_zone\_hints` to the `networking/v2/networks` package.

Meaning, we want to change:

```
```go
type Network struct {
 ID string `json:"id"`
 Name string `json:"name"`
 AdminStateUp bool `json:"admin_state_up"`
 Status string `json:"status"`
 Subnets []string `json:"subnets"`
 TenantID string `json:"tenant_id"`
 Shared bool `json:"shared"`
}
```
```

to look like

```
```go
type Network struct {
 ID string `json:"id"`
 Name string `json:"name"`
 AdminStateUp bool `json:"admin_state_up"`
 Status
```

```

 string `json:"status"`
Subnets []string `json:"subnets"`
TenantID string `json:"tenant_id"`
Shared bool `json:"shared"`

AvailabilityZoneHints []string `json:"availability_zone_hints"`
}
...

```

We need to be sure that ``availability_zone_hints`` is a field which really does exist in the OpenStack Neutron project and it's not a field which was added as a customization to a single OpenStack cloud.

In addition, we need to ensure that ``availability_zone_hints`` is really a ``[]string`` and not a different kind of type.

One way of verifying this is through the [OpenStack API reference documentation](<https://developer.openstack.org/api-ref/network/v2/>). However, the API docs might either be incorrect or they might not provide all of the details we need to know in order to ensure this field is added correctly.

- > Note: when we say the API docs might be incorrect, we are `_not_` implying
- > that the API docs aren't
- useful or that the contributors who work on the API
- > docs are wrong. OpenStack moves fast. Typos happen. Forgetting to update
- > documentation happens.

Since the OpenStack service itself correctly accepts and processes the fields, the best source of information on how the field works is in the service code itself.

Continuing on with using #621 as an example, we can find the definition of ``availability_zone_hints`` in the following piece of code:

<https://github.com/openstack/neutron/blob/8e9959725eda4063a318b4ba6af1e3494cad9e35/neutron/objects/network.py#L191>

The above code confirms that ``availability_zone_hints`` is indeed part of the ``Network`` object and that its type is a list of strings (``[]string``).

This example is a best-case situation: the code is relatively easy to find and it's simple to understand. However, there will be times when proving the implementation in the service code is difficult. Make no mistake, this is `_not_` fun work. This can sometimes be more difficult than writing the actual patch for Gophercloud. However, this is an essential step to ensuring the feature or bug fix is correctly added to Gophercloud.

Examples of good code hunting can be seen here:

- \* <https://github.com/gophercloud/gophercloud/issues/539>
- \* <https://github.com/gophercloud/gophercloud/issues/555>
- \* <https://github.com/gophercloud/gophercloud/issues/571>
- \* <https://github.com/gophercloud/gophercloud/issues/583>
- \* <https://github.com/gophercloud/gophercloud/issues/605>

## Code Hunting Tips

-----

OpenStack projects differ from one to another. Code is organized in different ways. However, the following tips should be useful across all projects.

- \* The logic which implements Create and Delete actions is usually either located in the "model" or "controller" portion of the code.
- \* Use Github's search box to search for the exact field you're working on. Review all results to gain a good understanding of everywhere the field is used.
- \* When adding a field, look for an object model or a schema of some sort.

---

Proceed to [Step 4](step-04-acceptance-testing.md) to learn about Acceptance Testing.

### Step 1: Read Our Guides

=====

There are two introductory guides you should read before proceeding:

- \* [CONTRIBUTING](/github/CONTRIBUTING.md): The Contributing guide is a detailed document which describes the different ways you can contribute to Gophercloud and how to get started. This tutorial you're reading is very similar to that guide, but presented in a different way. We still recommend you read it over.
- \* [STYLE](/docs/STYLEGUIDE.md): The Style Guide documents coding conventions used in the Gophercloud project.

---

When you've finished reading those guides, proceed to [Step 2](step-02-issues.md).

### Step 2: Create an Issue

=====

Every patch / Pull Request requires a corresponding issue. If you're fixing

a bug for an existing issue, then there's no need to create a new issue.

However, if no prior issue exists, you must create an issue.

## Reporting a Bug

-----

When reporting a bug, please try to provide as much information as you can.

The following issues are good examples for reporting a bug:

- \* <https://github.com/gophercloud/gophercloud/issues/108>
- \* <https://github.com/gophercloud/gophercloud/issues/212>
- \* <https://github.com/gophercloud/gophercloud/issues/424>
- \* <https://github.com/gophercloud/gophercloud/issues/588>
- \* <https://github.com/gophercloud/gophercloud/issues/629>
- \* <https://github.com/gophercloud/gophercloud/issues/647>

## Feature Request

-----

If you've noticed that a feature is missing from Gophercloud, you'll also need to create an issue before doing any work. This is start a discussion about whether or not the feature should be included in Gophercloud. We don't want to want to see you put in hours of work only to learn that the feature is out of scope of the project.

Feature requests can come in different forms:

### ### Adding a Feature to Gophercloud Core

The "core" of Gophercloud is the code which supports API requests and responses: pagination, error handling, building request bodies, and parsing response bodies are all examples of core code.

Modifications to core will usually have the most amount of discussion than other requests since a change to core will affect all of Gophercloud.

The following issues are examples of core change discussions:

- \* <https://github.com/gophercloud/gophercloud/issues/310>
- \* <https://github.com/gophercloud/gophercloud/issues/613>
- \* <https://github.com/gophercloud/gophercloud/issues/729>
- \* <https://github.com/gophercloud/gophercloud/issues/713>

### ### Adding a Missing Field

If you've found a missing field in an existing struct, submit an issue to request having it added. These kinds of issues are pretty easy to report and resolve.

You should also provide a link to the actual service's Python code which defines the missing field.

The following issues are examples of missing fields:

- \* <https://github.com/gophercloud/gophercloud/issues/620>
- \* <https://github.com/gophercloud/gophercloud/issues/621>
- \* <https://github.com/gophercloud/gophercloud/issues/658>

There's one situation which can make adding fields more difficult: if the field is part of an API extension rather than the base API itself. An example of this can be seen in [this](<https://github.com/gophercloud/gophercloud/issues/749>) issue.

Here, a user reported fields missing in the ``Get`` function of ``networking/v2/networks``. The fields reported missing weren't missing at all, they're just part of various Networking extensions located in ``networking/v2/extensions``.

### ### Adding a Missing API Call

If you've found a missing API action, create an issue with details of the action. For example:

- \* <https://github.com/gophercloud/gophercloud/issues/715>
- \* <https://github.com/gophercloud/gophercloud/issues/719>

You'll want to make sure the API call is part of the upstream OpenStack project and not an extension created by a third-party or vendor. Gophercloud only supports the OpenStack projects proper.

### ### Adding a Missing API Suite

Adding support to a missing suite of API calls will require more than one Pull Request. However, you can use a single issue for all PRs.

Examples of issues which track the addition of a missing API suite are:

- \* <https://github.com/gophercloud/gophercloud/issues/539>
- \* <https://github.com/gophercloud/gophercloud/issues/555>
- \* <https://github.com/gophercloud/gophercloud/issues/571>

\* <https://github.com/gophercloud/gophercloud/issues/583>

\* <https://github.com/gophercloud/gophercloud/issues/605>

Note how the issue breaks down the implementation by request types (Create, Update, Delete, Get, List).

Also note how these issues provide links to the service's Python code. These links are not required

for `_issues_`, but it's usually a good idea to provide them, anyway. These links `_are required_` for PRs and that will be covered in detail in a later step of this tutorial.

### ### Adding a Missing OpenStack Project

These kinds of feature additions are large undertakings. Adding support for an entire OpenStack project is something the Gophercloud team very much appreciates, but you should be prepared for several weeks of work and interaction with the Gophercloud team.

An example of how to create an issue for an entire project can be seen here:

\* <https://github.com/gophercloud/gophercloud/issues/723>

---

With all of the above in mind, proceed to [Step 3](step-03-code-hunting.md) to learn about Code Hunting.

package RESOURCE

```
import "github.com/gophercloud/gophercloud"
```

```
func listURL(client *gophercloud.ServiceClient) string {
 return client.ServiceURL("resource")
}
```

```
func getURL(client *gophercloud.ServiceClient, id string) string {
 return client.ServiceURL("resource", id)
}
```

```
func createURL(client *gophercloud.ServiceClient) string {
 return client.ServiceURL("resource")
}
```

```
func deleteURL(client *gophercloud.ServiceClient, id string) string {
 return client.ServiceURL("resource", id)
}
```

```
func updateURL(client *gophercloud.ServiceClient, id string) string {
 return client.ServiceURL("resource", id)
}
```

## 1.246 mergo 0.3.12

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```
import: ../../../../fossene/db/schema/thing.yml
```

```
fields:
```

```
 site: string
```

```
 author: root
```

## 1.247 go-xerial-snappy 0.0.0-20180814174437-776d5712da21

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## 1.248 jcmturner-gofork 1.0.0

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## 1.249 jcmturner-gokrb 7.5.0

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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  
lib/libgss/g\_acquire\_cred.c  
lib/libgss/g\_canon\_name.c  
lib/libgss/g\_compare\_name.c  
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lib/libgss/g\_rel\_buffer.c  
lib/libgss/g\_rel\_cred.c  
lib/libgss/g\_rel\_name.c  
lib/libgss/g\_rel\_oid\_set.c  
lib/libgss/g\_seal.c  
lib/libgss/g\_sign.c  
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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"src/lib/gssapi", including the following files:

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/iprof\_hdr.h  
kadmin/server/iprof\_svc.c  
lib/kdb/iprof.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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## 1.252 go-isatty 0.0.12

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## 1.262 google-go-cmp 0.5.6

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## 1.267 xdg-stringprep 1.0.3

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Clockwork - a clock process to replace cron

=====

Cron is non-ideal for running scheduled application tasks, especially in an app deployed to multiple machines. [More details.]([http://adam.heroku.com/past/2010/4/13/rethinking\\_cron/](http://adam.heroku.com/past/2010/4/13/rethinking_cron/))

Clockwork is a cron replacement. It runs as a lightweight, long-running Ruby process which sits alongside your web processes (Mongrel/Thin) and your worker processes (DJ/Resque/Minion/Stalker) to schedule recurring work at particular times or dates. For example, refreshing feeds on an hourly basis, or send reminder emails on a nightly basis, or generating invoices once a month on the

1st.

## Quickstart

-----

Create clock.rb:

```
require 'clockwork'
include Clockwork

handler do |job|
 puts "Running #{job}"
end

every(10.seconds, 'frequent.job')
every(3.minutes, 'less.frequent.job')
every(1.hour, 'hourly.job')

every(1.day, 'midnight.job', :at => '00:00')
```

Run it with the clockwork binary:

```
$ clockwork clock.rb
[2010-05-25 18:16:46 -0700] Starting clock for 4 events: [frequent.job less.frequent.job hourly.job midnight.job]
[2010-05-25 18:16:46 -0700] -> frequent.job
```

## Use with queueing

-----

The clock process only makes sense as a place to schedule work to be done, not to do the work. It avoids locking by running as a single process, but this makes it impossible to parallelize. For doing the work, you should be using a job queueing system, such as

[Delayed Job](<http://www.therailsway.com/2009/7/22/do-it-later-with-delayed-job>),  
[Beanstalk/Stalker]([http://adam.heroku.com/past/2010/4/24/beanstalk\\_a\\_simple\\_and\\_fast\\_queueing\\_backend/](http://adam.heroku.com/past/2010/4/24/beanstalk_a_simple_and_fast_queueing_backend/)),  
[RabbitMQ/Minion]([http://adamblog.heroku.com/past/2009/9/28/background\\_jobs\\_with\\_rabbitmq\\_and\\_minion/](http://adamblog.heroku.com/past/2009/9/28/background_jobs_with_rabbitmq_and_minion/)),  
or  
[Resque](<http://github.com/blog/542-introducing-resque>). This design allows a simple clock process with no locks, but also offers near infinite horizontal scalability.

For example, if you're using Beanstalk/Staker:

```
require 'stalker'

handler { |job| Stalker.enqueue(job) }
```



```
every(1.hour, 'feeds.refresh')
every(1.day, 'reminders.send', :at => '01:30')
```

Using a queueing system which doesn't require that your full application be loaded is preferable, because the clock process can keep a tiny memory footprint. If you're using DJ or Resque, however, you can go ahead and load your full application environment, and use per-event blocks to call DJ or Resque enqueue methods. For example, with DJ/Rails:

```
require 'config/boot'
require 'config/environment'

every(1.hour, 'feeds.refresh') { Feed.send_later(:refresh) }
every(1.day, 'reminders.send', :at => '01:30') { Reminder.send_later(:send_reminders) }
```

#### Anatomy of a clock file

-----

clock.rb is standard Ruby. Since we include the Clockwork module (the clockwork binary does this automatically, or you can do it explicitly), this exposes a small DSL ("handler" and "every") to define the handler for events, and then the events themselves.

The handler typically looks like this:

```
handler { |job| enqueue_your_job(job) }
```

This block will be invoked every time an event is triggered, with the job name passed in. In most cases, you should be able to pass the job name directly through to your queueing system.

The second part of the file are the events, which roughly resembles a crontab:

```
every(5.minutes, 'thing.do')
every(1.hour, 'otherthing.do')
```

In the first line of this example, an event will be triggered once every five minutes, passing the job name 'thing.do' into the handler. The handler shown above would thus call `enqueue_your_job('thing.do')`.

You can also pass a custom block to the handler, for job queueing systems that rely on classes rather than job names (i.e. DJ and Resque). In this case, you need not define a general event handler, and instead provide one with each event:

```
every(5.minutes,
```

```
'thing.do') { Thing.send_later(:do) }
```

If you provide a custom handler for the block, the job name is used only for logging.

You can also use blocks to do more complex checks:

```
every(1.day, 'check.leap.year') do
 Stalker.enqueue('leap.year.party') if Time.now.year % 4 == 0
end
```

In production

-----

Only one clock process should ever be running across your whole application deployment. For example, if your app is running on three VPS machines (two app servers and one database), your app machines might have the following process topography:

- \* App server 1: 3 web (thin start), 3 workers (rake jobs:work), 1 clock (clockwork clock.rb)
- \* App server 2: 3 web (thin start), 3 workers (rake jobs:work)

You should use Monit, God, Upstart, or Inittab to keep your clock process running the same way you keep your web and workers running.

Meta

----

Created by Adam Wiggins

Inspired by [rufus-scheduler](<http://rufus.rubyforge.org/rufus-scheduler/>) and [http://github.com/bvandenbos/resque-scheduler](<http://github.com/bvandenbos/resque-scheduler/>)(resque-scheduler)

Design

assistance from Peter van Hardenberg and Matthew Soldo

Patches contributed by Mark McGranaghan

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<http://github.com/adamwiggins/clockwork>

Found in path(s):

- \* /clockwork-0-2-2-1-gem/data-tar-gz/README.md

# 1.279 apm-module-apmhttp 1.7.2

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## 1.284 elastic-go-ucfg 0.8.3

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# 1.297 nginx 1.12.1

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## 1.298 msgpack v1.1.5

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For details, see the following files:

external/boost/predef

include/msgpack/predef.h

include/msgpack/predef/\*

external/boost/preprocessor

include/msgpack/preprocessor.hpp

include/msgpack/preprocessor/\*

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## 1.300 html5lib 0.90

### 1.300.1 Available under license :

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try:

```
from setuptools import setup
except ImportError:
 from distutils.core import setup
import os
```

long\_description="""HTML parser designed to follow the HTML5 specification. The parser is designed to handle all flavours of HTML and parses invalid documents using well-defined error handling rules compatible with the behaviour of major desktop web browsers.

Output is to a tree structure; the current release supports output to DOM, ElementTree and lxml tree formats as well as a simple custom format"""

```
classifiers=[
 'Development Status :: 5 - Production/Stable',
 'Intended Audience :: Developers',
 'License :: OSI Approved :: MIT License',
 'Operating System :: OS Independent',
 'Programming Language :: Python',
```

```
'Topic :: Software Development :: Libraries :: Python Modules',
'Topic :: Text Processing :: Markup :: HTML'
]
```

```
setup(name='html5lib',
 version='0.90',
 url='http://code.google.com/p/html5lib/',
 license="MIT License",
 description='HTML parser based on the HTML5 specifcation',
 long_description=long_description,
 classifiers=classifiers,
 maintainer='James Graham',
 maintainer_email='james@hoppipolla.co.uk',
 packages=['html5lib'] + ['html5lib.'+name
 for name in os.listdir(os.path.join('src','html5lib'))
 if os.path.isdir(os.path.join('src','html5lib',name)) and
 not name.startswith('.')],
 package_dir = {'html5lib': os.path.join('src', 'html5lib')},
)
```

Found in path(s):

\* /html5lib-0-90-tar-gz/html5lib-0.90/setup.py

## 1.301 coverage 3.6

### 1.301.1 Available under license :

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```
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documentation and/or other materials provided with the
```

Found in path(s):

\* /coverage-3-6-tar-gz/coverage-3.6/coverage/\_\_init\_\_.py

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```
/**
 * QUnit - A JavaScript Unit Testing Framework
 *
 * http://docs.jquery.com/QUnit
 *
```

```

* Copyright (c) 2011 John Resig, Jörn Zaefferer
* Dual licensed under the MIT (MIT-LICENSE.txt)
* or GPL (GPL-LICENSE.txt) licenses.
*/
/**
* jsDump
* Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com | http://flesler.blogspot.com
* Licensed under BSD (http://www.opensource.org/licenses/bsd-license.php)
* Date: 5/15/2008
* @projectDescription Advanced and extensible data dumping for Javascript.
* @version 1.0.0
* @author Ariel Flesler
* @link {http://flesler.blogspot.com/2008/05/jsdump-pretty-dump-of-any-javascript.html}
*/
/*
* Javascript Diff Algorithm
* By John Resig (http://ejohn.org/)
* Modified by Chu Alan "sprite"
*
* Released under the MIT license.
*
* More Info:
* http://ejohn.org/projects/javascript-diff-algorithm/
*
* Usage: QUnit.diff(expected, actual)
*
* QUnit.diff("the quick brown
fox jumped over", "the quick fox jumps over") == "the quick <del>brown </del> fox <del>jumped
</del><ins>jumps </ins> over"
*/

```

Found in path(s):

```
* /coverage-3-6-tar-gz/coverage-3.6/test/qunit/qunit.js
```

BSD-style without advertising clause

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```

/*
* jQuery Templates Plugin 1.0.0pre
* http://github.com/jquery/jquery-tmpl
* Requires jQuery 1.4.2
*
* Copyright Software Freedom Conservancy, Inc.
* Dual licensed under the MIT or GPL Version 2 licenses.
* http://jquery.org/license
*/

```

Found in path(s):

```
* /coverage-3-6-tar-gz/coverage-3.6/test/qunit/jquery.templ.min.js
```



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Found in path(s):

\* /coverage-3-6-tar-gz/coverage-3.6/setup.py

# 1.302 libdwarf 20161124

## 1.302.1 Available under license :

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Version 2.1, February 1999

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\*/

/\* dsc\_type: if 0, then dsc\_low is a single discriminant value and dsc\_high is zero..

If 1, then dsc\_low, dsc\_high are a discriminant range

All the messy complexity here is so we can have both  
a set of values read as uleb and as sleb.

We make our own copy of the block for the same reason.

\*/

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```
zlib v1.2.11
```

```
zlib License
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# contribution to the Google C++ Testing Framework project. People

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|                | KHR/khrplatform.h  | Khronos        |

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```
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include/GL/glxext.h
include/GL/wglxext.h :
```

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o freetype-devel@nongnu.org

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*
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*
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*
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jopt-simple v5.0.4

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/**
 * Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If
so, this content model should not be used
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 * @return a boolean that says whether this content has been compacted for UPA
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 */
 /**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle
 Attribution, Particle Derivation (Restriction),
 * Element Declrations Consistent.
 */

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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearDV.java

*

/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DurationDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/TimeDV.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAttributeChecker.java

* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java

```
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSModelGroupImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DayDV.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/DOMMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XPointerMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/DatatypeMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message_fr.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/SAXMessages.properties
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XIncludeMessages.properties
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/msg/XMLSerializerMessages.properties
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/message_ja.properties
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASObject.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
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*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASModel.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DocumentAS.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASDataType.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASContentModel.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASObjectList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASBuilder.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASException.java
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*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLImgElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptgroupElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLImgElement.java

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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAbstractIDConstraintTraverser.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTimerElementImpl.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSParticle.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLWmlElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AnySimpleDV.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLTimerElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/CaseInsensitiveMap.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAnchorElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/HTMLSerializer.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHtmlElementImpl.java
- *
- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/DefaultNamespaceContext.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSException.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLMetaElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLQuoteElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeTextReader.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMInputImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/ObjectFactory.java
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- *
- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableSectionElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMStateSet.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/Base64BinaryDV.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTitleElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ElementDefinitionImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLElementDecl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDecl.java
- *
- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/AbstractDOMParser.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLSelectElementImpl.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFieldSetElementImpl.java

- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLCardElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ShortListImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/util/Base64.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CDATASectionImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/CMBuilder.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLMetaElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSSimpleType.java
- *
- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDelegate.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMParser.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegularExpression.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerPart.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/QName.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredTextImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/FloatDV.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XML11DocumentScannerImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ErrorHandlerWrapper.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSAttributeGroupDefinition.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMAny.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLBrElementImpl.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/DOMParserImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLTrElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMUniOp.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DocumentFragmentImpl.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/TextImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOneventElement.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLEmElement.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/DTDGrammarBucket.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/REUtil.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLParseException.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLStrongElement.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultDocument.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/datatype/SerializedXMLGregorianCalendar.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSModelGroup.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLBaseFontElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDLoader.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementDefinitionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSElementDeclHelper.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLComponentManager.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/PrimeNumberSequenceGenerator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLOneventElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/SAXParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/XSDecimal.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSWildcardDecl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMConfigurationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableColElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTrElementImpl.java
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/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDOMImplementationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMUniOp.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/grammars/XMLGrammarLoader.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/IndentPrinter.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/PSVIDOMImplementationImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/AttributeMap.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/EndDocumentImpl.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/XSFloat.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/StringDatatypeValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMRepeatingLeaf.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/PSVIAttrNSImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLDocumentFragmentScannerImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLAccessElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/Match.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSMessageFormatter.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/TextSerializer.java
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/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHRElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSNamespaceItemList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMEntityResolverWrapper.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegexParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ElementNSImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/AttributeImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/IDREFDatatypeValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLUElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHeadElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMLLeaf.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/LocatorProxy.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/XML11IDDatatypeValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSElementDeclaration.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/LSInputList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/XPathException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/EntityDeclarationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/AbstractSAXParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLBigElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLLocator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSTypeDefinition.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/URI.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AnyAtomicDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/NamedNodeMapImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLBuilder.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/WeakReferenceXMLSchema.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/XSQName.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/NodeIteratorImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DefaultErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/BMPattern.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/DTDCConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/SimpleXMLSchema.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLegendElementImpl.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDurationDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDWildcardTraverser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHeadingElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSFacets.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/ElementPSVI.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLRefreshElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XSGrammarPool.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLResourceIdentifier.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDirectoryElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XML11Configuration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/EntityImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/io/MalformedByteSequenceException.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/UnparsedEntityHandler.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAccessElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLSymbols.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerProcessor.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLSetvarElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLDTDHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSMultiValueFacet.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSAnnotation.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLinkElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/events/EventImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/DTDDVFactory.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/identity/ValueStore.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorHandlerImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMErrorHandlerWrapper.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/XMLEventImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XS10TypeHelper.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDivElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSNamespaceItem.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XML11Char.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameSetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLNamespaceBinder.java

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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XMLGrammarPreparser.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSImplementationImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLBRElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/RangeExceptionImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/PSVProvider.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaException.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSNamedMap.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLStyleElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeUseImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/validation/ValidationManager.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EntityResolver2Wrapper.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSElementDecl.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLAttributeDecl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLIElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSParticleDecl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/ContentModelValidator.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/StAXInputSource.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLContentSpec.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DocumentTypeImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLOptionElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeMessageFormatter.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/AttributePSVImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLSelectElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLString.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/XMLSchemaValidatorComponentManager.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTableRowElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLOListElementImpl.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLDTDSscannerImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLInputElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DOMDocumentHandler.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLPullParserConfiguration.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/SecureProcessingConfiguration.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLDocumentFilter.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XSObjectListImpl.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSFacet.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLGoElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAbstractTraverser.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/Printer.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11DTDProcessor.java

- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLRefreshElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/ParserForXMLSchema.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMNormalizer.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/IntegerDV.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/DocumentBuilderFactoryImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLIsIndexElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/SimpleContentModel.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredDocumentImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSSimpleTypeDefinition.java
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- /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/EmptyLocation.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/SerializerFactory.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/HTTPInputSource.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/Encodings.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/JAXPNamespaceContextWrapper.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/NamespaceSupport.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMLocatorImpl.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMBinOp.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/SymbolTable.java
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- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOptGroupElementImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/DVFactoryException.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDocumentImpl.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/SchemaDateTimeException.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptionElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLPElement.java
- * /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOptionElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLParamElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDValidator.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/grammars/XMLSchemaDescription.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLModElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDocumentImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementNSImpl.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/StandardParserConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSAllCM.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/AttrImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLFieldsetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDoElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/DOMASBuilderImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/NameNodeListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLDOMImplementationImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/io/UCSReader.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XIncludeAwareParserConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/RevalidationHandler.java
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/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSValue.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/NodeImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/XML11IDREFDatatypeValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLConfigurationException.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XMLGrammarParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLSimpleType.java
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*/
/**
 * DOM Level 3 LS CR - Experimental.
 * Create a new LSParser. The newly constructed parser may
 *
then be configured by means of its DOMConfiguration
 * object, and used to parse documents by means of its parse
 * method.
 * @param mode The mode argument is either
 * MODE_SYNCHRONOUS or MODE_ASYNCHRONOUS, if
 * mode is MODE_SYNCHRONOUS then the
 * LSParser that is created will operate in synchronous
 * mode, if it's MODE_ASYNCHRONOUS then the
 * LSParser that is created will operate in asynchronous
 * mode.
 * @param schemaType An absolute URI representing the type of the schema
 * language used during the load of a Document using the
 * newly created LSParser. Note that no lexical checking
 * is done on the absolute URI. In order to create a
 * LSParser for any kind of schema types (i.e. the
 * LSParser will be free to use any schema
found), use the value
 * null.
 * <p><b>Note:</b> For W3C XML Schema [XML Schema Part 1]
 * , applications must use the value
 * "http://www.w3.org/2001/XMLSchema". For XML DTD [XML 1.0],
 * applications must use the value
 * "http://www.w3.org/TR/REC-xml". Other Schema languages
 * are outside the scope of the W3C and therefore should recommend an
 * absolute URI in order to use this method.
 * @return The newly created LSParser object. This
 * LSParser is either synchronous or asynchronous
 * depending on the value of the mode argument.
 * <p><b>Note:</b> By default, the newly created LSParser
 * does not contain a DOMErrorHandler, i.e. the value of
 * the "parameter-error-
handler"

```

- * error-handler" configuration parameter is `null`. However, implementations
- * may provide a default error handler at creation time. In that case,
- * the initial value of the `"error-handler"` configuration
- * parameter on the new created `LSParser` contains a
- * reference to the default error handler.
- * @exception DOMException
- * NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
- * not supported.

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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/UnmarshallerHandler.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/AbstractMarshallerImpl.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/DatatypeConverterInterface.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ValidationEvent.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/util/JAXBSource.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/Unmarshaller.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/TypeConstraintException.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/ParseConversionEventImpl.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ValidationException.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/Element.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ContextFinder.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/UnmarshalException.java


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* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/JAXBContext.java
*
/jaxb-api-2-2-11-sources-jar/javax/xml/bind/NotIdentifiableEvent.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/util/ValidationEventCollector.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/Marshaller.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/ValidationEventLocatorImpl.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/NotIdentifiableEventImpl.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/DatatypeConverter.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/MarshalException.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/util/Messages.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/Messages.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ValidationEventLocator.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/util/JAXBResult.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/Validator.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/AbstractUnmarshallerImpl.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ValidationEventHandler.java
*
/jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/ValidationEventImpl.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/JAXBException.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/PrintConversionEventImpl.java
* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/helpers/DefaultValidationEventHandler.java
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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/WhiteSpaceProcessor.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/DatatypeConverterImpl.java

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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/DataBindingException.java
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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlSchema.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlNsForm.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlRootElement.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlNs.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlElement.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/adapters/XmlAdapter.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlIDREF.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlElements.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/PrintConversionEvent.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/ParseConversionEvent.java
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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlID.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/JAXBIntrospector.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlElementRefs.java
- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlEnumValue.java
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- * /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlValue.java
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* /jaxb-api-2-2-11-sources-jar/javax/xml/bind/annotation/XmlAttribute.java
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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api

- * javax.annotation:javax.annotation-api

- * javax.transaction:javax.transaction-api

- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.328 jackson 2.11.1

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Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has

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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.329 jackson-databind 2.11.1

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1.330 jetty 9.4.16.v20190411

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Eclipse

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- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api
- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

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- org.ow2.asm:asm-commons
- org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.331 jetty-util 9.4.16.v20190411

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- * javax.annotation:javax.annotation-api
- * javax.transaction:javax.transaction-api
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- * java.sun.security.ssl

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org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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Eclipse

The following artifacts are EPL.

- * org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- * org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- * org.eclipse.jetty.orbit:javax.mail.glassfish

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- * javax.servlet:javax.servlet-api

- * javax.annotation:javax.annotation-api

- * javax.transaction:javax.transaction-api

- * javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- * java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications

are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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1.333 jettison 1.3

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1.334 zstd 1.16.3

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For Blosc - A blocking, shuffling and lossless compression library

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Bitshuffle - Filter for improving compression of typed binary data.

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ISO C9x compliant stdint.h for Microsoft Visual Studio

Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124

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You can contact the author at :

- LZ4 homepage : <http://fastcompression.blogspot.com/p/lz4.html>
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1.335 postgres-sql 11.10

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1.336 unbound 1.13.0

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1.337 stunnel 5.57

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1.339 pkix-ssh 13.2.3

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* @version 3.0 (December 2000)

*

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*

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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1.345 elastic-go-structform 0.0.9

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1.346 dash 0.5.8

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1.348 zstd 1.4.5

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1.349 openssh 8.8

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*

* Optimised ANSI C code for the Rijndael cipher (now AES)

*

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1.353 spew 1.1.1

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1.356 xxhash 2.1.1

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1.357 go-resiliency 1.2.0

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1.358 hashicorp-uuid 1.0.2

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1.359 color 1.9.0

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1.360 pierrec-lz4 2.6.0+incompatible

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1.361 go-colorable 0.1.6

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1.362 golang 1.18

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1.363 gokrb5 8.4.2

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1.364 jaxb-core 2.3.0

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 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/Messages.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/Util.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/unmarshaller/InfoSetScanner.java
 *
 /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/LeafInfo.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/ReferencePropertyInfo.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/runtime/RuntimeUtil.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/Messages.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/api/EventListener.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/TODO.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/Element.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/MapPropertyInfo.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/BuiltinLeafInfo.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/nav/WildcardTypeImpl.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/annotation/AnnotationReader.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/annotation/AnnotationSource.java
 *
 /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/annotation/Locatable.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/WildcardMode.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/ErrorHandler.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/nav/ParameterizedTypeImpl.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/TypeRef.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/NonElement.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/DumbEscapeHandler.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/api/impl/NameConverter.java

```

* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/nav/SecureLoader.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/runtime/Location.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/util/Which.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/ElementInfo.java
*
/jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/PropertyInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/annotation/OverrideAnnotationOf.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/api/impl/NameUtil.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/unmarshaller/DOMScanner.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/EnumConstant.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/MaybeElement.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/runtime/unmarshaller/LocatorEx.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/NonElementRef.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/ClassInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/RegistryInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/TypeInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/schemagen/episode/Bindings.java
*
/jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/schemagen/episode/package-info.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/Ref.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/util/SecureLoader.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/Locatable.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/Adapter.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/nav/Navigator.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/runtime/IllegalAnnotationException.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/WhiteSpaceProcessor.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/CharacterEscapeHandler.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/MinimumEscapeHandler.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/schemagen/episode/Klass.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/util/EditDistance.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/util/FlattenIterator.java
*
/jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/schemagen/episode/SchemaBindings.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/DataWriter.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/SAX2DOMEx.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/EnumLeafInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/runtime/SwaRefAdapterMarker.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/AttributePropertyInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/WellKnownNamespace.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/PropertyKind.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/WildcardTypeInfo.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/package-info.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/annotation/XmlLocation.java
* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/core/ID.java
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* /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/marshaller/NoEscapeHandler.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/impl/ModelBuilderI.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/nav/package-info.java
 * /jaxb-core-2-3-0-sources-10-jar/com/sun/xml/bind/v2/model/util/ArrayInfoUtil.java

1.365 istack-commons 3.0.5

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Found in path(s):

* /istack-commons-runtime-3-0-5-jar/META-INF/maven/com.sun.istack/istack-commons-runtime/pom.xml

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

Manifest-Version: 1.0

Bundle-Description: istack common utility code

Implementation-Title: istack common utility code runtime

Bundle-License: https://glassfish.java.net/public/CDDL+GPL_1_1.html, h

https://glassfish.java.net/public/CDDL+GPL_1_1.html

Bundle-SymbolicName: com.sun.istack.commons-runtime

Implementation-Version: 3.0.5

Built-By: build

Bnd-LastModified: 1486772850426

Bundle-ManifestVersion: 2

Implementation-Vendor-Id: com.sun.istack

Bundle-DocURL: <http://www.oracle.com/>

Bundle-Vendor: Oracle Corporation

Import-Package: javax.activation,javax.xml.namespace,javax.xml.stream,
org.xml.sax,org.xml.sax.helpers

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-3.2.0.201605172007

Implementation-Vendor: Oracle Corporation

Export-Package: com.sun.istack;uses="javax.activation,javax.xml.strea
m,org.xml.sax,org.xml.sax.helpers";version="3.0.5",com.sun.istack.log
ging;version="3.0.5",com.sun.istack.localization;version="3.0.5"

Bundle-Name:

istack common utility code runtime

Bundle-Version: 3.0.5

Implementation-Build-Id: tags/istack-commons-3.0.5-321, 2017-02-11T01:
27:24+0100

Created-By: Apache Maven Bundle Plugin

Build-Jdk: 1.8.0_112

Found in path(s):

* /istack-commons-runtime-3-0-5-jar/META-INF/MANIFEST.MF

1.366 aide 0.16.1

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=aarch64-- | FileCheck %s

; A shuffle mask with all undef elements is always legal.

```
define <4 x i32> @PR41535(<2 x i32> %p1, <2 x i32> %p2) {
; CHECK-LABEL: PR41535:
; CHECK:      // %bb.0:
; CHECK-NEXT:  ext v0.8b, v0.8b, v1.8b, #4
; CHECK-NEXT:  mov v0.d[1], v0.d[0]
; CHECK-NEXT:  ret
%cat1 = shufflevector <2 x i32> %p1, <2 x i32> undef, <4 x i32> <i32 undef, i32 1, i32 undef, i32 undef>
%cat2 = shufflevector <2 x i32> %p2, <2 x i32> undef, <4 x i32> <i32 0, i32 undef, i32 undef, i32 undef>
%r = shufflevector <4 x i32> %cat1, <4 x i32> %cat2, <4 x i32> <i32 undef, i32 undef, i32 1, i32 4>
ret <4 x i32> %r
}
# People who have agreed to one of the CLAs and can contribute patches.
# The AUTHORS file lists the copyright holders; this file
# lists people. For example, Google employees are listed here
# but not in AUTHORS, because Google holds the copyright.
#
# Names should be added to this file only after verifying that
# the individual or the individual's organization has agreed to
# the appropriate Contributor License Agreement, found here:
#
# https://developers.google.com/open-source/cla/individual
# https://developers.google.com/open-source/cla/corporate
#
```

The agreement for individuals can be filled out on the web.

#

When adding J Random Contributor's name to this file,

either J's name or J's organization's name should be

added to the AUTHORS file, depending on whether the

individual or corporate CLA was used.

#

Names should be added to this file as:

Name <email address>

#

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 Min-Yih Hsu <yihshyng223@gmail.com>
 ; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
 ;
 ; Test that early if conversion produces LOCR with operands of the right
 ; register classes.

 define void @autogen_SD4739(i8*) {
 ; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
 BB:
 %L34 = load i8, i8* %0
 %Cmp56 = icmp sgt i8 undef, %L34
 br label %CF246

 CF246: ; preds = %CF246, %BB
 %S1163 = select i1 %Cmp56, i8 %L34, i8 undef
 br i1 undef, label %CF246, label %CF248

 CF248: ; preds = %CF248, %CF246
 store i8 %S1163, i8* %0
 br label %CF248
 }

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```
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -scalarize-masked-mem-intrin -S < %s | FileCheck %s
```

```
; Testing that masked gathers operating on scalable vectors that are  
; packed in SVE registers are not scalarized.
```

```
; CHECK-LABEL: @masked_gather_nxv4i32(  
; CHECK: call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32  
define <vscale x 4 x i32> @masked_gather_nxv4i32(<vscale x 4 x i32*> %ld, <vscale x 4 x i1> %masks, <vscale x  
4 x i32> %passthru) {  
    %res = call <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x i32*> %ld, i32 0, <vscale x 4 x i1>  
    %masks, <vscale x 4 x i32> %passthru)  
    ret <vscale x 4 x i32> %res  
}
```

```
; Testing that masked gathers operating on scalable vectors of FP data  
; that is packed in SVE registers are not scalarized.
```

```
; CHECK-LABEL: @masked_gather_nxv2f64(  
; CHECK: call <vscale x 2 x double> @llvm.masked.gather.nxv2f64  
define <vscale x 2 x double> @masked_gather_nxv2f64(<vscale x 2 x double*> %ld, <vscale x 2 x i1> %masks,  
<vscale x 2 x double> %passthru)  
{  
    %res = call <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x double*> %ld, i32 0, <vscale x 2 x  
i1> %masks, <vscale x 2 x double> %passthru)  
    ret <vscale x 2 x double> %res  
}
```

; Testing that masked gathers operating on scalable vectors of FP data
; that is unpacked in SVE registers are not scalarized.

```
; CHECK-LABEL: @masked_gather_nxv2f16(  
; CHECK: call <vscale x 2 x half> @llvm.masked.gather.nxv2f16  
define <vscale x 2 x half> @masked_gather_nxv2f16(<vscale x 2 x half*> %ld, <vscale x 2 x i1> %masks, <vscale  
x 2 x half> %passthru) {  
    %res = call <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x half*> %ld, i32 0, <vscale x 2 x i1>  
    %masks, <vscale x 2 x half> %passthru)  
    ret <vscale x 2 x half> %res  
}
```

; Testing that masked gathers operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions.

```
; CHECK-LABEL: @masked_gather_v2f32(  
; CHECK-NOT: @llvm.masked.gather.v2f32(  
define <2 x float> @masked_gather_v2f32(<2  
x float*> %ld, <2 x i1> %masks, <2 x float> %passthru) {  
    %res = call <2 x float> @llvm.masked.gather.v2f32(<2 x float*> %ld, i32 0, <2 x i1> %masks, <2 x float>  
    %passthru)  
    ret <2 x float> %res  
}
```

; Testing that masked gathers operating on 128-bit fixed vectors are
; scalarized because NEON doesn't have support for masked gather
; instructions and because we are not targeting fixed width SVE.

```
; CHECK-LABEL: @masked_gather_v4i32(  
; CHECK-NOT: @llvm.masked.gather.v4i32(  
define <4 x i32> @masked_gather_v4i32(<4 x i32*> %ld, <4 x i1> %masks, <4 x i32> %passthru) {  
    %res = call <4 x i32> @llvm.masked.gather.v4i32(<4 x i32*> %ld, i32 0, <4 x i1> %masks, <4 x i32> %passthru)  
    ret <4 x i32> %res  
}
```

```
declare <vscale x 4 x i32> @llvm.masked.gather.nxv4i32(<vscale x 4 x i32*> %ptrs, i32 %align, <vscale x 4 x i1>  
%masks, <vscale x 4 x i32> %passthru)  
declare <vscale x 2 x double> @llvm.masked.gather.nxv2f64(<vscale x 2 x double*> %ptrs, i32 %align, <vscale x  
2 x i1> %masks, <vscale  
x 2 x double> %passthru)  
declare <vscale x 2 x half> @llvm.masked.gather.nxv2f16(<vscale x 2 x half*> %ptrs, i32 %align, <vscale x 2 x  
i1> %masks, <vscale x 2 x half> %passthru)  
declare <2 x float> @llvm.masked.gather.v2f32(<2 x float*> %ptrs, i32 %align, <2 x i1> %masks, <2 x float>  
%passthru)  
declare <4 x i32> @llvm.masked.gather.v4i32(<4 x i32*> %ptrs, i32 %align, <4 x i1> %masks, <4 x i32>  
%passthru)
```

```
; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature --
check-attributes --check-globals
; RUN: opt -attributor -enable-new-pm=0 -attributor-manifest-internal -attributor-max-iterations-verify -attributor-
annotate-decl-cs -attributor-max-iterations=6 -S < %s | FileCheck %s --check-
prefixes=CHECK,NOT_CGSCC_NPM,NOT_CGSCC_OPM,NOT_TUNIT_NPM,IS__TUNIT____,IS____OP
M,IS__TUNIT_OPM
; RUN: opt -aa-pipeline=basic-aa -passes=attributor -attributor-manifest-internal -attributor-max-iterations-verify -
attributor-annotate-decl-cs -attributor-max-iterations=6 -S < %s | FileCheck %s --check-
prefixes=CHECK,NOT_CGSCC_OPM,NOT_CGSCC_NPM,NOT_TUNIT_OPM,IS__TUNIT____,IS____NP
M,IS__TUNIT_NPM
; RUN: opt -attributor-cgsc -enable-new-pm=0 -attributor-manifest-internal -attributor-annotate-decl-cs -S < %s |
FileCheck %s --check-
prefixes=CHECK,NOT_TUNIT_NPM,NOT_TUNIT_OPM,NOT_CGSCC_NPM,IS__CGSCC____,IS____OP
M,IS__CGSCC_OPM
; RUN: opt -aa-pipeline=basic-aa
-passes=attributor-cgsc -attributor-manifest-internal -attributor-annotate-decl-cs -S < %s | FileCheck %s --check-
prefixes=CHECK,NOT_TUNIT_NPM,NOT_TUNIT_OPM,NOT_CGSCC_OPM,IS__CGSCC____,IS____NP
M,IS__CGSCC_NPM
; Test that we only promote arguments when the caller/callee have compatible
; function attributes.
```

```
target triple = "x86_64-unknown-linux-gnu"
```

```
; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #0 {
;
; IS____OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS____OPM-LABEL: define
{{{^@}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS____OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR0:[0-9]+]] {
; IS____OPM-NEXT:
bb:
; IS____OPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS____OPM-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS____OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define
{{{^@}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0:[0-9]+]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
```

```

; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function
  Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define
  {{{^@}}+}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture norecurse noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0:[0-9]+]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
  %tmp = load <8 x i64>, <8 x i64>* %arg1
  store <8 x i64> %tmp, <8 x i64>* %arg
  ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg) #0 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint norecurse
  norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{{^@}}+}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture norecurse writeonly [[ARG:%.*]]) #[[ATTR0]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norecurse noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6:[0-9]+]]
; IS__TUNIT_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* nocapture norecurse noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norecurse noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7:[0-9]+]]
; IS__TUNIT_OPM-NEXT:
  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{{^@}}+}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture norecurse writeonly [[ARG:%.*]]) #[[ATTR0]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32

```



```

; IS__TUNIT_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6:[0-9]+]]
; IS__TUNIT_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align
64
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* noalias nocapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7:[0-9]+]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^@}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR0]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x
i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6:[0-9]+]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* nocapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norefree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7:[0-9]+]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{^@}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture norefree noundef
nonnull writeonly align 2 dereferenceable(64) [[ARG:%.*]]) #[[ATTR0]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6:[0-9]+]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* noalias nocapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7:[0-9]+]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]],

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align 2
; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS_____OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]]) #[[ATTR1:[0-9]+]] {
; IS_____OPM-NEXT: bb:
; IS_____OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1:[0-9]+]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:
store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1:[0-9]+]] {

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; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8
x i64>* %arg) #1 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture
nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef
false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* noalias nocapture nofree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64

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; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]]
= alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture nofree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
;
IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* noalias nocapture nofree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
;
IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x

```

```

i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS_____OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align
64 dereferenceable(64) [[ARG:%.*]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64
dereferenceable(64) [[ARG1:%.*]]) #[[ATTR1]] {
; IS_____OPM-NEXT: bb:
; IS_____OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>*
[[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR1]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1

```

```

store <8 x i64> %tmp, <8 x i64>* %arg
ret
void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg) #0 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64)
[[TMP2]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]])
#[[ATTR7]]
; IS__TUNIT_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR0]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]],
i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* noalias nocapture nofree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR0]] {
; IS__CGSCC_OPM-NEXT: bb:

```

```

; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>,
align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* nocapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norefree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{^@+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
;
IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR0]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* noalias nocapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8
x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg,

```

```

<8 x i64>* readonly %arg1) #0 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS_____OPM-SAME: (<8 x i64>* nocapture
nofree noundef nonnull writeonly align 64 dereferenceable(64) [[ARG:%.*]], <8 x i64>* nocapture nofree noundef
nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]]) #[[ATTR0]] {
; IS_____OPM-NEXT: bb:
; IS_____OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:
[[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define
{{{^@+}}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR0]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store
<8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg) #1 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn

```



```

; IS__TUNIT_OPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__TUNIT_OPM-SAME: (<8 x i64>* norecapture norefree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT:  call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* norecapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* norecapture norefree noundef nonnull
readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__TUNIT_NPM-SAME: (<8 x i64>* norecapture norefree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT:  [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__TUNIT_NPM-NEXT:  call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* noalias norecapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__CGSCC_OPM-SAME: (<8 x i64>* norecapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT:
[[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT:  call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* norecapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* norecapture norefree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]

```

```

; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
;
IS__CGSCC_NPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* noalias nocapture nofree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT:
[[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define
{{^@+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
;
IS_____OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR1]] {
; IS_____OPM-NEXT: bb:

```

```

; IS_____OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT:  ret void
;
; IS_____NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS_____NPM-LABEL: define
{[^[^@]+]}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; IS_____NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64>* noalias nocapture nofree noundef nonnull readonly align 64
dereferenceable(64) [[ARG1:%.*]]) #[[ATTR1:[0-9]+]] {
; IS_____NPM-NEXT: bb:
; IS_____NPM-NEXT:  [[TMP:%.*]] = load <8 x
i64>, <8 x i64>* [[ARG1]], align 64
; IS_____NPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____NPM-NEXT:  ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #2 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {[^[^@]+]}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64)
[[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT:  call fastcc void
@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture nofree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {[^[^@]+]}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT:  [[TMP2:%.*]]

```

```

= alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* noalias nocapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture norefree noundef
nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
;
IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* nocapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norefree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
;
IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{^[^@]+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR2:[0-9]+]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8
x i64>* noalias nocapture norefree noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>*
noalias nocapture norefree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2

```

```

; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
    %tmp = alloca <8 x i64>, align 32
    %tmp2 = alloca <8 x i64>, align 32
    %tmp3 = bitcast <8 x i64>* %tmp to i8*
    call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
    call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
    %tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
    store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
    ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly
    %arg1) #2 {
;
; IS__OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__OPM-LABEL: define
{[[@+]]}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; IS__OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR2:[0-9]+]] {
; IS__OPM-NEXT: bb:
; IS__OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS__OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__OPM-NEXT:  ret void
;
; IS__NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__NPM-LABEL: define
{[[@+]]}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; IS__NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64)
[[ARG:%.*]], <8 x i64>* noalias nocapture nofree noundef nonnull readonly align 64 dereferenceable(64)
[[ARG1:%.*]]) #[[ATTR2:[0-9]+]] {
; IS__NPM-NEXT: bb:
; IS__NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS__NPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__NPM-NEXT:  ret void
;
bb:
    %tmp = load <8 x i64>, <8 x i64>* %arg1
    store <8 x i64> %tmp, <8 x i64>* %arg
    ret void
}

```

```

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg) #1 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP2:%.*]] = alloca
<8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture nofree noundef nonnull readonly
align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
;
IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR1]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* noalias nocapture nofree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture nofree noundef
nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]],
align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly

```

```

align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* nocapture nfree noundef
nonnull writeonly align 64 dereferenceable(64)
[[TMP2]], <8 x i64>* nocapture nfree noundef nonnull readonly align 64 dereferenceable(64) [[TMP]])
#[[ATTR7]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nfree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define { {^[@]+} } @avx512_legal512_prefer256_call_avx512_legal256_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture nfree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR1]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nfree noundef nonnull writeonly
align
64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* noalias nocapture nfree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* noalias nocapture nfree noundef
nonnull readonly align 64 dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4,
<8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #3 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint nfree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define { {^[@]+} } @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256

```

```

; IS_____OPM-SAME: (<8 x i64>* nocapture nofree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR3:[0-9]+]] {
; IS_____OPM-NEXT: bb:
; IS_____OPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL:
define {{[^\@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR3:[0-9]+]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT:  store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{[^\@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]])
#[[ATTR3:[0-9]+]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT:  [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg) #4 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{[^\@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR4:[0-9]+]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:
[[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*

```



```

; IS__TUNIT_OPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* nocapture norecurse nosync nounwind uwtable willreturn
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT:  call fastcc void
@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* nocapture norecurse nosync nounwind uwtable willreturn
writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norecurse nosync nounwind uwtable willreturn align 64
dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT:  ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_NPM-LABEL: define {{^[@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
;
; IS__TUNIT_NPM-SAME: (<8 x i64>* nocapture norecurse nosync nounwind uwtable willreturn align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR4:[0-9]+]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* nocapture norecurse nosync nounwind uwtable willreturn
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT:  [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__TUNIT_NPM-NEXT:  call fastcc void
@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* noalias nocapture norecurse nosync nounwind uwtable willreturn
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT:  store <8
x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT:  ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{^[@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; IS__CGSCC_OPM-SAME: (<8 x i64>* nocapture norecurse nosync nounwind uwtable willreturn align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR4:[0-9]+]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT:  call void @llvm.memset.p0i8.i64(i8* nocapture norecurse nosync nounwind uwtable willreturn
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT:  call fastcc void
@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* noalias nocapture norecurse nosync nounwind uwtable willreturn
writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture norecurse nosync nounwind uwtable willreturn align 64
dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_OPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT:  ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint norecurse nosync nounwind uwtable willreturn

```

```

; IS__CGSCC_NPM-LABEL: define {[^@]+}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR4:[0-9]+]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture norefree
noundef nonnull writeonly align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false)
#[[ATTR6]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__CGSCC_NPM-NEXT: call fastcc void
@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* noalias nocapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2,
align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #4 {
;
; IS_____OPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS_____OPM-LABEL: define {[^@]+}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; IS_____OPM-SAME: (<8 x i64>* nocapture norefree noundef nonnull writeonly align 64 dereferenceable(64)
[[ARG:%.*]], <8 x i64>* nocapture norefree noundef nonnull readonly align 64 dereferenceable(64) [[ARG1:%.*]])
#[[ATTR4:[0-9]+]] {
; IS_____OPM-NEXT: bb:
; IS_____OPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]], align 64
; IS_____OPM-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS_____OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable
willreturn
; IS__TUNIT_NPM-LABEL: define {[^@]+}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256

```

```

; IS__TUNIT_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]], <8 x i64> [[TMP0:%.*]]) #[[ATTR4]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__TUNIT_NPM-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]], align 64
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{^@+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* noalias nocapture nofree noundef nonnull writeonly align 64
dereferenceable(64) [[ARG:%.*]],
<8 x i64> [[TMP0:%.*]]) #[[ATTR4]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[ARG1_PRIV:%.*]] = alloca <8 x i64>, align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1_PRIV]], align 64
; IS__CGSCC_NPM-NEXT: store <8 x i64> [[TMP0]], <8 x i64>* [[ARG]], align 64
; IS__CGSCC_NPM-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg) #3 {
;
; IS__TUNIT_OPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn
; IS__TUNIT_OPM-LABEL: define {{^@+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; IS__TUNIT_OPM-SAME: (<8 x i64>* nocapture nofree writeonly [[ARG:%.*]]) #[[ATTR3]] {
; IS__TUNIT_OPM-NEXT: bb:
; IS__TUNIT_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
;
IS__TUNIT_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* nocapture nofree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_OPM-NEXT: call fastcc void
@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* nocapture nofree noundef nonnull
writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* nocapture nofree noundef nonnull readonly align 64
dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__TUNIT_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_OPM-NEXT: ret void
;
; IS__TUNIT_NPM: Function Attrs: argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn

```

```

; IS__TUNIT_NPM-LABEL: define {{[^\@]+\}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
;
; IS__TUNIT_NPM-SAME: (<8 x i64>* norecapture norefree writeonly [[ARG:%.*]]) #[[ATTR3]] {
; IS__TUNIT_NPM-NEXT: bb:
; IS__TUNIT_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__TUNIT_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__TUNIT_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__TUNIT_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64
; IS__TUNIT_NPM-NEXT: call fastcc void
@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* noalias norecapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* [[TMP0]]) #[[ATTR7]]
; IS__TUNIT_NPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__TUNIT_NPM-NEXT: store
<8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__TUNIT_NPM-NEXT: ret void
;
; IS__CGSCC_OPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_OPM-LABEL: define {{[^\@]+\}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; IS__CGSCC_OPM-SAME: (<8 x i64>* norecapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR3]] {
; IS__CGSCC_OPM-NEXT: bb:
; IS__CGSCC_OPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_OPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_OPM-NEXT: call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef nonnull writeonly
align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false) #[[ATTR6]]
; IS__CGSCC_OPM-NEXT: call fastcc void
@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* norecapture norefree noundef nonnull
writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64>* norecapture norefree noundef nonnull readonly align 64
dereferenceable(64) [[TMP]]) #[[ATTR7]]
; IS__CGSCC_OPM-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_OPM-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_OPM-NEXT: ret void
;
; IS__CGSCC_NPM: Function Attrs: argmemonly inlinehint norefree norecurse nosync nounwind uwtable willreturn
; IS__CGSCC_NPM-LABEL: define {{[^\@]+\}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; IS__CGSCC_NPM-SAME: (<8 x i64>* norecapture norefree noundef nonnull writeonly align 2 dereferenceable(64)
[[ARG:%.*]]) #[[ATTR3]] {
; IS__CGSCC_NPM-NEXT: bb:
; IS__CGSCC_NPM-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; IS__CGSCC_NPM-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; IS__CGSCC_NPM-NEXT: call void @llvm.memset.p0i8.i64(i8* norecapture norefree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP3]], i8 noundef 0, i64 noundef 32, i1 noundef false)
#[[ATTR6]]
; IS__CGSCC_NPM-NEXT: [[TMP0:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]], align 64

```

```

; IS__CGSCC_NPM-NEXT:  call fastcc void
@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* noalias nocapture nofree noundef
nonnull writeonly align 64 dereferenceable(64) [[TMP2]], <8 x i64> [[TMP0]]) #[[ATTR7]]
; IS__CGSCC_NPM-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 64
; IS__CGSCC_NPM-NEXT:  store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; IS__CGSCC_NPM-NEXT:  ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align
32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0i8.i64(i8* nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes #5 = { argmemonly nounwind }
;
; IS__TUNIT____: attributes #[[ATTR0:[0-9]+]]
= { argmemonly inlinehint nofree norecurse nosync nounwind uwtable willreturn "min-legal-vector-width"="512"
"prefer-vector-width"="512" "target-features"="+avx512vl" }
; IS__TUNIT____: attributes #[[ATTR1:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; IS__TUNIT____: attributes #[[ATTR2:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; IS__TUNIT____: attributes #[[ATTR3:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx2" }
; IS__TUNIT____: attributes #[[ATTR4:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx2"
}
; IS__TUNIT____: attributes #[[ATTR5:[0-9]+]] = { argmemonly nofree nounwind willreturn writeonly }

```

```
; IS__TUNIT____: attributes #[[ATTR6:[0-9]+]] = { willreturn writeonly }
; IS__TUNIT____: attributes #[[ATTR7:[0-9]+]] = { nofree nosync nounwind willreturn }
;
; IS__CGSCC____: attributes #[[ATTR0:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="512" "prefer-vector-width"="512" "target-features"="+avx512vl" }
; IS__CGSCC____: attributes #[[ATTR1:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="512" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; IS__CGSCC____: attributes #[[ATTR2:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx512vl" }
; IS__CGSCC____: attributes #[[ATTR3:[0-9]+]] = { argmemonly inlinehint
nofree norecurse nosync nounwind uwtable willreturn "min-legal-vector-width"="512" "prefer-vector-
width"="256" "target-features"="+avx2" }
; IS__CGSCC____: attributes #[[ATTR4:[0-9]+]] = { argmemonly inlinehint nofree norecurse nosync nounwind
uwtable willreturn "min-legal-vector-width"="256" "prefer-vector-width"="256" "target-features"="+avx2" }
; IS__CGSCC____: attributes #[[ATTR5:[0-9]+]] = { argmemonly nofree nounwind willreturn writeonly }
; IS__CGSCC____: attributes #[[ATTR6:[0-9]+]] = { willreturn writeonly }
; IS__CGSCC____: attributes #[[ATTR7:[0-9]+]] = { nounwind willreturn }
;
;
=====
```

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```
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s
;
; D31946
; Check that we dont end up with the ""LLVM ERROR: Cannot select" error.
; Additionally ensure that the output code actually put fp128 values in SSE registers.
```

```
declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)
```

```
define fp128 @TestSelect(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestSelect:
; CHECK:      # %bb.0:
; CHECK-NEXT:  pushq %rbx
; CHECK-NEXT:  .cfi_def_cfa_offset 16
; CHECK-NEXT:  subq $32, %rsp
; CHECK-NEXT:  .cfi_def_cfa_offset 48
; CHECK-NEXT:  .cfi_offset %rbx, -16
; CHECK-NEXT:  movaps %xmm1, {[[-0-9]+]}(%r{[sb]})p) # 16-byte Spill
; CHECK-NEXT:  movaps %xmm0, (%rsp) # 16-byte Spill
; CHECK-NEXT:  callq __gttf2@PLT
; CHECK-NEXT:  movl %eax, %ebx
; CHECK-NEXT:  movaps (%rsp), %xmm0 # 16-byte Reload
; CHECK-NEXT:  movaps {[[-0-9]+]}(%r{[sb]})p),
    %xmm1 # 16-byte Reload
; CHECK-NEXT:  callq __subtf3@PLT
; CHECK-NEXT:  testl %ebx, %ebx
; CHECK-NEXT:  jg .LBB0_2
; CHECK-NEXT:  # %bb.1:
; CHECK-NEXT:  xorps %xmm0, %xmm0
; CHECK-NEXT:  .LBB0_2:
; CHECK-NEXT:  addq $32, %rsp
```

```

; CHECK-NEXT: .cfi_def_cfa_offset 16
; CHECK-NEXT: popq %rbx
; CHECK-NEXT: .cfi_def_cfa_offset 8
; CHECK-NEXT: retq
%cmp = fcmp ogt fp128 %a, %b
%sub = fsub fp128 %a, %b
%res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
ret fp128 %res
}

```

```

define fp128 @TestFabs(fp128 %a) {
; CHECK-LABEL: TestFabs:
; CHECK:      # %bb.0:
; CHECK-NEXT: andps {{\?.?LCPI[0-9]+\_[0-9]+\}}(%rip), %xmm0
; CHECK-NEXT: retq
%res = call fp128 @llvm.fabs.f128(fp128 %a)
ret fp128 %res
}

```

```

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
; CHECK-LABEL: TestCopysign:
; CHECK:      # %bb.0:
; CHECK-NEXT: andps {{\?.?LCPI[0-9]+\_[0-9]+\}}(%rip), %xmm1
; CHECK-NEXT: andps {{\?.?LCPI[0-9]+\_[0-9]+\}}(%rip), %xmm0
; CHECK-NEXT:
    orps %xmm1, %xmm0
; CHECK-NEXT: retq
%res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
ret fp128 %res
}

```

```

define fp128 @TestFneg(fp128 %a) {
; CHECK-LABEL: TestFneg:
; CHECK:      # %bb.0:
; CHECK-NEXT: pushq %rax
; CHECK-NEXT: .cfi_def_cfa_offset 16
; CHECK-NEXT: movaps %xmm0, %xmm1
; CHECK-NEXT: callq __multf3@PLT
; CHECK-NEXT: xorps {{\?.?LCPI[0-9]+\_[0-9]+\}}(%rip), %xmm0
; CHECK-NEXT: popq %rax
; CHECK-NEXT: .cfi_def_cfa_offset 8
; CHECK-NEXT: retq
%mul = fmul fp128 %a, %a
%res = fsub fp128 0xL00000000000000008000000000000000, %mul
ret fp128 %res
}

```

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- */
- ; RUN: opt %s -inline -S | FileCheck %s

```

define internal void @innerSmall() "min-legal-vector-width"="128" {
    ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
    ret void
}

define internal void @innerNoAttribute() {
    ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
    call void @innerLarge()
    ret void
}

```

```
define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
  call void @innerLarge()
  ret void
}
```

```
define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
  call void @innerSmall()
  ret void
}
```

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.

```
define void @outerAttribute() "min-legal-vector-width"="128" {
  call void @innerNoAttribute()
  ret void
}
```

```
; CHECK: define void @outerNoAttribute() {
; CHECK:
  define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
```

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```
; RUN: llc -march=hexagon < %s
```

```
; REQUIRES: asserts
```


; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }

%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {

entry:

br i1 undef, label %while.end, label %while.body.lr.ph

while.body.lr.ph: ; preds = %entry

br label %while.body

while.body: ; preds = %exit.2, %while.body.lr.ph

%lsr.iv = phi %struct.0* [%cgep22, %exit.2], [undef, %while.body.lr.ph]

switch i32 undef, label %exit [

i32 1, label %sw.bb.i

i32 2, label %sw.bb3.i

]

sw.bb.i: ; preds = %while.body

unreachable

sw.bb3.i: ; preds = %while.body

unreachable

exit:

; preds = %while.body

switch i32 undef, label %exit.2 [

i32 1, label %sw.bb.i17

i32 2, label %sw.bb3.i20

]

sw.bb.i17: ; preds = %exit

%0 = bitcast %struct.0* %lsr.iv to i32*

%1 = load i32, i32* %0, align 4

unreachable

sw.bb3.i20: ; preds = %exit

%2 = bitcast %struct.0* %lsr.iv to i8**

%3 = load i8*, i8** %2, align 4

unreachable

exit.2: ; preds = %exit

```
%cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1  
br label %while.body
```

```
while.end:                                ; preds = %entry  
ret void  
}
```

```
attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
```

```
=====
```

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```
=====
```

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```
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target datalayout = "e-m:e-p:32:32-i64:64-v128:64:128-a:0:32-n32-S64"
target triple = "thumbv6m-none--musleabi"
```

```
; Check that for i8 type, the maximum legal offset is 31.
; Also check that a constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK-DAG: %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
; CHECK-DAG: %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i8*
; CHECK-NEXT: %1 = load volatile i8, i8* %0
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
```



```

; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT: %3 = load volatile i8, i8* %2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 31
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i8*
; CHECK-NEXT: %5 = load volatile i8, i8*
%4
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i8*
; CHECK-NEXT: %7 = load volatile i8, i8* %6
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 7
; CHECK-NEXT: %8 = inttoptr i32 %[[M3]] to i8*
; CHECK-NEXT: %9 = load volatile i8, i8* %8
; CHECK-NEXT: %10 = inttoptr i32 %[[C4]] to i8*
; CHECK-NEXT: store i8 %9, i8* %10
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
; CHECK-NEXT: %11 = inttoptr i32 %[[M4]] to i8*
; CHECK-NEXT: store i8 %7, i8* %11
; CHECK-NEXT: %12 = inttoptr i32 %[[C3]] to i8*
; CHECK-NEXT: store i8 %5, i8* %12
; CHECK-NEXT: %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
; CHECK-NEXT: %13 = inttoptr i32 %[[M5]] to i8*
; CHECK-NEXT: store i8 %3, i8* %13
; CHECK-NEXT: %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
; CHECK-NEXT: %14 = inttoptr i32 %[[M6]] to i8*
; CHECK-NEXT: store i8* %14, i8** @goo

```

@goo = global i8* undef

```

define void @foo_i8() {
entry:
%0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)
%1 = load volatile
i8, i8* inttoptr (i32 805874692 to i8*)
%2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)
%3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)
%4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)
store i8 %4, i8* inttoptr(i32 805873688 to i8*)
store i8 %3, i8* inttoptr(i32 805873719 to i8*)
store i8 %2, i8* inttoptr(i32 805873720 to i8*)
store i8 %1, i8* inttoptr(i32 805873727 to i8*)
store i8* inttoptr(i32 805874800 to i8*), i8** @goo
ret void
}

```

```

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*

```

```

; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32
%[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
; CHECK-NEXT: %5 = load volatile i16, i16* %4, align 2
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to i16*
; CHECK-NEXT: %7 = load volatile i16, i16* %6, align 2
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to i16*
; CHECK-NEXT: %9 = load volatile i16, i16* %8, align 2
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i16*
; CHECK-NEXT: %11 = load volatile i16, i16* %10, align 2

```

```

define void @foo_i16() {
entry:
%0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
%1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
%2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
%3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
%4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
%5 = load volatile i16, i16* inttoptr (i32 805874774
to i16*), align 2
ret void
}

```

```

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874816 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i32*
; CHECK-NEXT: %1 = load volatile i32, i32* %0, align 4
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i32*
; CHECK-NEXT: %3 = load volatile i32, i32* %2, align 4
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 124
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i32*
; CHECK-NEXT: %5 = load volatile i32, i32* %4, align 4
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i32*
; CHECK-NEXT: %7 = load volatile i32, i32* %6, align 4
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C1]], 8
; CHECK-NEXT: %8 = inttoptr i32 %[[M3]] to i32*
; CHECK-NEXT: %9 = load volatile i32, i32* %8, align 4
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]],

```

12

```
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i32*
; CHECK-NEXT: %11 = load volatile i32, i32* %10, align 4
```

```
define void @foo_i32() {
entry:
%0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
%1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
%2 = load volatile i32, i32* inttoptr (i32 805874812 to i32*), align 4
%3 = load volatile i32, i32* inttoptr (i32 805874816 to i32*), align 4
%4 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
%5 = load volatile i32, i32* inttoptr (i32 805874828 to i32*), align 4
ret void
}
```

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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --function-signature -- scrub-attributes

; RUN: opt -S -argpromotion < %s | FileCheck %s

; RUN: opt -S -passes=argpromotion < %s | FileCheck %s

; Test that we only promote arguments when the caller/callee have compatible

; function attributes.

target triple = "x86_64-unknown-linux-gnu"

; This should promote

define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg, <8 x i64>* readonly %arg1) #0 {

; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512

; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])

; CHECK-NEXT: bb:

; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]

```

; CHECK-NEXT: ret void
;
bb:
  %tmp = load <8 x i64>, <8 x i64>* %arg1
  store <8 x i64> %tmp, <8 x i64>* %arg
  ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %arg) #0
{
; CHECK-LABEL: define {{{^@}+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
  %tmp = alloca <8 x i64>, align 32
  %tmp2 = alloca <8 x i64>, align 32
  %tmp3 = bitcast <8 x i64>* %tmp to i8*
  call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64
32, i1 false)
  call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
  %tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
  store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
  ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
  %tmp = load <8 x i64>, <8 x i64>* %arg1

```

```

store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
;
CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {[^@]+}}@callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %arg) #0 {

```

```

; CHECK-LABEL: define {{^[^@]+}}@avx512_legal512_prefer512_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca
<8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer512_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret
void
}

; This should promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #0 {
; CHECK-LABEL: define {{^[^@]+}}@callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{^[^@]+}}@avx512_legal512_prefer256_call_avx512_legal512_prefer512
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32

```

```

; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8*
    align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x
i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal512_prefer512(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8
x i64>* %arg, <8 x i64>* readonly %arg1) #1 {
; CHECK-LABEL: define {{{^@}+}}@callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64>* readonly [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]]
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %arg) #2 {
; CHECK-LABEL: define {{{^@}+}}@avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0,

```

```

i64 32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x
i64>* [[TMP2]], <8 x i64>* [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(<8 x i64>* %tmp2, <8 x
i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

; This should not promote
define internal fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg,
<8 x i64>* readonly %arg1) #2 {
; CHECK-LABEL: define {{^@+}}@callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
;
CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64>* readonly [[ARG1:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = load <8 x i64>, <8 x i64>* [[ARG1]]
; CHECK-NEXT: store <8 x i64> [[TMP]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}

define void @avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %arg) #1 {
; CHECK-LABEL: define {{^@+}}@avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8
x i64>* [[TMP2]], <8 x i64>* [[TMP]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2

```

```
; CHECK-NEXT:  ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(<8 x i64>* %tmp2, <8 x i64>* %tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}
```

; This should promote

```
define internal fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg, <8 x i64>* readonly %arg1) #3 {
; CHECK-LABEL: define {{^[^@]+}}@callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT:
    store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT:  ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64> %tmp, <8 x i64>* %arg
ret void
}
```

```
define void @avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %arg) #4 {
; CHECK-LABEL: define {{^[^@]+}}@avx2_legal256_prefer256_call_avx2_legal512_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT:  [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:  [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT:  [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT:  call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT:  [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT:  call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* [[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT:  [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT:  store
    <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT:  ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
```



```

%tmp2 = alloca <8 x i64>, align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal256_prefer256_call_avx2_legal512_prefer256(<8 x i64>* %tmp2, <8 x i64>*
%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; This should promote

```

define internal fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg, <8
x i64>* readonly %arg1) #4 {
; CHECK-LABEL: define {[^@]+}}@callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]], <8 x i64> [[ARG1_VAL:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: store <8 x i64> [[ARG1_VAL]], <8 x i64>* [[ARG]]
; CHECK-NEXT: ret void
;
bb:
%tmp = load <8 x i64>, <8 x i64>* %arg1
store <8 x i64>
%tmp, <8 x i64>* %arg
ret void
}

```

```

define void @avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %arg) #3 {
; CHECK-LABEL: define {[^@]+}}@avx2_legal512_prefer256_call_avx2_legal256_prefer256
; CHECK-SAME: (<8 x i64>* [[ARG:%.*]])
; CHECK-NEXT: bb:
; CHECK-NEXT: [[TMP:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP2:%.*]] = alloca <8 x i64>, align 32
; CHECK-NEXT: [[TMP3:%.*]] = bitcast <8 x i64>* [[TMP]] to i8*
; CHECK-NEXT: call void @llvm.memset.p0i8.i64(i8* align 32 [[TMP3]], i8 0, i64 32, i1 false)
; CHECK-NEXT: [[TMP_VAL:%.*]] = load <8 x i64>, <8 x i64>* [[TMP]]
; CHECK-NEXT: call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>*
[[TMP2]], <8 x i64> [[TMP_VAL]])
; CHECK-NEXT: [[TMP4:%.*]] = load <8 x i64>, <8 x i64>* [[TMP2]], align 32
; CHECK-NEXT: store <8 x i64> [[TMP4]], <8 x i64>* [[ARG]], align 2
; CHECK-NEXT: ret void
;
bb:
%tmp = alloca <8 x i64>, align 32
%tmp2 = alloca <8 x i64>,
align 32
%tmp3 = bitcast <8 x i64>* %tmp to i8*
call void @llvm.memset.p0i8.i64(i8* align 32 %tmp3, i8 0, i64 32, i1 false)
call fastcc void @callee_avx2_legal512_prefer256_call_avx2_legal256_prefer256(<8 x i64>* %tmp2, <8 x i64>*

```

```

%tmp)
%tmp4 = load <8 x i64>, <8 x i64>* %tmp2, align 32
store <8 x i64> %tmp4, <8 x i64>* %arg, align 2
ret void
}

```

; If the arguments are scalar, its ok to promote.

```

define internal i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32* %X, i32*
%Y) #2 {
; CHECK-LABEL: define
{[^[^@]+]}@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]], i32 [[Y_VAL:%.*]])
; CHECK-NEXT: [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT: ret i32 [[C]]
;
%A = load i32, i32* %X
%B = load i32, i32* %Y
%C = add i32 %A, %B
ret i32 %C
}

```

```

define i32 @scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32* %B) #2 {
; CHECK-LABEL: define {[^[^@]+]}@scalar_avx512_legal256_prefer256_call_avx512_legal512_prefer256
;
CHECK-SAME: (i32* [[B:%.*]])
; CHECK-NEXT: [[A:%.*]] = alloca i32
; CHECK-NEXT: store i32 1, i32* [[A]]
; CHECK-NEXT: [[A_VAL:%.*]] = load i32, i32* [[A]]
; CHECK-NEXT: [[B_VAL:%.*]] = load i32, i32* [[B]]
; CHECK-NEXT: [[C:%.*]] = call i32
@scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
; CHECK-NEXT: ret i32 [[C]]
;
%A = alloca i32
store i32 1, i32* %A
%C = call i32 @scalar_callee_avx512_legal256_prefer256_call_avx512_legal512_prefer256(i32* %A, i32* %B)
ret i32 %C
}

```

; If the arguments are scalar, its ok to promote.

```

define internal i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32* %X, i32*
%Y) #2 {
; CHECK-LABEL: define
{[^[^@]+]}@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (i32 [[X_VAL:%.*]], i32 [[Y_VAL:%.*]])
; CHECK-NEXT: [[C:%.*]] = add i32 [[X_VAL]], [[Y_VAL]]
; CHECK-NEXT: ret

```

```

i32 [[C]]
;
%A = load i32, i32* %X
%B = load i32, i32* %Y
%C = add i32 %A, %B
ret i32 %C
}

define i32 @scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32* %B) #2 {
; CHECK-LABEL: define { {^[@]}+ } @scalar_avx512_legal512_prefer256_call_avx512_legal256_prefer256
; CHECK-SAME: (i32* [[B:%.*]])
; CHECK-NEXT: [[A:%.*]] = alloca i32
; CHECK-NEXT: store i32 1, i32* [[A]]
; CHECK-NEXT: [[A_VAL:%.*]] = load i32, i32* [[A]]
; CHECK-NEXT: [[B_VAL:%.*]] = load i32, i32* [[B]]
; CHECK-NEXT: [[C:%.*]] = call i32
@scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32 [[A_VAL]], i32 [[B_VAL]])
; CHECK-NEXT: ret i32 [[C]]
;
%A = alloca i32
store i32 1, i32* %A
%C = call i32 @scalar_callee_avx512_legal512_prefer256_call_avx512_legal256_prefer256(i32* %A, i32* %B)
ret i32 %C
}

; Function Attrs: argmemonly nounwind
declare void @llvm.memset.p0i8.i64(i8* nocapture writeonly, i8, i64, i1) #5

attributes #0 = { inlinehint norecurse nounwind
  uwtable "target-features"="+avx512vl" "min-legal-vector-width"="512" "prefer-vector-width"="512" }
attributes #1 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="512" "prefer-vector-width"="256" }
attributes #2 = { inlinehint norecurse nounwind uwtable "target-features"="+avx512vl" "min-legal-vector-
width"="256" "prefer-vector-width"="256" }
attributes #3 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="512"
"prefer-vector-width"="256" }
attributes #4 = { inlinehint norecurse nounwind uwtable "target-features"="+avx2" "min-legal-vector-width"="256"
"prefer-vector-width"="256" }
attributes #5 = { argmemonly nounwind }
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```

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; NOTE: Assertions have been autogenerated by utils/update_test_checks.py UTC_ARGS: --include-generated-funcs

; RUN: opt -S -verify -iroutliner -ir-outlining-no-cost < %s | FileCheck %s

; This test checks that debug info is recognized as able to be extracted along
; with the other instructions, but is not included in the consolidated function.

```
define void @function1() !dbg !6 {
entry:
  %a = alloca i32, align 4, !dbg !17
  call void @llvm.dbg.value(metadata i32* %a, metadata !9, metadata !DIExpression()), !dbg !17
  %b = alloca i32, align 4, !dbg !18
  call void @llvm.dbg.value(metadata i32* %b, metadata !11, metadata !DIExpression()), !dbg !18
  %c = alloca i32, align 4, !dbg !19
  call void @llvm.dbg.value(metadata i32* %c, metadata !12, metadata !DIExpression()), !dbg !19
  store i32 2, i32* %a, align 4, !dbg !20
  store i32 3, i32* %b, align 4, !dbg !21
  store i32 4, i32* %c, align 4, !dbg !22
  %al = load i32, i32* %a, align 4, !dbg !23
  call void @llvm.dbg.value(metadata i32 %al,
    metadata !13, metadata !DIExpression()), !dbg !23
  %bl = load i32, i32* %b, align 4, !dbg !24
  call void @llvm.dbg.value(metadata i32 %bl, metadata !15, metadata !DIExpression()), !dbg !24
  %cl = load i32, i32* %c, align 4, !dbg !25
  call void @llvm.dbg.value(metadata i32 %cl, metadata !16, metadata !DIExpression()), !dbg !25
  ret void, !dbg !26
}
```

```
define void @function2() !dbg !27 {
entry:
  %a = alloca i32, align 4, !dbg !35
  call void @llvm.dbg.value(metadata i32* %a, metadata !29, metadata !DIExpression()), !dbg !35
  %b = alloca i32, align 4, !dbg !36
  call void @llvm.dbg.value(metadata i32* %b, metadata !30, metadata !DIExpression()), !dbg !36
  %c = alloca i32, align 4, !dbg !37
  call void @llvm.dbg.value(metadata i32* %c, metadata !31, metadata !DIExpression()), !dbg !37
  store i32 2, i32* %a, align 4, !dbg !38
  store i32 3, i32* %b, align 4, !dbg !39
  store i32 4, i32* %c, align 4, !dbg !40
}
```



```

%al = load i32, i32* %a, align 4, !dbg !41
call void @llvm.dbg.value(metadata
i32 %al, metadata !32, metadata !DIExpression()), !dbg !41
%bl = load i32, i32* %b, align 4, !dbg !42
call void @llvm.dbg.value(metadata i32 %bl, metadata !33, metadata !DIExpression()), !dbg !42
%cl = load i32, i32* %c, align 4, !dbg !43
call void @llvm.dbg.value(metadata i32 %cl, metadata !34, metadata !DIExpression()), !dbg !43
ret void, !dbg !44
}

```

```

; Function Attrs: nounwind readnone speculatable willreturn
declare void @llvm.dbg.value(metadata, metadata, metadata) #0

```

```

attributes #0 = { nounwind readnone speculatable willreturn }

```

```

!llvm.dbg.cu = !{!0}
!llvm.debugify = !{!3, !4}
!llvm.module.flags = !{!5}

```

```

!0 = distinct !DICompileUnit(language: DW_LANG_C, file: !1, producer: "debugify", isOptimized: true,
runtimeVersion: 0, emissionKind: FullDebug, enums: !2)
!1 = !DIFile(filename: "legal-debug.ll", directory: "/")
!2 = !{}
!3 = !{i32 20}
!4 = !{i32 12}
!5 = !{i32 2, !"Debug Info Version", i32 3}
!6 = distinct !DISubprogram(name: "function1", linkageName: "function1",
scope: null, file: !1, line: 1, type: !7, scopeLine: 1, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0,
retainedNodes: !8)
!7 = !DISubroutineType(types: !2)
!8 = !{!9, !11, !12, !13, !15, !16}
!9 = !DILocalVariable(name: "1", scope: !6, file: !1, line: 1, type: !10)
!10 = !DIBasicType(name: "ty64", size: 64, encoding: DW_ATE_unsigned)
!11 = !DILocalVariable(name: "2", scope: !6, file: !1, line: 2, type: !10)
!12 = !DILocalVariable(name: "3", scope: !6, file: !1, line: 3, type: !10)
!13 = !DILocalVariable(name: "4", scope: !6, file: !1, line: 7, type: !14)
!14 = !DIBasicType(name: "ty32", size: 32, encoding: DW_ATE_unsigned)
!15 = !DILocalVariable(name: "5", scope: !6, file: !1, line: 8, type: !14)
!16 = !DILocalVariable(name: "6", scope: !6, file: !1, line: 9, type: !14)
!17 = !DILocation(line: 1, column: 1, scope: !6)
!18 = !DILocation(line: 2, column: 1, scope: !6)
!19 = !DILocation(line: 3, column: 1, scope: !6)
!20 = !DILocation(line: 4, column: 1, scope: !6)
!21
= !DILocation(line: 5, column: 1, scope: !6)
!22 = !DILocation(line: 6, column: 1, scope: !6)
!23 = !DILocation(line: 7, column: 1, scope: !6)

```

```

!24 = !DILocation(line: 8, column: 1, scope: !6)
!25 = !DILocation(line: 9, column: 1, scope: !6)
!26 = !DILocation(line: 10, column: 1, scope: !6)
!27 = distinct !DISubprogram(name: "function2", linkageName: "function2", scope: null, file: !1, line: 11, type: !7,
scopeLine: 11, spFlags: DISPFlagDefinition | DISPFlagOptimized, unit: !0, retainedNodes: !28)
!28 = !{!29, !30, !31, !32, !33, !34}
!29 = !DILocalVariable(name: "7", scope: !27, file: !1, line: 11, type: !10)
!30 = !DILocalVariable(name: "8", scope: !27, file: !1, line: 12, type: !10)
!31 = !DILocalVariable(name: "9", scope: !27, file: !1, line: 13, type: !10)
!32 = !DILocalVariable(name: "10", scope: !27, file: !1, line: 17, type: !14)
!33 = !DILocalVariable(name: "11", scope: !27, file: !1, line: 18, type: !14)
!34 = !DILocalVariable(name: "12", scope: !27, file: !1, line: 19, type:
!14)
!35 = !DILocation(line: 11, column: 1, scope: !27)
!36 = !DILocation(line: 12, column: 1, scope: !27)
!37 = !DILocation(line: 13, column: 1, scope: !27)
!38 = !DILocation(line: 14, column: 1, scope: !27)
!39 = !DILocation(line: 15, column: 1, scope: !27)
!40 = !DILocation(line: 16, column: 1, scope: !27)
!41 = !DILocation(line: 17, column: 1, scope: !27)
!42 = !DILocation(line: 18, column: 1, scope: !27)
!43 = !DILocation(line: 19, column: 1, scope: !27)
!44 = !DILocation(line: 20, column: 1, scope: !27)
; CHECK-LABEL: @function1(
; CHECK-NEXT: entry:
; CHECK-NEXT: [[A:%.*]] = alloca i32, align 4, !dbg [[DBG17:![0-9]+]]
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[A]], metadata [[META9:![0-9]+]], metadata
!DIExpression()), !dbg [[DBG17]]
; CHECK-NEXT: [[B:%.*]] = alloca i32, align 4, !dbg [[DBG18:![0-9]+]]
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[B]], metadata [[META11:![0-9]+]], metadata
!DIExpression()), !dbg [[DBG18]]
; CHECK-NEXT: [[C:%.*]]
= alloca i32, align 4, !dbg [[DBG19:![0-9]+]]
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[C]], metadata [[META12:![0-9]+]], metadata
!DIExpression()), !dbg [[DBG19]]
; CHECK-NEXT: call void @outlined_ir_func_0(i32* [[A]], i32* [[B]], i32* [[C]]), !dbg [[DBG20:![0-9]+]]
; CHECK-NEXT: ret void, !dbg [[DBG21:![0-9]+]]
;
;
; CHECK-LABEL: @function2(
; CHECK-NEXT: entry:
; CHECK-NEXT: [[A:%.*]] = alloca i32, align 4, !dbg [[DBG30:![0-9]+]]
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[A]], metadata [[META24:![0-9]+]], metadata
!DIExpression()), !dbg [[DBG30]]
; CHECK-NEXT: [[B:%.*]] = alloca i32, align 4, !dbg [[DBG31:![0-9]+]]
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[B]], metadata [[META25:![0-9]+]], metadata
!DIExpression()), !dbg [[DBG31]]
; CHECK-NEXT: [[C:%.*]] = alloca i32, align 4, !dbg [[DBG32:![0-9]+]]

```

```
; CHECK-NEXT: call void @llvm.dbg.value(metadata i32* [[C]], metadata [[META26:![0-9]+]], metadata
!DIExpression()),
!dbg [[DBG32]]
; CHECK-NEXT: call void @outlined_ir_func_0(i32* [[A]], i32* [[B]], i32* [[C]], !dbg [[DBG33:![0-9]+]])
; CHECK-NEXT: ret void, !dbg [[DBG34:![0-9]+]]
;
;
; CHECK: @outlined_ir_func_0(i32* [[TMP0:%.*]], i32* [[TMP1:%.*]], i32* [[TMP2:%.*]])
; CHECK: entry_to_outline:
; CHECK-NEXT: store i32 2, i32* [[TMP0]], align 4
; CHECK-NEXT: store i32 3, i32* [[TMP1]], align 4
; CHECK-NEXT: store i32 4, i32* [[TMP2]], align 4
; CHECK-NEXT: [[AL:%.*]] = load i32, i32* [[TMP0]], align 4
; CHECK-NEXT: [[BL:%.*]] = load i32, i32* [[TMP1]], align 4
; CHECK-NEXT: [[CL:%.*]] = load i32, i32* [[TMP2]], align 4
; CHECK-NEXT: br label [[ENTRY_AFTER_OUTLINE_EXITSTUB:%.*]]
;
; RUN: llc -O3 -mtriple=powerpc-unknown-linux-gnu -mcpu=e500 -mattr=spe < %s | FileCheck %s
```

; PowerPC SPE is a rare in-tree target that has the FP_TO_SINT node marked
; as Legal.

; Verify that fptosi(42.1) isn't simplified when the rounding mode is
; unknown.

; Verify that no gross errors happen.

; CHECK-LABEL: @f20

; COMMON: cfdctsiz

```
define i32 @f20(double %a) strictfp {
entry:
  %result = call i32 @llvm.experimental.constrained.fptosi.i32.f64(double 42.1,
    metadata !"fpexcept.strict")
    strictfp
  ret i32 %result
}
```

@llvm.fp.env = thread_local global i8 zeroinitializer, section "llvm.metadata"

declare i32 @llvm.experimental.constrained.fptosi.i32.f64(double, metadata)

=====

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```
; RUN: llc -march=hexagon -hexagon-hvx-widen=32 < %s | FileCheck %s
```

```
; Truncating a type-to-be-widened to a legal type (v8i8).
```

```
; Check that this compiles successfully.
```

```
; CHECK-LABEL: f0:
```

```
; CHECK: dealloc_return
```

```
target datalayout = "e-m:e-p:32:32:32-a:0-n16:32-i64:64:64-i32:32:32-i16:16:16-i1:8:8-f32:32:32-f64:64:64-v32:32:32-v64:64:64-v512:512:512-v1024:1024:1024-v2048:2048:2048"
```

```
target triple = "hexagon"
```

```
define dlllexport void @f0(i8* %a0) local_unnamed_addr #0 {
```

```
b0:
```

```
%v0 = load i8, i8* undef, align 1
```

```
%v1 = zext i8 %v0 to i16
```

```
%v2 = add i16 0, %v1
```

```
%v3 = icmp sgt i16 %v2, 1
```

```
%v4 = select i1 %v3, i16 %v2, i16 1
```

```
%v5 = udiv i16 -32768, %v4
```

```
%v6 = zext i16 %v5 to i32
```

```
%v7 = insertelement <8 x i32> undef, i32 %v6, i32 0
```

```
%v8 = shufflevector <8 x i32> %v7, <8 x i32> undef, <8 x i32> zeroinitializer
```

```
%v9 = load <8 x i16>, <8 x i16>* undef, align 2
```

```
%v10 = sext <8 x i16> %v9 to <8 x i32>
```

```
%v11 = mul nsw <8 x i32> %v8, %v10
```

```
%v12 = add nsw <8 x i32> %v11, <i32 16384, i32 16384,
```

```
i32 16384, i32 16384, i32 16384, i32 16384, i32 16384, i32 16384>
```

```
%v13 = lshr <8 x i32> %v12, <i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15, i32 15>
```

```
%v14 = trunc <8 x i32> %v13 to <8 x i8>
```



```

%v15 = getelementptr inbounds i8, i8* %a0, i32 undef
%v16 = bitcast i8* %v15 to <8 x i8>*
store <8 x i8> %v14, <8 x i8>* %v16, align 1
ret void
}

attributes #0 = { "target-features"="+hvx,+hvx-length128b" }
; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-
prefixes=VEC256,AVX
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+prefer-256-bit |
FileCheck %s --check-prefixes=VEC256,AVX512VL256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,-prefer-256-bit |
FileCheck %s --check-prefixes=AVX512VL512
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -
mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=VEC256,SKX256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -
mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=SKX512

define void @zext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction:
%A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext256'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated
cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'zext256'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>

```

```

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
;
SKX256-LABEL: 'zext256'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction:
%C = zext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @zext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'zext512'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>

```

```

; AVX-NEXT:
  Cost Model: Found an estimated cost of 3 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'zext512'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction:
ret void
;
; AVX512VL512-LABEL: 'zext512'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'zext512'
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT: Cost
Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'zext512'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x
i64>

```

```

; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x
i16>
;
SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @sext256() "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for
instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext256'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext256'
;

```

```

AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext256'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
%B = sext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = sext <16 x i8> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated
cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>

```

```

ret void
}

define void @sext512() "min-legal-vector-width"="512" {
; AVX-LABEL: 'sext512'
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for
instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL256-LABEL: 'sext512'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL256-NEXT: Cost Model:
Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to
<32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'sext512'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8
x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to
<8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to
<16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction:
%F = sext <32 x i8> undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext512'
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x
i64>

```

```

; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'sext512'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
}

```

```

define void @trunc256()
"min-legal-vector-width"="256" {
; VEC256-LABEL: 'trunc256'
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %A = trunc <8 x i64> undef to <8 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %C = trunc <8 x i64> undef to <8 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = trunc <16 x i32> undef to <16 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = trunc <16 x i32> undef to <16 x i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %F = trunc <32 x i16> undef to <32 x

```

```

i8>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; AVX512VL512-LABEL: 'trunc256'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to
<8 x i32>
; AVX512VL512-NEXT:
Cost Model: Found an estimated cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %C = trunc <8 x i64> undef to
<8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef
to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to
<16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %F = trunc <32 x i16> undef to
<32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX512-LABEL: 'trunc256'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = trunc <8 x i64> undef to <8 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %B = trunc <8 x i64> undef to <8 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
%C = trunc <8 x i64> undef to <8 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %D = trunc <16 x i32> undef to <16 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %E = trunc <16 x i32> undef to <16 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %F = trunc <32 x i16> undef to <32 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = trunc <8 x i64> undef to <8 x i32>
%B = trunc <8 x i64> undef to <8 x i16>
%C = trunc <8 x i64> undef to <8 x i8>
%D = trunc <16 x i32> undef to <16 x i16>
%E = trunc <16 x i32> undef to <16 x i8>
%F = trunc <32 x i16> undef to <32 x i8>
ret void
}

define i32 @zext256_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'zext256_vXi1'
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = zext <2 x i1> undef to <2 x
i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3

```


for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>

; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>

; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>

; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = zext <2 x i1> undef to <2 x i16>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = zext <8 x i1> undef to <8 x i16>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = zext <16 x i1> undef to <16 x i16>

; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = zext <32 x i1> undef to <32 x i16>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = zext <2 x i1> undef to <2 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = zext <4 x i1> undef to <4 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = zext <8 x i1> undef to <8 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = zext <16 x i1> undef to <16 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = zext <64 x i1> undef to <64 x i8>

; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef

;

; AVX512VL256-LABEL: 'zext256_vXi1'

; AVX512VL256-NEXT:

Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x i64>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i64 = zext <8 x i1> undef to <8 x i64>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x i32>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x i32>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V16i32 = zext <16 x i1> undef to <16 x i32>

; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V2i16 = zext <2 x i1> undef

```

to <2 x i16>
; AVX512VL256-NEXT: Cost Model:
  Found an estimated cost of 5 for instruction: %V4i16 = zext <4 x i1> undef to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i16 = zext <8 x i1> undef
to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 12 for instruction: %V16i16 = zext <16 x i1>
undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %V32i16 = zext <32 x i1>
undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V2i8 = zext <2 x i1> undef to
<2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V4i8 = zext <4 x i1> undef to
<4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 6 for instruction: %V8i8 = zext <8 x i1> undef to
<8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 12 for instruction: %V16i8 = zext <16 x i1>
undef to <16 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 25
  for instruction: %V32i8 = zext <32 x i1> undef to <32 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 50 for instruction: %V64i8 = zext <64 x i1>
undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'zext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef
to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef
to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef
to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef
to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef
to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
  %V8i32 = zext <8 x i1> undef to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1>
undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = zext <2 x i1> undef
to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i16 = zext <4 x i1> undef
to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = zext <8 x i1> undef
to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i16 = zext <16 x i1>
undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i16 = zext <32 x i1>
undef to <32 x i16>

```

```

; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i8 = zext <2 x i1> undef to
<2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i8 = zext <4 x i1> undef
to <4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i8 = zext <8 x i1> undef to
<8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i8 = zext <16 x i1> undef
to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i8 = zext <32 x i1> undef
to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 19 for instruction: %V64i8 = zext <64 x i1>
undef to <64 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'zext256_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i64 = zext <8 x i1> undef to <8 x
i64>
; SKX256-NEXT: Cost Model:
Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V16i32 = zext <16 x i1> undef to
<16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext <4 x i1> undef to <4 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = zext <16 x i1> undef to
<16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V32i16 = zext <32
x i1> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x
i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x
i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x
i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16
x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32

```

```

x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V64i8 = zext <64 x i1> undef to <64
x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'zext256_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = zext <2 x i1> undef to <2 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated
cost of 2 for instruction: %V4i64 = zext <4 x i1> undef to <4 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = zext <8 x i1> undef to <8 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = zext <2 x i1> undef to <2 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = zext <4 x i1> undef to <4 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = zext <8 x i1> undef to <8 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = zext <16 x i1> undef to
<16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = zext <2 x i1> undef to <2 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = zext <4 x i1> undef to <4 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = zext <8 x i1> undef to <8 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = zext <16 x i1> undef to
<16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = zext <32 x i1> undef to
<32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = zext <2 x i1> undef to <2 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = zext <4 x i1> undef to <4 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = zext <8 x i1> undef to <8 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = zext <16 x i1> undef to <16
x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = zext <32 x i1> undef to <32
x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V64i8 = zext <64 x i1> undef to <64
x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction:
ret i32 undef
;
%V2i64 = zext <2 x i1> undef to <2 x i64>
%V4i64 = zext <4 x i1> undef to <4 x i64>
%V8i64 = zext <8 x i1> undef to <8 x i64>

```

```
%V2i32 = zext <2 x i1> undef to <2 x i32>
%V4i32 = zext <4 x i1> undef to <4 x i32>
%V8i32 = zext <8 x i1> undef to <8 x i32>
%V16i32 = zext <16 x i1> undef to <16 x i32>
```

```
%V2i16 = zext <2 x i1> undef to <2 x i16>
%V4i16 = zext <4 x i1> undef to <4 x i16>
%V8i16 = zext <8 x i1> undef to <8 x i16>
%V16i16 = zext <16 x i1> undef to <16 x i16>
%V32i16 = zext <32 x i1> undef to <32 x i16>
```

```
%V2i8 = zext <2 x i1> undef to <2 x i8>
%V4i8 = zext <4 x i1> undef to <4 x i8>
%V8i8 = zext <8 x i1> undef to <8 x i8>
%V16i8 = zext <16 x i1> undef to <16 x i8>
%V32i8 = zext <32 x i1> undef to <32 x i8>
%V64i8 = zext <64 x i1> undef to <64 x i8>
```

```
ret i32 undef
}
```

```
define i32 @sext256_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'sext256_vXi1'
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction:
%I64 = sext i1 undef to i64
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = sext <2 x i1> undef to <2 x
i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i64 = sext <4 x i1> undef to <4 x
i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i64 = sext <8 x i1> undef to <8 x
i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = sext <2 x i1> undef to <2 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = sext <4 x i1> undef to <4 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i32 = sext <8 x i1> undef to <8 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V16i32 = sext <16 x i1> undef to <16 x
i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16
= sext i1 undef to i16
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = sext <2 x i1> undef to <2 x
i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = sext <4 x i1> undef to <4 x
i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = sext <8 x i1> undef to <8 x
```

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i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to <16 x
i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = sext <32 x i1> undef to <32 x
i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = sext <2 x i1> undef to <2 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = sext <4 x i1> undef to <4 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = sext
<8 x i1> undef to <8 x i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = sext <16 x i1> undef to <16 x
i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = sext <32 x i1> undef to <32 x
i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V64i8 = sext <64 x i1> undef to <64 x
i8>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'sext256_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef
to <2 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef
to <4 x i64>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i64 = sext <8 x i1> undef
to <8 x i64>
; AVX512VL256-NEXT: Cost Model: Found
an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef
to <2 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef
to <4 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef
to <8 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i32 = sext <16 x i1>
undef to <16 x i32>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V2i16 = sext <2 x i1> undef
to <2 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i16 = sext <4 x i1> undef
to <4 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V8i16 = sext <8
x i1> undef to <8 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i16 = sext <16 x i1>
undef to <16 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 20 for instruction: %V32i16 = sext <32 x i1>
undef to <32 x i16>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8

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; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V2i8 = sext <2 x i1> undef to
<2 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V4i8 = sext <4 x i1> undef to
<4 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V8i8 = sext <8 x i1> undef to
<8 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V16i8 = sext <16 x i1>
undef to <16 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 21 for instruction: %V32i8 = sext <32 x i1>
undef to <32 x i8>
; AVX512VL256-NEXT:
  Cost Model: Found an estimated cost of 42 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'sext256_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef
to <2 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef
to <4 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i64 = sext <8 x i1> undef
to <8 x i64>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef
to <2 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for
instruction: %V4i32 = sext <4 x i1> undef to <4 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef
to <8 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1>
undef to <16 x i32>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = sext <2 x i1> undef
to <2 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = sext <4 x i1> undef
to <4 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = sext <8 x i1> undef
to <8 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 = sext <16 x i1>
undef to <16 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i16 = sext <32 x i1>
undef to <32 x i16>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = sext <2 x i1> undef to
<2 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = sext <4 x i1> undef to
<4 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = sext <8 x i1> undef to

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<8 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = sext <16 x i1> undef
to <16 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i8 = sext <32 x i1> undef
to <32 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 15 for instruction: %V64i8 = sext <64 x i1>
undef to <64 x i8>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'sext256_vXi1'
; SKX256-NEXT: Cost Model:
Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i64 = sext <8 x i1> undef to <8 x
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x
i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i32 = sext <16 x i1> undef to
<16 x i32>
; SKX256-NEXT:
Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x
i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to
<16 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V32i16 = sext <32 x i1> undef to
<32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = sext <2 x i1> undef to <2 x
i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to
<4 x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x
i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16
x i8>

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; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32
x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V64i8 = sext <64 x i1> undef to <64
x i8>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'sext256_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I64 = sext i1 undef to i64
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i64 = sext <2 x i1> undef to <2 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i64 = sext <4 x i1> undef to <4 x
i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction:
%V8i64 = sext <8 x i1> undef to <8 x i64>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I32 = sext i1 undef to i32
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = sext <2 x i1> undef to <2 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i32 = sext <4 x i1> undef to <4 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i32 = sext <8 x i1> undef to <8 x
i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i32 = sext <16 x i1> undef to
<16 x i32>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I16 = sext i1 undef to i16
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = sext <2 x i1> undef to <2 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = sext <4 x i1> undef to <4 x
i16>
; SKX512-NEXT: Cost Model: Found an estimated cost
of 1 for instruction: %V8i16 = sext <8 x i1> undef to <8 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i16 = sext <16 x i1> undef to
<16 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i16 = sext <32 x i1> undef to
<32 x i16>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %I8 = sext i1 undef to i8
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = sext <2 x i1> undef to <2 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = sext <4 x i1> undef to <4 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = sext <8 x i1> undef to <8 x
i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V16i8 = sext <16 x i1> undef to <16
x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V32i8 = sext <32 x i1> undef to <32
x i8>
; SKX512-NEXT: Cost
Model: Found an estimated cost of 1 for instruction: %V64i8 = sext <64 x i1> undef to <64 x i8>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef

```

```

;
%I64 = sext i1 undef to i64
%V2i64 = sext <2 x i1> undef to <2 x i64>
%V4i64 = sext <4 x i1> undef to <4 x i64>
%V8i64 = sext <8 x i1> undef to <8 x i64>

%I32 = sext i1 undef to i32
%V2i32 = sext <2 x i1> undef to <2 x i32>
%V4i32 = sext <4 x i1> undef to <4 x i32>
%V8i32 = sext <8 x i1> undef to <8 x i32>
%V16i32 = sext <16 x i1> undef to <16 x i32>

%I16 = sext i1 undef to i16
%V2i16 = sext <2 x i1> undef to <2 x i16>
%V4i16 = sext <4 x i1> undef to <4 x i16>
%V8i16 = sext <8 x i1> undef to <8 x i16>
%V16i16 = sext <16 x i1> undef to <16 x i16>
%V32i16 = sext <32 x i1> undef to <32 x i16>

%I8 = sext i1 undef to i8
%V2i8 = sext <2 x i1> undef to <2 x i8>
%V4i8 = sext <4 x i1> undef to <4 x i8>
%V8i8 = sext <8 x i1> undef to <8 x i8>
%V16i8 = sext <16 x i1> undef
to <16 x i8>
%V32i8 = sext <32 x i1> undef to <32 x i8>
%V64i8 = sext <64 x i1> undef to <64 x i8>

ret i32 undef
}

define i32 @trunc_vXi1() "min-legal-vector-width"="256" {
; AVX-LABEL: 'trunc_vXi1'
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V2i64 = trunc <2 x i64> undef to <2 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V4i64 = trunc <4 x i64> undef to <4 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to
<16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 23 for instruction: %V32i64 = trunc <32 x i64> undef to
<32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 46 for instruction: %V64i64 = trunc <64 x i64> undef to
<64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i32 = trunc <2 x i32>
undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x

```

```

i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i32 = trunc <16 x i32> undef to <16
x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 17 for instruction: %V32i32 = trunc <32 x i32> undef to
<32 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 34 for instruction: %V64i32 = trunc <64 x i32> undef to
<64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i16 = trunc <4 x i16> undef to <4 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V8i16 = trunc <8 x i16> undef to <8 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for
instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V32i16 = trunc <32 x i16> undef to <32
x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 18 for instruction: %V64i16 = trunc <64 x i16> undef to
<64 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V16i8 = trunc <16 x i8> undef to <16 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V32i8 = trunc <32 x i8> undef to <32 x
i1>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x
i1>
; AVX-NEXT: Cost Model:
Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL256-LABEL: 'trunc_vXi1'
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64>
undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64>
undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64>
undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64>
undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 22 for instruction: %V32i64 = trunc <32 x i64>
undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 44 for instruction: %V64i64 = trunc <64 x i64>
undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32>
undef to <2 x i1>

```

```

; AVX512VL256-NEXT: Cost Model: Found
an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32>
undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V16i32 = trunc <16 x i32>
undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 10 for instruction: %V32i32 = trunc <32 x i32>
undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 20 for instruction: %V64i32 = trunc <64 x i32>
undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16>
undef to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16>
undef to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16 = trunc <8 x i16>
undef to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated
cost of 8 for instruction: %V16i16 = trunc <16 x i16> undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 16 for instruction: %V32i16 = trunc <32 x i16>
undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 32 for instruction: %V64i16 = trunc <64 x i16>
undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef
to <2 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef
to <4 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef
to <8 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V16i8 = trunc <16 x i8>
undef to <16 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 17 for instruction: %V32i8 = trunc <32 x i8>
undef to <32 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 34 for
instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; AVX512VL256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; AVX512VL512-LABEL: 'trunc_vXi1'
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64>
undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64>
undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64>
undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64>
undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 22 for instruction: %V32i64 = trunc <32 x i64>
undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 44 for instruction: %V64i64 = trunc <64 x i64>

```

```

undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
%V2i32 = trunc <2 x i32> undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32>
undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32>
undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32>
undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %V32i32 = trunc <32 x i32>
undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 8 for instruction: %V64i32 = trunc <64 x i32>
undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i16 = trunc <2 x i16>
undef to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i16 = trunc <4 x i16>
undef to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i16
= trunc <8 x i16> undef to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i16 = trunc <16 x i16>
undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i16 = trunc <32 x i16>
undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 14 for instruction: %V64i16 = trunc <64 x i16>
undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V2i8 = trunc <2 x i8> undef
to <2 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V4i8 = trunc <4 x i8> undef
to <4 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V8i8 = trunc <8 x i8> undef
to <8 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %V16i8 = trunc <16 x i8>
undef to <16 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %V32i8 = trunc <32 x i8>
undef to <32 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 15 for instruction: %V64i8 = trunc <64 x i8>
undef to <64 x i1>
; AVX512VL512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX256-LABEL: 'trunc_vXi1'
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 9 for instruction: %V8i64 = trunc <8 x i64> undef to <8
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to
<16 x i1>

```

```

; SKX256-NEXT: Cost Model: Found an estimated cost of 23 for instruction: %V32i64 = trunc <32 x i64> undef to
<32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 47 for instruction: %V64i64 = trunc <64 x i64> undef to
<64 x i1>
; SKX256-NEXT: Cost
Model: Found an estimated cost of 2 for instruction: %V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V16i32 = trunc <16 x i32> undef to
<16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V32i32 = trunc <32 x i32> undef to
<32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 23 for instruction: %V64i32 = trunc <64 x i32> undef to
<64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = trunc <4 x i16> undef to <4
x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
%V8i16 = trunc <8 x i16> undef to <8 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to
<16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V32i16 = trunc <32 x i16> undef to
<32 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V64i16 = trunc <64 x i16> undef to
<64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x
i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x
i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x
i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to
<16 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = trunc <32 x i8> undef to
<32 x i1>
; SKX256-NEXT:
Cost Model: Found an estimated cost of 5 for instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
; SKX512-LABEL: 'trunc_vXi1'
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i64 = trunc <2 x i64> undef to <2
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i64 = trunc <4 x i64> undef to <4
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i64 = trunc <8 x i64> undef to <8

```

```

x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V16i64 = trunc <16 x i64> undef to
<16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 23 for instruction: %V32i64 = trunc <32 x i64> undef to
<32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 47 for instruction: %V64i64 = trunc <64 x i64> undef to
<64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction:
%V2i32 = trunc <2 x i32> undef to <2 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i32 = trunc <4 x i32> undef to <4
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i32 = trunc <8 x i32> undef to <8
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i32 = trunc <16 x i32> undef to
<16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V32i32 = trunc <32 x i32> undef to
<32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 11 for instruction: %V64i32 = trunc <64 x i32> undef to
<64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i16 = trunc <2 x i16> undef to <2 x
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i16 = trunc <4 x i16> undef to <4
x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i16 = trunc <8 x i16> undef to <8
x i1>
;
SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i16 = trunc <16 x i16> undef to
<16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i16 = trunc <32 x i16> undef to
<32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 5 for instruction: %V64i16 = trunc <64 x i16> undef to
<64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V2i8 = trunc <2 x i8> undef to <2 x
i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V4i8 = trunc <4 x i8> undef to <4 x
i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V8i8 = trunc <8 x i8> undef to <8 x
i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V16i8 = trunc <16 x i8> undef to
<16 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for instruction: %V32i8 = trunc <32 x i8> undef to
<32 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 2 for
instruction: %V64i8 = trunc <64 x i8> undef to <64 x i1>
; SKX512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret i32 undef
;
%V2i64 = trunc <2 x i64> undef to <2 x i1>
%V4i64 = trunc <4 x i64> undef to <4 x i1>

```

```

%V8i64 = trunc <8 x i64> undef to <8 x i1>
%V16i64 = trunc <16 x i64> undef to <16 x i1>
%V32i64 = trunc <32 x i64> undef to <32 x i1>
%V64i64 = trunc <64 x i64> undef to <64 x i1>

%V2i32 = trunc <2 x i32> undef to <2 x i1>
%V4i32 = trunc <4 x i32> undef to <4 x i1>
%V8i32 = trunc <8 x i32> undef to <8 x i1>
%V16i32 = trunc <16 x i32> undef to <16 x i1>
%V32i32 = trunc <32 x i32> undef to <32 x i1>
%V64i32 = trunc <64 x i32> undef to <64 x i1>

%V2i16 = trunc <2 x i16> undef to <2 x i1>
%V4i16 = trunc <4 x i16> undef to <4 x i1>
%V8i16 = trunc <8 x i16> undef to <8 x i1>
%V16i16 = trunc <16 x i16> undef to <16 x i1>
%V32i16 = trunc <32 x i16> undef to <32 x i1>
%V64i16 = trunc <64 x i16> undef to <64 x i1>

%V2i8 =
trunc <2 x i8> undef to <2 x i1>
%V4i8 = trunc <4 x i8> undef to <4 x i1>
%V8i8 = trunc <8 x i8> undef to <8 x i1>
%V16i8 = trunc <16 x i8> undef to <16 x i1>
%V32i8 = trunc <32 x i8> undef to <32 x i1>
%V64i8 = trunc <64 x i8> undef to <64 x i1>

ret i32 undef
}
# People who have agreed to one of the CLAs and can contribute patches.
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#
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#
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# https://developers.google.com/open-source/cla/corporate
#
# The agreement for individuals can be filled out on the web.
#
# When adding J Random Contributor's name to this file,
# either J's name or J's organization's name should be
# added to the AUTHORS file, depending on whether the
# individual or corporate CLA was used.
#

```


Names should be added to this file as:

Name <email address>

#

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; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py

; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

```
define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
```

```
; CHECK-LABEL: test_sitofp_fixed:
```

```
; CHECK:      ; %bb.0:
```

```
; CHECK-NEXT:  sshll.2d v4, v2, #0
```

```
; CHECK-NEXT:  sshll.2d v16, v1, #0
```

```
; CHECK-NEXT:  sshll.2d v5, v0, #0
```

```
; CHECK-NEXT:  sshll.2d v6, v1, #0
```

```
; CHECK-NEXT:  sshll.2d v7, v3, #0
```

```
; CHECK-NEXT:  sshll.2d v0, v0, #0
```

```
; CHECK-NEXT:  sshll.2d v17, v2, #0
```

```
; CHECK-NEXT:  sshll.2d v18, v3, #0
```

```
; CHECK-NEXT:  scvtf.2d v1, v5, #6
```

```
; CHECK-NEXT:  scvtf.2d v3, v6, #6
```

```
; CHECK-NEXT:  scvtf.2d v2, v16, #6
```

```
; CHECK-NEXT:  scvtf.2d v5, v4, #6
```

```
; CHECK-NEXT:  scvtf.2d v0, v0, #6
```

```
; CHECK-NEXT:  scvtf.2d v7, v7, #6
```

```
; CHECK-NEXT:  scvtf.2d v4, v17, #6
```

```
; CHECK-NEXT:  scvtf.2d v6, v18, #6
```

```
; CHECK-NEXT:  ret
```

```
%flt = sitofp <16 x i32> %in to <16 x double>
```

```
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0,
```

```
double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
```

```
ret <16 x double> %res
```

```
}
```

; This one is small enough to satisfy isSimple, but still illegally large.

```
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
```

```
; CHECK-LABEL: test_sitofp_fixed_shortish:
```

```
; CHECK:      ; %bb.0:
```

```
; CHECK-NEXT:  scvtf.2d v0, v0, #6
```

```
; CHECK-NEXT:  scvtf.2d v1, v1, #6
```

```
; CHECK-NEXT:  ret
```

```
%flt = sitofp <4 x i64> %in to <4 x double>
```

```
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0>
```

```
ret <4 x double> %res
```

```
}
```

LLVM System Interface Library

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```
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit | FileCheck %s
--check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 -mattr=prefer-256-bit,avx512vbmi |
FileCheck %s --check-prefixes=CHECK,CHECK-VBMI
; Make sure CPUs default to prefer-256-bit. avx512vnni isn't interesting as it just adds an isel peephole for
vpmaddwd+vpadd
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=skylake-avx512 | FileCheck %s --check-
prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cascadelake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=cooperlake | FileCheck %s --
check-prefixes=CHECK,CHECK-AVX512
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mcpu=cannonlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI
;
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-client | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=icelake-server | FileCheck %s --
check-prefixes=CHECK,CHECK-VBMI
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=-avx512vnni -mcpu=tigerlake | FileCheck %s --check-
prefixes=CHECK,CHECK-VBMI
```

; This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

```
define dso_local void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-
width"="256" {
; CHECK-LABEL: add256:
```

```

; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpadd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vpadd 32(%rsi), %ymm0, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:
vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%d = load <16 x i32>, <16 x i32>* %a
%e = load <16 x i32>, <16 x i32>* %b
%f = add <16 x i32> %d, %e
store <16 x i32> %f, <16 x i32>* %c
ret void
}

```

```

define dso_local void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-
width"="512" {

```

```

; CHECK-LABEL: add512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpadd 32(%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%d = load <16 x i32>, <16 x i32>* %a
%e = load <16 x i32>, <16 x i32>* %b
%f = add <16 x i32> %d, %e
store <16 x i32> %f, <16 x i32>* %c
ret void
}

```

```

define dso_local void @avg_v64i8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {

```

```

; CHECK-LABEL: avg_v64i8_256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT: vpavgb (%rdi), %ymm0,
%ymm0
; CHECK-NEXT: vpavgb 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqu %ymm1, (%rax)
; CHECK-NEXT: vmovdqu %ymm0, (%rax)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%1 = load <64 x i8>, <64 x i8>* %a
%2 = load <64 x i8>, <64 x i8>* %b
%3 = zext <64 x i8> %1 to <64 x i32>

```

```
%4 = zext <64 x i8> %2 to <64 x i32>  
%5 = add nuw nsw <64 x i32> %3, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,  
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32  
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,>  
%6 = add nuw nsw <64 x i32> %5, %4  
%7 = lshr <64 x i32> %6, <i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,  
i32 1, i32 1, i32 1,  
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,  
i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32  
1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1,>  
%8 = trunc <64 x i32> %7 to <64 x i8>  
store <64 x i8> %8, <64 x i8>* undef, align 4  
ret void  
}
```

```
define dso_local void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-
legal-vector-width"="256" {
; CHECK-LABEL: pmaddwd_32_256:
; CHECK:      # %bb.0:
```

```

; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmaddwd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vpmaddwd (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9,
i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

```

```

define dso_local void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-
legal-vector-width"="512" {
; CHECK-LABEL: pmaddwd_32_512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32
12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16
x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29,
i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

```

```

define dso_local void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-
vector-width"="256" {

```



```

; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

define dso_local
void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
; CHECK-LABEL: psubus_64i8_max_512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpsubusb (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
ret void
}

define dso_local i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
; CHECK-LABEL: _Z9test_charPcS_i_256:
; CHECK:      # %bb.0: # %entry
; CHECK-NEXT: movl %edx, %eax
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: xorl %ecx, %ecx
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: vpxor %xmm2,

```

```

%xmm2, %xmm2
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB8_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vpmovsxbw 16(%rdi,%rcx), %ymm3
; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %ymm4
; CHECK-NEXT: vpmovsxbw 16(%rsi,%rcx), %ymm5
; CHECK-NEXT: vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-NEXT: vpadd %ymm2, %ymm3, %ymm2
; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %ymm3
; CHECK-NEXT: vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-NEXT: vpadd %ymm1, %ymm3, %ymm1
; CHECK-NEXT: addq $32, %rcx
; CHECK-NEXT: cmpq %rcx, %rax
; CHECK-NEXT: jne .LBB8_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vpadd %ymm0, %ymm1, %ymm1
; CHECK-NEXT: vpadd %ymm0, %ymm2, %ymm0
; CHECK-NEXT: vpadd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpshufd {{.*#+}} xmm1
= xmm0[1,1,1,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
%3 = zext i32 %2 to i64
br label %vector.body

```

vector.body:

```

%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3

```

```
br i1 %12, label %middle.block, label %vector.body
```

```
middle.block:
```

```
%rdx.shuf1 = shufflevector <32 x i32> %11,  
<32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26,  
i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>  
%bin.rdx1 = add <32 x i32> %11, %rdx.shuf1  
%rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32  
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,  
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>  
%bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf  
%rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef>  
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15  
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef>  
%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17  
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32  
undef, i32 undef, i32 undef, i32 undef, i32 undef>  
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19  
%13 = extractelement <32 x i32> %bin.rdx20, i32 0  
ret i32 %13  
}
```

```
define dso_local i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-  
vector-width"="512" {
```

```
; CHECK-LABEL: _Z9test_charPcS_i_512:  
; CHECK:      # %bb.0: # %entry  
; CHECK-NEXT: movl %edx, %eax  
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0  
; CHECK-NEXT: xorl %ecx, %ecx  
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1  
; CHECK-NEXT: .p2align 4, 0x90  
; CHECK-NEXT: .LBB9_1: # %vector.body  
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1  
; CHECK-NEXT: vpmovsxbw (%rdi,%rcx), %zmm2  
; CHECK-NEXT: vpmovsxbw (%rsi,%rcx), %zmm3  
; CHECK-NEXT: vpmaddwd %zmm2, %zmm3, %zmm2  
; CHECK-NEXT: vpaddq %zmm1, %zmm2, %zmm1
```

```
;
CHECK-NEXT:  addq $32, %rcx
; CHECK-NEXT:  cmpq %rcx, %rax
; CHECK-NEXT:  jne .LBB9_1
; CHECK-NEXT:  # %bb.2: # %middle.block
; CHECK-NEXT:  vpaddd %zmm0, %zmm1, %zmm0
; CHECK-NEXT:  vextracti64x4 $1, %zmm0, %ymm1
; CHECK-NEXT:  vpaddd %zmm1, %zmm0, %zmm0
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT:  vpaddd %xmm1, %xmm0, %xmm0
; CHECK-NEXT:  vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-NEXT:  vpaddd %xmm1, %xmm0, %xmm0
; CHECK-NEXT:  vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-NEXT:  vpaddd %xmm1, %xmm0, %xmm0
; CHECK-NEXT:  vmovd %xmm0, %eax
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
entry:
%3 = zext i32 %2 to i64
br label %vector.body
```

```
vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align
1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body
```

```
middle.block:
%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx1 = add <32 x i32> %11, %rdx.shuf1
%rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12,
```



```

; CHECK-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
; CHECK-NEXT:    vmovd %xmm0, %eax
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:
    retq
entry:
    br label %vector.body

vector.body:
    %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
    %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
    %0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
    %1 = bitcast i8* %0 to <16 x i8>*
    %wide.load = load <16 x i8>, <16 x i8>* %1, align 4
    %2 = zext <16 x i8> %wide.load to <16 x i32>
    %3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
    %4 = bitcast i8* %3 to <16 x i8>*
    %wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
    %5 = zext <16 x i8> %wide.load1 to <16 x i32>
    %6 = sub nsw <16 x i32> %2, %5
    %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
    %8 = sub nsw <16 x i32> zeroinitializer, %6
    %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
    %10 = add nsw <16 x i32> %9, %vec.phi
    %index.next = add i64 %index,
    4
    %11 = icmp eq i64 %index.next, 1024
    br i1 %11, label %middle.block, label %vector.body

middle.block:
    %rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
    %bin.rdx = add <16 x i32> %10, %rdx.shuf
    %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
    %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
    %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
    %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
    %rdx.shuf4 = shufflevector
    <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
    %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
    %12 = extractelement <16 x i32> %bin.rdx4, i32 0
    ret i32 %12

```

}

```
define dso_local i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-LABEL: sad_16i8_512:
; CHECK:      # %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB11_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %xmm1
; CHECK-NEXT: vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-NEXT: vpadd %zmm0, %zmm1, %zmm0
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB11_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm1
; CHECK-NEXT:
    vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[2,3,2,3]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[1,1,1,1]
; CHECK-NEXT: vpadd %xmm1, %xmm0, %xmm0
; CHECK-NEXT: vmovd %xmm0, %eax
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
    br label %vector.body
```

vector.body:

```
%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1
to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
%8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
```

```

%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body

```

middle.block:

```

%rdx.shuf = shufflevector <16 x i32> %10, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32
13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %10, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}

```

```

define dso_local void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: sbto16f32_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
;
; CHECK-NEXT:  vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT:  vpmovm2d %k0, %ymm1
; CHECK-NEXT:  vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT:  vmovaps %ymm1, (%rdi)
; CHECK-NEXT:  vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

```

```

define dso_local void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f32_512:
; CHECK:      # %bb.0:

```



```
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}
```

```
define dso_local void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256"
{
; CHECK-LABEL: sbto16f64_256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT: vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm2
; CHECK-NEXT: vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT: vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT: vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT: vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT: vmovaps %ymm3, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT: vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}
```

```
define dso_local void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: sbto16f64_512:
; CHECK:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT: vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, 64(%rdi)
```

```

; CHECK-NEXT: vmovaps %zmm1, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

```

```

define dso_local void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
; CHECK-LABEL: ubto16f32_256:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtdq2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT: vcvtdq2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1,
(%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

```

```

define dso_local void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f32_512:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT: vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

```

```

define dso_local void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {

```

```

; CHECK-LABEL: ubto16f64_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpmovw2m
               %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
; CHECK-NEXT:  vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:  vpmovm2d %k0, %ymm2
; CHECK-NEXT:  vpsrld $31, %ymm2, %ymm2
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:  vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:  vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:  vmovaps %ymm3, (%rdi)
; CHECK-NEXT:  vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:  vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
               %mask = icmp slt <16 x i16> %a, zeroinitializer
               %1 = uitofp <16 x i1> %mask to <16 x double>
               store <16 x double> %1, <16 x double>* %res
               ret void
}

define dso_local void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
; CHECK-LABEL: ubto16f64_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:
               vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm1
; CHECK-NEXT:  vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm0
; CHECK-NEXT:  vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT:  vmovaps %zmm1, (%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
               %mask = icmp slt <16 x i16> %a, zeroinitializer
               %1 = uitofp <16 x i1> %mask to <16 x double>
               store <16 x double> %1, <16 x double>* %res
               ret void
}

define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-

```

```

width"="256" {
; CHECK-LABEL: test_16f32toub_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k0
; CHECK-NEXT:  vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
; CHECK-NEXT:  vmovdqu16
    %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

```

```

define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:  vpslld $31, %zmm1, %zmm1
; CHECK-NEXT:  vpmovd2m %zmm1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

```

```

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="256" {
; CHECK-LABEL: test_16f32tosb_256:
; CHECK:      # %bb.0:
; CHECK-NEXT:
    vcvttps2dq (%rdi), %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k0
; CHECK-NEXT:  vcvttps2dq 32(%rdi), %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptosi <16 x float> %a to <16 x i1>

```

```

%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

```

```

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-
width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vcvttps2dq (%rdi), %zmm1
; CHECK-NEXT:  vpmovd2m %zmm1, %k1
; CHECK-NEXT:  vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT:  retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fptosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

```

```

define
dso_local void @mul256(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL: mul256:
; CHECK-AVX512:      # %bb.0:
; CHECK-AVX512-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-AVX512-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-AVX512-NEXT:  vmovdqa (%rsi), %ymm2
; CHECK-AVX512-NEXT:  vmovdqa 32(%rsi), %ymm3
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
ymm3[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} ymm5 =
ymm1[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT:  vpmullw %ymm4, %ymm5, %ymm4
; CHECK-AVX512-NEXT:  vmovdqa {{.*#+}} ymm5 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT:  vpand %ymm5, %ymm4, %ymm4
; CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} ymm3 =
ymm3[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
;
CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} ymm1 =
ymm1[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-AVX512-NEXT:  vpmullw %ymm3, %ymm1, %ymm1
; CHECK-AVX512-NEXT:  vpand %ymm5, %ymm1, %ymm1
; CHECK-AVX512-NEXT:  vpackuswb %ymm4, %ymm1, %ymm1
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} ymm3 =
ymm2[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT:  vpmullw %ymm3, %ymm4, %ymm3
; CHECK-AVX512-NEXT:  vpand %ymm5, %ymm3, %ymm3

```

```

; CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} ymm2 =
ymm2[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-AVX512-NEXT:  vpmullw
    %ymm2, %ymm0, %ymm0
; CHECK-AVX512-NEXT:  vpand %ymm5, %ymm0, %ymm0
; CHECK-AVX512-NEXT:  vpackuswb %ymm3, %ymm0, %ymm0
; CHECK-AVX512-NEXT:  vmovdqa %ymm0, (%rdx)
; CHECK-AVX512-NEXT:  vmovdqa %ymm1, 32(%rdx)
; CHECK-AVX512-NEXT:  vzeroupper
; CHECK-AVX512-NEXT:  retq
;
; CHECK-VBMI-LABEL: mul256:
; CHECK-VBMI:    # %bb.0:
; CHECK-VBMI-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-VBMI-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-VBMI-NEXT:  vmovdqa (%rsi), %ymm2
; CHECK-VBMI-NEXT:  vmovdqa 32(%rsi), %ymm3
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
ymm3[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} ymm5 =
ymm1[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT:  vpmullw %ymm4, %ymm5, %ymm4
; CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} ymm3 =
ymm3[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
;
CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} ymm1 =
ymm1[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-VBMI-NEXT:  vpmullw %ymm3, %ymm1, %ymm1
; CHECK-VBMI-NEXT:  vmovdqa {{.*#+}} ymm3 =
[0,2,4,6,8,10,12,14,32,34,36,38,40,42,44,46,16,18,20,22,24,26,28,30,48,50,52,54,56,58,60,62]
; CHECK-VBMI-NEXT:  vpermt2b %ymm4, %ymm3, %ymm1
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} ymm4 =
ymm2[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} ymm5 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT:  vpmullw %ymm4, %ymm5, %ymm4
; CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} ymm2 =
ymm2[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-VBMI-NEXT:
    vpmullw %ymm2, %ymm0, %ymm0
; CHECK-VBMI-NEXT:  vpermt2b %ymm4, %ymm3, %ymm0
; CHECK-VBMI-NEXT:  vmovdqa %ymm0, (%rdx)
; CHECK-VBMI-NEXT:  vmovdqa %ymm1, 32(%rdx)
; CHECK-VBMI-NEXT:  vzeroupper

```

```

; CHECK-VBMI-NEXT:  retq
%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c
ret void
}

define dso_local void @mul512(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="512" {
; CHECK-AVX512-LABEL: mul512:
; CHECK-AVX512:      # %bb.0:
; CHECK-AVX512-NEXT:  vmovdqa64 (%rdi), %zmm0
; CHECK-AVX512-NEXT:  vmovdqa64 (%rsi), %zmm1
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} %zmm2 =
zmm1[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4
2,42,43,43,44,44,45,45,46,46,47,47,56,56,57,57,58,58,59,59,60,60,61,61,62,62,63,63]
; CHECK-AVX512-NEXT:  vpunpckhbw {{.*#+}} %zmm3 =
zmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4
2,42,43,43,44,44,45,45,46,46,47,47,56,56,57,57,58,58,59,59,60,60,61,61,62,62,63,63]
;
; CHECK-AVX512-NEXT:  vpmullw %zmm2, %zmm3, %zmm2
; CHECK-AVX512-NEXT:  vmovdqa64 {{.*#+}} %zmm3 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,2
55,255,255,255,255]
; CHECK-AVX512-NEXT:  vpandq %zmm3, %zmm2, %zmm2
; CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} %zmm1 =
zmm1[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55]
; CHECK-AVX512-NEXT:  vpunpcklbw {{.*#+}} %zmm0 =
zmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55]
; CHECK-AVX512-NEXT:  vpmullw %zmm1, %zmm0, %zmm0
; CHECK-AVX512-NEXT:  vpandq %zmm3, %zmm0,
%zmm0
; CHECK-AVX512-NEXT:  vpackuswb %zmm2, %zmm0, %zmm0
; CHECK-AVX512-NEXT:  vmovdqa64 %zmm0, (%rdx)
; CHECK-AVX512-NEXT:  vzeroupper
; CHECK-AVX512-NEXT:  retq
;
; CHECK-VBMI-LABEL: mul512:
; CHECK-VBMI:      # %bb.0:
; CHECK-VBMI-NEXT:  vmovdqa64 (%rdi), %zmm0
; CHECK-VBMI-NEXT:  vmovdqa64 (%rsi), %zmm1
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} %zmm2 =
zmm1[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4
2,42,43,43,44,44,45,45,46,46,47,47,56,56,57,57,58,58,59,59,60,60,61,61,62,62,63,63]
; CHECK-VBMI-NEXT:  vpunpckhbw {{.*#+}} %zmm3 =
zmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4

```

```

2,42,43,43,44,44,45,45,46,46,47,47,56,56,57,57,58,58,59,59,60,60,61,61,62,62,63,63]
; CHECK-VBMI-NEXT:  vpmullw %zmm2, %zmm3, %zmm2
; CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} zmm1 =
zmm1[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55]
;
CHECK-VBMI-NEXT:  vpunpcklbw {{.*#+}} zmm0 =
zmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55]
; CHECK-VBMI-NEXT:  vpmullw %zmm1, %zmm0, %zmm0
; CHECK-VBMI-NEXT:  vmovdqa64 {{.*#+}} zmm1 =
[0,2,4,6,8,10,12,14,64,66,68,70,72,74,76,78,16,18,20,22,24,26,28,30,80,82,84,86,88,90,92,94,32,34,36,38,40,42,44,
46,96,98,100,102,104,106,108,110,48,50,52,54,56,58,60,62,112,114,116,118,120,122,124,126]
; CHECK-VBMI-NEXT:  vperm2b %zmm2, %zmm0, %zmm1
; CHECK-VBMI-NEXT:  vmovdqa64 %zmm1, (%rdx)
; CHECK-VBMI-NEXT:  vzeroupper
; CHECK-VBMI-NEXT:  retq
%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c
ret void
}

```

; This threw an assertion at one point.

```

define <4 x i32> @mload_v4i32(<4
x i32> %trigger, <4 x i32>* %addr, <4 x i32> %dst) "min-legal-vector-width"="256" {
; CHECK-LABEL: mload_v4i32:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vptestnmd %xmm0, %xmm0, %k1
; CHECK-NEXT:  vblendmd (%rdi), %xmm1, %xmm0 {%k1}
; CHECK-NEXT:  retq
%mask = icmp eq <4 x i32> %trigger, zeroinitializer
%res = call <4 x i32> @llvm.masked.load.v4i32.p0v4i32(<4 x i32>* %addr, i32 4, <4 x i1> %mask, <4 x i32>
%dst)
ret <4 x i32> %res
}
declare <4 x i32> @llvm.masked.load.v4i32.p0v4i32(<4 x i32>*, i32, <4 x i1>, <4 x i32>)

```

```

define <16 x i32> @trunc_v16i64_v16i32(<16 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i32:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:  vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:  vpmovqd %ymm0, %xmm0
; CHECK-NEXT:  vpmovqd %ymm1, %xmm1

```



```

; CHECK-NEXT:  vinserti128 $1, %xmm1, %ymm0, %ymm0
; CHECK-NEXT:
    vpmovq2q %ymm2, %xmm1
; CHECK-NEXT:  vpmovq2q %ymm3, %xmm2
; CHECK-NEXT:  vinserti128 $1, %xmm2, %ymm1, %ymm1
; CHECK-NEXT:  retq
%a = load <16 x i64>, <16 x i64>* %x
%b = trunc <16 x i64> %a to <16 x i32>
ret <16 x i32> %b
}

define <16 x i8> @trunc_v16i64_v16i8(<16 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i64_v16i8:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vmovdqa 64(%rdi), %ymm2
; CHECK-NEXT:  vmovdqa 96(%rdi), %ymm3
; CHECK-NEXT:  vpmovq2q %ymm3, %xmm3
; CHECK-NEXT:  vpmovq2q %ymm2, %xmm2
; CHECK-NEXT:  vpunpckldq {{.*#+}} xmm2 = xmm2[0],xmm3[0],xmm2[1],xmm3[1]
; CHECK-NEXT:  vpmovq2q %ymm1, %xmm1
; CHECK-NEXT:  vpmovq2q %ymm0, %xmm0
; CHECK-NEXT:  vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT:  vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm2[0]
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%a = load <16 x i64>, <16
x i64>* %x
%b = trunc <16 x i64> %a to <16 x i8>
ret <16 x i8> %b
}

define <16 x i8> @trunc_v16i32_v16i8(<16 x i32>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i8:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT:  vpmovdb %ymm1, %xmm1
; CHECK-NEXT:  vpmovdb %ymm0, %xmm0
; CHECK-NEXT:  vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%a = load <16 x i32>, <16 x i32>* %x
%b = trunc <16 x i32> %a to <16 x i8>
ret <16 x i8> %b
}

```

```

define <8 x i8> @trunc_v8i64_v8i8(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i8:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmovqb %ymm1, %xmm1
; CHECK-NEXT: vpmovqb %ymm0, %xmm0
; CHECK-NEXT: vpunpckldq {{.*#+}} xmm0 = xmm0[0],xmm1[0],xmm0[1],xmm1[1]
; CHECK-NEXT: vzeroupper
;
CHECK-NEXT: retq
%a = load <8 x i64>, <8 x i64>* %x
%b = trunc <8 x i64> %a to <8 x i8>
ret <8 x i8> %b
}

```

```

define <8 x i16> @trunc_v8i64_v8i16(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i16:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpmovqw %ymm1, %xmm1
; CHECK-NEXT: vpmovqw %ymm0, %xmm0
; CHECK-NEXT: vpunpcklqdq {{.*#+}} xmm0 = xmm0[0],xmm1[0]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <8 x i64>, <8 x i64>* %x
%b = trunc <8 x i64> %a to <8 x i16>
ret <8 x i16> %b
}

```

```

define <8 x i32> @trunc_v8i64_v8i32_zeroes(<8 x i64>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_zeroes:
; CHECK:      # %bb.0:
; CHECK-NEXT: vpsrlq $48, 32(%rdi), %ymm0
; CHECK-NEXT: vpsrlq $48, (%rdi), %ymm1
; CHECK-NEXT: vpackusdw %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT:
retq
%a = load <8 x i64>, <8 x i64>* %x
%b = lshr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>
%c = trunc <8 x i64> %b to <8 x i32>
ret <8 x i32> %c
}

```

```

define <16 x i16> @trunc_v16i32_v16i16_zeroes(<16 x i32>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i16_zeroes:

```

```

; CHECK:    # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm1
; CHECK-NEXT:  vmovdqa {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT:  vperm2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:  retq
%a = load <16 x i32>, <16 x i32>* %x
%b = lshr <16 x i32> %a, <i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16>
%c = trunc <16 x i32> %b to <16 x i16>
ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_zeroes(<32 x i16>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-AVX512:
    # %bb.0:
; CHECK-AVX512-NEXT:  vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:  vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:  vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:  vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:  retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_zeroes:
; CHECK-VBMI:    # %bb.0:
; CHECK-VBMI-NEXT:  vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:  vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:  vperm2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:  retq
%a = load <32 x i16>, <32 x i16>* %x
%b = lshr <32 x i16> %a, <i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
%c = trunc <32 x i16> %b to <32 x i8>
ret <32 x i8> %c
}

define <8 x i32> @trunc_v8i64_v8i32_sign(<8 x i64>*
%x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v8i64_v8i32_sign:
; CHECK:    # %bb.0:
; CHECK-NEXT:  vpsraq $48, 32(%rdi), %ymm0
; CHECK-NEXT:  vpsraq $48, (%rdi), %ymm1
; CHECK-NEXT:  vpmovqd %ymm1, %xmm1
; CHECK-NEXT:  vpmovqd %ymm0, %xmm0
; CHECK-NEXT:  vinserti128 $1, %xmm0, %ymm1, %ymm0
; CHECK-NEXT:  retq
%a = load <8 x i64>, <8 x i64>* %x
%b = ashr <8 x i64> %a, <i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48, i64 48>

```

```

%c = trunc <8 x i64> %b to <8 x i32>
ret <8 x i32> %c
}

define <16 x i16> @trunc_v16i32_v16i16_sign(<16 x i32>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: trunc_v16i32_v16i16_sign:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rdi), %ymm1
; CHECK-NEXT:  vmovdqa {{.*#+}} ymm0 = [1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31]
; CHECK-NEXT:  vperm2w 32(%rdi), %ymm1, %ymm0
; CHECK-NEXT:  retq
%a = load <16 x i32>, <16 x i32>* %x
%b = ashr <16 x i32> %a, <i32 16, i32 16, i32 16, i32 16,
i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16, i32 16>
%c = trunc <16 x i32> %b to <16 x i16>
ret <16 x i16> %c
}

define <32 x i8> @trunc_v32i16_v32i8_sign(<32 x i16>* %x) nounwind "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-AVX512:      # %bb.0:
; CHECK-AVX512-NEXT:  vpsrlw $8, 32(%rdi), %ymm0
; CHECK-AVX512-NEXT:  vpsrlw $8, (%rdi), %ymm1
; CHECK-AVX512-NEXT:  vpackuswb %ymm0, %ymm1, %ymm0
; CHECK-AVX512-NEXT:  vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-AVX512-NEXT:  retq
;
; CHECK-VBMI-LABEL: trunc_v32i16_v32i8_sign:
; CHECK-VBMI:      # %bb.0:
; CHECK-VBMI-NEXT:  vmovdqa (%rdi), %ymm1
; CHECK-VBMI-NEXT:  vmovdqa {{.*#+}} ymm0 =
[1,3,5,7,9,11,13,15,17,19,21,23,25,27,29,31,33,35,37,39,41,43,45,47,49,51,53,55,57,59,61,63]
; CHECK-VBMI-NEXT:  vperm2b 32(%rdi), %ymm1, %ymm0
; CHECK-VBMI-NEXT:  retq
%a = load <32 x i16>, <32 x i16>* %x
%b = ashr <32 x i16> %a, <i16 8, i16
8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8, i16 8>
%c = trunc <32 x i16> %b to <32 x i8>
ret <32 x i8> %c
}

define dso_local void @zext_v16i8_v16i64(<16 x i8> %x, <16 x i64>* %y) nounwind "min-legal-vector-
width"="256" {
; CHECK-LABEL: zext_v16i8_v16i64:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpmovzxbw {{.*#+}} ymm1 =
xmm0[0],zero,xmm0[1],zero,xmm0[2],zero,xmm0[3],zero,xmm0[4],zero,xmm0[5],zero,xmm0[6],zero,xmm0[7],zer

```

```

o,xmm0[8],zero,xmm0[9],zero,xmm0[10],zero,xmm0[11],zero,xmm0[12],zero,xmm0[13],zero,xmm0[14],zero,xm
m0[15],zero
; CHECK-NEXT:    vpsltd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovzxbq {{.*#+}} ymm2 =
xmm2[0],zero,zero,zero,xmm2[1],zero,zero,zero,xmm2[2],zero,zero,zero,xmm2[3],zero,zero,zero
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpsltd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:
    vpmovzxbq {{.*#+}} ymm3 =
xmm3[0],zero,zero,zero,xmm3[1],zero,zero,zero,xmm3[2],zero,zero,zero,xmm3[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxbq {{.*#+}} ymm1 =
xmm1[0],zero,zero,zero,xmm1[1],zero,zero,zero,xmm1[2],zero,zero,zero,xmm1[3],zero,zero,zero
; CHECK-NEXT:    vpmovzxbq {{.*#+}} ymm0 =
xmm0[0],zero,zero,zero,zero,zero,zero,zero,xmm0[1],zero,zero,zero,zero,zero,zero,zero,xmm0[2],zero,zero,zero,zer
o,zero,zero,zero,xmm0[3],zero,zero,zero,zero,zero,zero,zero,zero,zero,zero
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
    %a = zext <16 x i8> %x to <16 x i64>
    store <16 x i64> %a, <16 x i64>* %y
    ret void
}

```

```

define dso_local void @sext_v16i8_v16i64(<16 x i8> %x, <16 x i64>* %y) nounwind "min-legal-vector-
width"="256" {

```

```

; CHECK-LABEL: sext_v16i8_v16i64:
; CHECK:      # %bb.0:
; CHECK-NEXT:    vpmovsxbw %xmm0, %ymm1
; CHECK-NEXT:
    vpsltd {{.*#+}} xmm2 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxbq %xmm2, %ymm2
; CHECK-NEXT:    vextracti128 $1, %ymm1, %xmm1
; CHECK-NEXT:    vpsltd {{.*#+}} xmm3 = xmm1[2,3,2,3]
; CHECK-NEXT:    vpmovsxbq %xmm3, %ymm3
; CHECK-NEXT:    vpmovsxbq %xmm1, %ymm1
; CHECK-NEXT:    vpmovsxbq %xmm0, %ymm0
; CHECK-NEXT:    vmovdqa %ymm0, (%rdi)
; CHECK-NEXT:    vmovdqa %ymm1, 64(%rdi)
; CHECK-NEXT:    vmovdqa %ymm3, 96(%rdi)
; CHECK-NEXT:    vmovdqa %ymm2, 32(%rdi)
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq
    %a = sext <16 x i8> %x to <16 x i64>
    store <16 x i64> %a, <16 x i64>* %y
    ret void

```

```
}
```

```
define dso_local void @vselect_split_v8i16_setcc(<8 x i16> %s, <8 x i16> %t, <8 x i64>* %p, <8 x i64>* %q, <8  
x i64>* %r) "min-legal-vector-width"="256" {  
; CHECK-LABEL: vselect_split_v8i16_setcc:  
; CHECK:      # %bb.0:  
; CHECK-NEXT: vmovdqa (%rsi), %ymm2  
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3  
; CHECK-NEXT: vpcmpeqw %xmm1, %xmm0, %k1  
; CHECK-NEXT: kshiftrb $4, %k1, %k2  
;  
CHECK-NEXT: vmovdqa64 32(%rdi), %ymm3 {%k2}  
; CHECK-NEXT: vmovdqa64 (%rdi), %ymm2 {%k1}  
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)  
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%x = load <8 x i64>, <8 x i64>* %p  
%y = load <8 x i64>, <8 x i64>* %q  
%a = icmp eq <8 x i16> %s, %t  
%b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y  
store <8 x i64> %b, <8 x i64>* %r  
ret void  
}
```

```
define dso_local void @vselect_split_v8i32_setcc(<8 x i32> %s, <8 x i32> %t, <8 x i64>* %p, <8 x i64>* %q, <8  
x i64>* %r) "min-legal-vector-width"="256" {  
; CHECK-LABEL: vselect_split_v8i32_setcc:  
; CHECK:      # %bb.0:  
; CHECK-NEXT: vmovdqa (%rsi), %ymm2  
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3  
; CHECK-NEXT: vpcmpeqd %ymm1, %ymm0, %k1  
; CHECK-NEXT: kshiftrb $4, %k1, %k2  
; CHECK-NEXT: vmovdqa64 32(%rdi), %ymm3 {%k2}  
; CHECK-NEXT: vmovdqa64 (%rdi), %ymm2 {%k1}  
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)  
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)  
; CHECK-NEXT:  
vzeroupper  
; CHECK-NEXT: retq  
%x = load <8 x i64>, <8 x i64>* %p  
%y = load <8 x i64>, <8 x i64>* %q  
%a = icmp eq <8 x i32> %s, %t  
%b = select <8 x i1> %a, <8 x i64> %x, <8 x i64> %y  
store <8 x i64> %b, <8 x i64>* %r  
ret void  
}
```

```

define dso_local void @vselect_split_v16i8_setcc(<16 x i8> %s, <16 x i8> %t, <16 x i32>* %p, <16 x i32>* %q,
<16 x i32>* %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i8_setcc:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpcmpeqb %xmm1, %xmm0, %k1
; CHECK-NEXT: kshiftrw $8, %k1, %k2
; CHECK-NEXT: vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT: vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <16 x i32>, <16 x i32>* %p
%y = load <16 x i32>, <16 x i32>* %q
%a = icmp eq <16 x i8> %s, %t
%b = select <16 x i1>
%a, <16 x i32> %x, <16 x i32> %y
store <16 x i32> %b, <16 x i32>* %r
ret void
}

```

```

define dso_local void @vselect_split_v16i16_setcc(<16 x i16> %s, <16 x i16> %t, <16 x i32>* %p, <16 x i32>*
%q, <16 x i32>* %r) "min-legal-vector-width"="256" {
; CHECK-LABEL: vselect_split_v16i16_setcc:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm2
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm3
; CHECK-NEXT: vpcmpeqw %ymm1, %ymm0, %k1
; CHECK-NEXT: kshiftrw $8, %k1, %k2
; CHECK-NEXT: vmovdqa32 32(%rdi), %ymm3 {%k2}
; CHECK-NEXT: vmovdqa32 (%rdi), %ymm2 {%k1}
; CHECK-NEXT: vmovdqa %ymm2, (%rdx)
; CHECK-NEXT: vmovdqa %ymm3, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <16 x i32>, <16 x i32>* %p
%y = load <16 x i32>, <16 x i32>* %q
%a = icmp eq <16 x i16> %s, %t
%b = select <16 x i1> %a, <16 x i32> %x, <16 x i32> %y
store <16 x i32> %b, <16 x i32>* %r
ret void
}

```

```

define <16 x i8> @trunc_packus_v16i32_v16i8(<16 x i32>* %p) "min-legal-vector-width"="256"
{
; CHECK-LABEL: trunc_packus_v16i32_v16i8:

```

```

; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT: vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT: vpmovuswb %ymm0, %xmm0
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <16 x i32>, <16 x i32>* %p
%b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
%c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
%d = icmp sgt <16 x i32> %c, zeroinitializer
%e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
%f = trunc <16 x i32> %e to <16 x i8>
ret <16 x i8> %f
}

```

```

define dso_local void @trunc_packus_v16i32_v16i8_store(<16 x i32>* %p, <16 x i8>* %q) "min-legal-vector-width"="256"
{

```

```

; CHECK-LABEL: trunc_packus_v16i32_v16i8_store:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vpackusdw 32(%rdi), %ymm0, %ymm0
; CHECK-NEXT: vpermq {{.*#+}} ymm0 = ymm0[0,2,1,3]
; CHECK-NEXT: vpmovuswb %ymm0, (%rsi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%a = load <16 x i32>, <16 x i32>* %p
%b = icmp slt <16 x i32> %a, <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
%c = select <16 x i1> %b, <16 x i32> %a, <16 x i32> <i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255, i32 255>
%d = icmp sgt <16 x i32> %c, zeroinitializer
%e = select <16 x i1> %d, <16 x i32> %c, <16 x i32> zeroinitializer
%f = trunc <16 x i32> %e to <16 x i8>
store <16 x i8> %f, <16 x i8>* %q
ret void
}

```

```

define <64 x i1> @v64i1_argument_return(<64 x
i1> %x) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_argument_return:
; CHECK:      # %bb.0:
; CHECK-NEXT: retq
ret <64 x i1> %x
}

```



```

define dso_local void @v64i1_shuffle(<64 x i8>* %x, <64 x i8>* %y) "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_shuffle:
; CHECK:      # %bb.0: # %entry
; CHECK-NEXT: vmovdqa (%rdi), %ymm1
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm0
; CHECK-NEXT: vptestnmb %ymm1, %ymm1, %k0
; CHECK-NEXT: kshiftrd $1, %k0, %k1
; CHECK-NEXT: movq $-3, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrlq $63, %k0, %k2
; CHECK-NEXT: kshiftrq $62, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-5, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $3, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $61, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-9, %rax
; CHECK-NEXT: kmovq
%rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $2, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $60, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-17, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $5, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $59, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-33, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $4, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $58, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-65, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $7, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2

```

```

; CHECK-NEXT: kshiftrq $57, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq
$-129, %rax
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $6, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $56, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-257, %rax # imm = 0xFEFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $9, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $55, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-513, %rax # imm = 0xFDFD
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $8, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $54, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-1025, %rax # imm = 0xFBFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $11, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT:
kshiftrq $53, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-2049, %rax # imm = 0xF7FF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $10, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $52, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-4097, %rax # imm = 0xEFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $13, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $51, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-8193, %rax # imm = 0xDFFF
; CHECK-NEXT: kmovq %rax, %k2

```

```

; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $12, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $50, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-16385, %rax # imm = 0xBFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2,
%k1, %k1
; CHECK-NEXT: kshiftrd $15, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $49, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-32769, %rax # imm = 0xFFFF7FFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $14, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $48, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-65537, %rax # imm = 0xFFFFEFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $17, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $47, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-131073, %rax # imm = 0xFFFFDFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $16, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $46, %k2, %k2
; CHECK-NEXT: korq %k2,
%k1, %k1
; CHECK-NEXT: movq $-262145, %rax # imm = 0xFFFFBFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $19, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $45, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-524289, %rax # imm = 0xFFFF7FFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $18, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $44, %k2, %k2

```

```

; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-1048577, %rax # imm = 0xFFEFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $21, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $43, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-2097153, %rax # imm = 0xFFDFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT:
    kshiftrd $20, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $42, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-4194305, %rax # imm = 0xFFBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $23, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $41, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-8388609, %rax # imm = 0xFF7FFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $22, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $40, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-16777217, %rax # imm = 0xFEFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $25, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $39, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT:
    movq $-33554433, %rax # imm = 0xFDFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $24, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $38, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-67108865, %rax # imm = 0xFBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1

```

```

; CHECK-NEXT: kshiftrd $27, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $37, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-134217729, %rax # imm = 0xF7FFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $26, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $36, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-268435457, %rax # imm = 0xEFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd
$29, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $35, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-536870913, %rax # imm = 0xDFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $28, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $34, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movq $-1073741825, %rax # imm = 0xBFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k1
; CHECK-NEXT: kshiftrd $31, %k0, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $33, %k2, %k2
; CHECK-NEXT: korq %k2, %k1, %k1
; CHECK-NEXT: movabsq $-2147483649, %rax # imm = 0xFFFFFFFF7FFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k1, %k2
; CHECK-NEXT: vptestnmb %ymm0, %ymm0, %k1
; CHECK-NEXT: kshiftrd $30, %k0, %k0
; CHECK-NEXT: kshiftrlq $63, %k0, %k0
; CHECK-NEXT: kshiftrq $32, %k0,
%k0
; CHECK-NEXT: korq %k0, %k2, %k0
; CHECK-NEXT: movabsq $-4294967297, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $1, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $31, %k2, %k2

```

```

; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-8589934593, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrlq $63, %k1, %k2
; CHECK-NEXT: kshiftrlq $30, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-17179869185, %rax # imm = 0xFFFFFFFFBFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $3, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrlq $29, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-34359738369, %rax # imm = 0xFFFFFFFF7FFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
;
CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $2, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrlq $28, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-68719476737, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $5, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrlq $27, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-137438953473, %rax # imm = 0xFFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $4, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrlq $26, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-274877906945, %rax # imm = 0xFFFFFFFFBFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $7, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2,
%k2
; CHECK-NEXT: kshiftrlq $25, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-549755813889, %rax # imm = 0xFFFFFFFF7FFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $6, %k1, %k2

```

```

; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $24, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-1099511627777, %rax # imm = 0xFFFFFEFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $9, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $23, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-2199023255553, %rax # imm = 0xFFFFFDFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $8, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $22, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq
$-4398046511105, %rax # imm = 0xFFFFFBFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $11, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $21, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-8796093022209, %rax # imm = 0xFFFFF7FFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $10, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $20, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-17592186044417, %rax # imm = 0xFFFFEFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $13, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $19, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-35184372088833, %rax # imm = 0xFFFFDFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT:
kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $12, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $18, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-70368744177665, %rax # imm = 0xFFFFBFFFFFFFFFFFFF

```

```

; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $15, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $17, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-140737488355329, %rax # imm = 0xFFFFF7FFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $14, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $16, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-281474976710657, %rax # imm = 0xFFFEFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $17, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63,
%k2, %k2
; CHECK-NEXT:    kshiftrq $15, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-562949953421313, %rax # imm = 0xFFFDFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $16, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $14, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-1125899906842625, %rax # imm = 0xFFFBFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $19, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $13, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:    movabsq $-2251799813685249, %rax # imm = 0xFFF7FFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $18, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2
; CHECK-NEXT:    kshiftrq $12, %k2, %k2
; CHECK-NEXT:    korq %k2, %k0, %k0
; CHECK-NEXT:
    movabsq $-4503599627370497, %rax # imm = 0xFFEFFFFFFFFFFFFF
; CHECK-NEXT:    kmovq %rax, %k2
; CHECK-NEXT:    kandq %k2, %k0, %k0
; CHECK-NEXT:    kshiftrd $21, %k1, %k2
; CHECK-NEXT:    kshiftrlq $63, %k2, %k2

```



```

; CHECK-NEXT: kshiftrq $11, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-9007199254740993, %rax # imm = 0xFFDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $20, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $10, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-18014398509481985, %rax # imm = 0xFFBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $23, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $9, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-36028797018963969, %rax # imm = 0xFF7FFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq
%rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $22, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $8, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-72057594037927937, %rax # imm = 0xFEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $25, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $7, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-144115188075855873, %rax # imm = 0xFDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $24, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $6, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-288230376151711745, %rax # imm = 0xFBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $27, %k1, %k2
;
CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $5, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-576460752303423489, %rax # imm = 0xF7FFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2

```

```

; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $26, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $4, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-1152921504606846977, %rax # imm = 0xEFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $29, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $3, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-2305843009213693953, %rax # imm = 0xDFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $28, %k1, %k2
; CHECK-NEXT: kshiftrlq $63, %k2, %k2
; CHECK-NEXT: kshiftrq $2, %k2, %k2
; CHECK-NEXT:
    korq %k2, %k0, %k0
; CHECK-NEXT: movabsq $-4611686018427387905, %rax # imm = 0xBFFFFFFFFFFFFFFF
; CHECK-NEXT: kmovq %rax, %k2
; CHECK-NEXT: kandq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $31, %k1, %k2
; CHECK-NEXT: kshiftrlq $62, %k2, %k2
; CHECK-NEXT: korq %k2, %k0, %k0
; CHECK-NEXT: kshiftrd $30, %k1, %k1
; CHECK-NEXT: kshiftrlq $1, %k0, %k0
; CHECK-NEXT: kshiftrq $1, %k0, %k0
; CHECK-NEXT: kshiftrlq $63, %k1, %k1
; CHECK-NEXT: korq %k1, %k0, %k1
; CHECK-NEXT: vmovdqu8 %ymm1, (%rsi) {%k1}
; CHECK-NEXT: kshiftrq $32, %k1, %k1
; CHECK-NEXT: vmovdqu8 %ymm0, 32(%rsi) {%k1}
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
    %a = load <64 x i8>, <64 x i8>* %x
    %b = icmp eq <64 x i8> %a, zeroinitializer
    %shuf = shufflevector <64 x i1> %b, <64 x i1> undef, <64 x i32> <i32 1, i32 0, i32 3, i32 2, i32 5, i32 4, i32 7, i32
6, i32 9, i32 8, i32 11, i32 10, i32 13, i32 12, i32 15, i32 14, i32 17, i32 16, i32 19, i32 18, i32 21, i32 20, i32
23, i32 22, i32 25, i32 24, i32 27, i32 26, i32 29, i32 28, i32 31, i32 30, i32 33, i32 32, i32 35, i32 34, i32 37, i32
36, i32 39, i32 38, i32 41, i32 40, i32 43, i32 42, i32 45, i32 44, i32 47, i32 46, i32 49, i32 48, i32 51, i32 50, i32 53,
i32 52, i32 55, i32 54, i32 57, i32 56, i32 59, i32 58, i32 61, i32 60, i32 63, i32 62>
    call void @llvm.masked.store.v64i8.p0v64i8(<64 x i8> %a, <64 x i8>* %y, i32 1, <64 x i1> %shuf)
    ret void
}
declare void @llvm.masked.store.v64i8.p0v64i8(<64 x i8>, <64 x i8>*, i32, <64 x i1>)

```

```

@mem64_dst = dso_local global i64 0, align 8
@mem64_src = dso_local global i64 0, align 8
define dso_local i32 @v64i1_inline_asm() "min-legal-vector-width"="256" {
; CHECK-LABEL: v64i1_inline_asm:
; CHECK:      # %bb.0:
; CHECK-NEXT:  kmovq mem64_src(%rip), %k0
; CHECK-NEXT:  #APP
; CHECK-NEXT:  #NO_APP
; CHECK-NEXT:  kmovq %k0, mem64_dst(%rip)
; CHECK-NEXT:  movl -{[0-9]+}(%rsp), %eax
; CHECK-NEXT:  retq
%1 = alloca i32, align 4
%2 = load i64, i64*
@mem64_src, align 8
%3 = call i64 @asm "", "=k,k,~{dirflag},~{fpsr},~{flags}"(i64 %2)
store i64 %3, i64* @mem64_dst, align 8
%4 = load i32, i32* %1, align 4
ret i32 %4
}

```

```

define dso_local void @cmp_v8i64_sext(<8 x i64>* %xptr, <8 x i64>* %yptr, <8 x i64>* %zptr) "min-legal-
vector-width"="256" {
; CHECK-LABEL: cmp_v8i64_sext:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rsi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT:  vpcmpgtq 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT:  vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%x = load <8 x i64>, <8 x i64>* %xptr
%y = load <8 x i64>, <8 x i64>* %yptr
%cmp = icmp slt <8 x i64> %x, %y
%ext = sext <8 x i1> %cmp to <8 x i64>
store <8 x i64> %ext, <8 x i64>* %zptr
ret void
}

```

```

define dso_local void @cmp_v8i64_zext(<8 x i64>* %xptr, <8 x i64>* %yptr, <8 x i64>* %zptr) "min-legal-
vector-width"="256"
{
; CHECK-LABEL: cmp_v8i64_zext:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vmovdqa (%rsi), %ymm0
; CHECK-NEXT:  vmovdqa 32(%rsi), %ymm1

```

```

; CHECK-NEXT: vpcmpgtq 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT: vpcmpgtq (%rdi), %ymm0, %ymm0
; CHECK-NEXT: vpsrlq $63, %ymm1, %ymm1
; CHECK-NEXT: vpsrlq $63, %ymm0, %ymm0
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <8 x i64>, <8 x i64>* %xptr
%y = load <8 x i64>, <8 x i64>* %yptr
%cmp = icmp slt <8 x i64> %x, %y
%ext = zext <8 x i1> %cmp to <8 x i64>
store <8 x i64> %ext, <8 x i64>* %zptr
ret void
}

define <16 x i8> @var_rotate_v16i8(<16 x i8> %a, <16 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v16i8:
; CHECK:      # %bb.0:
; CHECK-NEXT: vmovdqa {{.*#+}} xmm2 = [8,8,8,8,8,8,8,8,8,8,8,8,8,8,8,8]
; CHECK-NEXT: vpsubb %xmm1, %xmm2, %xmm2
; CHECK-NEXT: vpmovzxbw {{.*#+}} ymm1 =
xmm1[0],zero,xmm1[1],zero,xmm1[2],zero,xmm1[3],zero,xmm1[4],zero,xmm1[5],zero,xmm1[6],zero,xmm1[7],zer
o,xmm1[8],zero,xmm1[9],zero,xmm1[10],zero,xmm1[11],zero,xmm1[12],zero,xmm1[13],zero,xmm1[14],zero,xm
m1[15],zero
;
CHECK-NEXT: vpmovzxbw {{.*#+}} ymm0 =
xmm0[0],zero,xmm0[1],zero,xmm0[2],zero,xmm0[3],zero,xmm0[4],zero,xmm0[5],zero,xmm0[6],zero,xmm0[7],zer
o,xmm0[8],zero,xmm0[9],zero,xmm0[10],zero,xmm0[11],zero,xmm0[12],zero,xmm0[13],zero,xmm0[14],zero,xm
m0[15],zero
; CHECK-NEXT: vpsllvw %ymm1, %ymm0, %ymm1
; CHECK-NEXT: vpmovzxbw {{.*#+}} ymm2 =
xmm2[0],zero,xmm2[1],zero,xmm2[2],zero,xmm2[3],zero,xmm2[4],zero,xmm2[5],zero,xmm2[6],zero,xmm2[7],zer
o,xmm2[8],zero,xmm2[9],zero,xmm2[10],zero,xmm2[11],zero,xmm2[12],zero,xmm2[13],zero,xmm2[14],zero,xm
m2[15],zero
; CHECK-NEXT: vpsrlvw %ymm2, %ymm0, %ymm0
; CHECK-NEXT: vpor %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vpmovwb %ymm0, %xmm0
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%b8 = sub <16 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8
8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
%shl = shl <16 x i8> %a, %b
%lshr = lshr <16 x i8> %a, %b8
%or = or <16 x i8> %shl, %lshr
ret <16 x i8> %or
}

```

```

define <32 x i8> @var_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: var_rotate_v32i8:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpsllw $4, %ymm0, %ymm2
; CHECK-NEXT:  vpsrlw $4, %ymm0, %ymm3
; CHECK-NEXT:  vpternlogq $216, {{\.?LCPI[0-9]+\_[0-9]+\}}(%rip){1to4}, %ymm2, %ymm3
; CHECK-NEXT:  vpsllw $5, %ymm1, %ymm1
; CHECK-NEXT:  vpbldvb %ymm1, %ymm3, %ymm0, %ymm0
; CHECK-NEXT:  vpsllw $2, %ymm0, %ymm2
; CHECK-NEXT:  vpsrlw $6, %ymm0, %ymm3
; CHECK-NEXT:  vpternlogq $216, {{\.?LCPI[0-9]+\_[0-9]+\}}(%rip){1to4}, %ymm2, %ymm3
; CHECK-NEXT:  vpaddb %ymm1, %ymm1, %ymm1
; CHECK-NEXT:  vpbldvb %ymm1, %ymm3, %ymm0, %ymm0
; CHECK-NEXT:  vpsrlw $7, %ymm0, %ymm2
; CHECK-NEXT:  vpaddb %ymm0, %ymm0, %ymm3
; CHECK-NEXT:  vpternlogq $248, {{\.?LCPI[0-9]+\_[0-9]+\}}(%rip),
%ymm2, %ymm3
; CHECK-NEXT:  vpaddb %ymm1, %ymm1, %ymm1
; CHECK-NEXT:  vpbldvb %ymm1, %ymm3, %ymm0, %ymm0
; CHECK-NEXT:  retq
%b8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>, %b
%shl = shl <32 x i8> %a, %b
%lshr = lshr <32 x i8> %a, %b8
%or = or <32 x i8> %shl, %lshr
ret <32 x i8> %or
}

```

```

define <32 x i8> @splatvar_rotate_v32i8(<32 x i8> %a, <32 x i8> %b) nounwind "min-legal-vector-width"="256"
{
; CHECK-AVX512-LABEL: splatvar_rotate_v32i8:
; CHECK-AVX512:      # %bb.0:
; CHECK-AVX512-NEXT:  vpand {{\.?LCPI[0-9]+\_[0-9]+\}}(%rip), %xmm1, %xmm1
; CHECK-AVX512-NEXT:  vpmovzxbq {{\.*#+\}} xmm2 =
xmm1[0],zero,zero,zero,zero,zero,zero,zero,xmm1[1],zero,zero,zero,zero,zero,zero,zero
; CHECK-AVX512-NEXT:  vpsllw %xmm2, %ymm0, %ymm3
; CHECK-AVX512-NEXT:  vmovdqa {{\.*#+\}} xmm4 = [8,8,8,8,8,8,8,8,8,8,8,8,8,8,8,8]
;
CHECK-AVX512-NEXT:  vpsubb %xmm1, %xmm4, %xmm1
; CHECK-AVX512-NEXT:  vpcmpq %xmm4, %xmm4, %xmm4
; CHECK-AVX512-NEXT:  vpsllw %xmm2, %xmm4, %xmm2
; CHECK-AVX512-NEXT:  vpbroadcastb %xmm2, %ymm2
; CHECK-AVX512-NEXT:  vpmovzxbq {{\.*#+\}} xmm1 =
xmm1[0],zero,zero,zero,zero,zero,zero,zero,xmm1[1],zero,zero,zero,zero,zero,zero,zero
; CHECK-AVX512-NEXT:  vpsrlw %xmm1, %ymm0, %ymm5
; CHECK-AVX512-NEXT:  vpand %ymm2, %ymm3, %ymm2
; CHECK-AVX512-NEXT:  vpsrlw %xmm1, %xmm4, %xmm0
; CHECK-AVX512-NEXT:  vpsrlw $8, %xmm0, %xmm0

```

```

; CHECK-AVX512-NEXT:  vpbroadcastb %xmm0, %ymm0
; CHECK-AVX512-NEXT:  vpternlogq $236, %ymm5, %ymm2, %ymm0
; CHECK-AVX512-NEXT:  retq
;
; CHECK-VBMI-LABEL: splatvar_rotate_v32i8:
; CHECK-VBMI:        # %bb.0:
; CHECK-VBMI-NEXT:  vpand {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %xmm1, %xmm1
; CHECK-VBMI-NEXT:  vpmovzxbq {{\.*#+}} xmm2 =
xmm1[0],zero,zero,zero,zero,zero,zero,zero,xmm1[1],zero,zero,zero,zero,zero,zero,zero
; CHECK-VBMI-NEXT:  vpsllw
%ymm2, %ymm0, %ymm3
; CHECK-VBMI-NEXT:  vpcmpeqd %xmm4, %xmm4, %xmm4
; CHECK-VBMI-NEXT:  vpsllw %xmm2, %xmm4, %xmm2
; CHECK-VBMI-NEXT:  vpbroadcastb %xmm2, %ymm2
; CHECK-VBMI-NEXT:  vpand %ymm2, %ymm3, %ymm2
; CHECK-VBMI-NEXT:  vmovdqa {{\.*#+}} xmm3 = [8,8,8,8,8,8,8,8,8,8,8,8,8,8,8,8]
; CHECK-VBMI-NEXT:  vpsubb %xmm1, %xmm3, %xmm1
; CHECK-VBMI-NEXT:  vpmovzxbq {{\.*#+}} xmm1 =
xmm1[0],zero,zero,zero,zero,zero,zero,zero,xmm1[1],zero,zero,zero,zero,zero,zero,zero
; CHECK-VBMI-NEXT:  vpsrlw %xmm1, %ymm0, %ymm3
; CHECK-VBMI-NEXT:  vpsrlw %xmm1, %xmm4, %xmm0
; CHECK-VBMI-NEXT:  vmovdqa {{\.*#+}} ymm1 =
[1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1]
; CHECK-VBMI-NEXT:  vperm b %ymm0, %ymm1, %ymm0
; CHECK-VBMI-NEXT:  vpternlogq $236, %ymm3, %ymm2, %ymm0
; CHECK-VBMI-NEXT:  retq
%$splat = shufflevector <32 x i8> %b, <32 x i8> undef, <32 x i32> zeroinitializer
%$splat8 = sub <32 x i8> <i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8,
i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8, i8 8>,
%$splat
%$shl = shl <32 x i8> %a, %$splat
%$lshr = lshr <32 x i8> %a, %$splat8
%$or = or <32 x i8> %$shl, %$lshr
ret <32 x i8> %$or
}

define <32 x i8> @constant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-AVX512-LABEL: constant_rotate_v32i8:
; CHECK-AVX512:      # %bb.0:
; CHECK-AVX512-NEXT:  vpxor %xmm1, %xmm1, %xmm1
; CHECK-AVX512-NEXT:  vpunpckhbw {{\.*#+}} ymm2 =
ymm0[8],ymm1[8],ymm0[9],ymm1[9],ymm0[10],ymm1[10],ymm0[11],ymm1[11],ymm0[12],ymm1[12],ymm0[13],ymm1[13],ymm0[14],ymm1[14],ymm0[15],ymm1[15],ymm0[24],ymm1[24],ymm0[25],ymm1[25],ymm0[26],ymm1[26],ymm0[27],ymm1[27],ymm0[28],ymm1[28],ymm0[29],ymm1[29],ymm0[30],ymm1[30],ymm0[31],ymm1[31]
; CHECK-AVX512-NEXT:  vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm2, %ymm2
; CHECK-AVX512-NEXT:  vpsrlw $8, %ymm2, %ymm2
; CHECK-AVX512-NEXT:  vpunpcklbw {{\.*#+}} ymm1 =

```

```

ymm0[0],ymm1[0],ymm0[1],ymm1[1],ymm0[2],ymm1[2],ymm0[3],ymm1[3],ymm0[4],ymm1[4],ymm0[5],ymm1[
5],ymm0[6],ymm1[6],ymm0[7],ymm1[7],ymm0[16],ymm1[16],ymm0[17],ymm1[17],ymm0[18],ymm1[18],ymm0[
19],ymm1[19],ymm0[20],ymm1[20],ymm0[21],ymm1[21],ymm0[22],ymm1[22],ymm0[23],ymm1[23]
; CHECK-AVX512-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpsrlw $8, %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpackuswb %ymm2, %ymm1, %ymm1
; CHECK-AVX512-NEXT: vpunpckhbw {{.*#+}} ymm2 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-AVX512-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm2, %ymm2
; CHECK-AVX512-NEXT: vmovdqa {{.*#+}} ymm3 =
[255,255,255,255,255,255,255,255,255,255,255,255,255,255,255,255]
; CHECK-AVX512-NEXT: vpand %ymm3, %ymm2, %ymm2
; CHECK-AVX512-NEXT: vpunpcklbw {{.*#+}} ymm0 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-AVX512-NEXT:
    vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm0, %ymm0
; CHECK-AVX512-NEXT: vpand %ymm3, %ymm0, %ymm0
; CHECK-AVX512-NEXT: vpackuswb %ymm2, %ymm0, %ymm0
; CHECK-AVX512-NEXT: vpor %ymm1, %ymm0, %ymm0
; CHECK-AVX512-NEXT: retq
;
; CHECK-VBMI-LABEL: constant_rotate_v32i8:
; CHECK-VBMI:    # %bb.0:
; CHECK-VBMI-NEXT: vpunpckhbw {{.*#+}} ymm1 =
ymm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
; CHECK-VBMI-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm1, %ymm1
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} ymm2 =
ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]
; CHECK-VBMI-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm2, %ymm2
; CHECK-VBMI-NEXT: vmovdqa {{.*#+}} ymm3 =
[0,2,4,6,8,10,12,14,32,34,36,38,40,42,44,46,16,18,20,22,24,26,28,30,48,50,52,54,56,58,60,62]
; CHECK-VBMI-NEXT: vperm2b %ymm1, %ymm2, %ymm3
; CHECK-VBMI-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-VBMI-NEXT:
    vpunpckhbw {{.*#+}} ymm2 =
ymm0[8],ymm1[8],ymm0[9],ymm1[9],ymm0[10],ymm1[10],ymm0[11],ymm1[11],ymm0[12],ymm1[12],ymm0[13
],ymm1[13],ymm0[14],ymm1[14],ymm0[15],ymm1[15],ymm0[24],ymm1[24],ymm0[25],ymm1[25],ymm0[26],ym
m1[26],ymm0[27],ymm1[27],ymm0[28],ymm1[28],ymm0[29],ymm1[29],ymm0[30],ymm1[30],ymm0[31],ymm1[
31]
; CHECK-VBMI-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm2, %ymm2
; CHECK-VBMI-NEXT: vpsrlw $8, %ymm2, %ymm2
; CHECK-VBMI-NEXT: vpunpcklbw {{.*#+}} ymm0 =
ymm0[0],ymm1[0],ymm0[1],ymm1[1],ymm0[2],ymm1[2],ymm0[3],ymm1[3],ymm0[4],ymm1[4],ymm0[5],ymm1[
5],ymm0[6],ymm1[6],ymm0[7],ymm1[7],ymm0[16],ymm1[16],ymm0[17],ymm1[17],ymm0[18],ymm1[18],ymm0[
19],ymm1[19],ymm0[20],ymm1[20],ymm0[21],ymm1[21],ymm0[22],ymm1[22],ymm0[23],ymm1[23]
; CHECK-VBMI-NEXT: vpsllvw {{\.?LCPI[0-9]+_[0-9]+}}(%rip), %ymm0, %ymm0
; CHECK-VBMI-NEXT: vpsrlw $8, %ymm0, %ymm0
; CHECK-VBMI-NEXT: vpackuswb %ymm2, %ymm0, %ymm0

```

```
; CHECK-VBMI-NEXT:  vpor %ymm0, %ymm3, %ymm0
; CHECK-VBMI-NEXT:  retq
    %shl = shl <32 x i8> %a, <i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1>
    %lshr = lshr <32 x i8> %a, <i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7, i8 8, i8 7, i8 6, i8 5, i8 4, i8 3, i8 2, i8 1, i8 0, i8 1, i8 2, i8 3, i8 4, i8 5, i8 6, i8 7>
    %or = or <32 x i8> %shl, %lshr
    ret <32 x i8> %or
}
```

```
define <32 x i8> @splatconstant_rotate_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: splatconstant_rotate_v32i8:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpsllw $4, %ymm0, %ymm1
; CHECK-NEXT:  vpsrlw $4, %ymm0, %ymm0
; CHECK-NEXT:  vpternlogq $216, {{\?.LCPI[0-9]+\_[0-9]+\}}(%rip){1to4}, %ymm1, %ymm0
; CHECK-NEXT:  retq
    %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
    %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
    %or = or <32 x i8> %shl, %lshr
    ret <32 x i8> %or
}
```

```
define <32 x i8> @splatconstant_rotate_mask_v32i8(<32 x i8> %a) nounwind "min-legal-vector-width"="256" {
; CHECK-LABEL: splatconstant_rotate_mask_v32i8:
; CHECK:      # %bb.0:
; CHECK-NEXT:  vpsllw $4, %ymm0, %ymm1
; CHECK-NEXT:  vpsrlw $4, %ymm0, %ymm0
; CHECK-NEXT:  vpternlogq $216, {{\?.LCPI[0-9]+\_[0-9]+\}}(%rip){1to4}, %ymm1, %ymm0
; CHECK-NEXT:  vpand {{\?.LCPI[0-9]+\_[0-9]+\}}(%rip), %ymm0, %ymm0
; CHECK-NEXT:  retq
    %shl = shl <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
    %lshr = lshr <32 x i8> %a, <i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4, i8 4>
    %rmask = and <32 x i8> %lshr, <i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55, i8 55>
    %lmask = and <32 x i8> %shl, <i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33, i8 33>
    %or = or <32 x i8> %lmask, %rmask
    ret <32 x i8> %or
}
```


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```
; RUN: opt -mtriple=aarch64-linux-gnu -mattr=+sve -scalarize-masked-mem-intrin -S < %s | FileCheck %s
```

```
; Testing that masked scatters operating on scalable vectors that are  
; packed in SVE registers are not scalarized.
```

```
; CHECK-LABEL: @masked_scatter_nxv4i32(  
; CHECK: call void @llvm.masked.scatter.nxv4i32  
define void @masked_scatter_nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x i32*> %ptrs, <vscale x 4 x i1>  
%masks) {  
    call void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x i32*> %ptrs, i32 0, <vscale x 4 x  
i1> %masks)  
    ret void  
}
```

; Testing that masked scatters operating on scalable vectors of FP
; data that is packed in SVE registers are not scalarized.

```
; CHECK-LABEL: @masked_scatter_nxv2f64(  
; CHECK: call void @llvm.masked.scatter.nxv2f64  
define void @masked_scatter_nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x double*> %ptrs, <vscale x 2 x  
i1> %masks) {  
    call void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x double*> %ptrs,  
    i32 0, <vscale x 2 x i1> %masks)  
    ret void  
}
```

; Testing that masked scatters operating on scalable vectors of FP
; data that is unpacked in SVE registers are not scalarized.

```
; CHECK-LABEL: @masked_scatter_nxv2f16(  
; CHECK: call void @llvm.masked.scatter.nxv2f16  
define void @masked_scatter_nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x half*> %ptrs, <vscale x 2 x i1>  
%masks) {  
    call void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x half*> %ptrs, i32 0, <vscale x 2  
x i1> %masks)  
    ret void  
}
```

; Testing that masked scatters operating on 64-bit fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions.

```
; CHECK-LABEL: @masked_scatter_v2f32(  
; CHECK-NOT: @llvm.masked.scatter.v2f32(  
define void @masked_scatter_v2f32(<2 x float> %data, <2 x float*> %ptrs, <2 x i1> %masks) {  
    call void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x float*> %ptrs, i32 0, <2 x i1> %masks)  
    ret void  
}
```

; Testing that masked scatters operating
on 128-bit fixed vectors are
; scalarized because NEON doesn't have support for masked scatter
; instructions and because we are not targeting fixed width SVE.

```
; CHECK-LABEL: @masked_scatter_v4i32(  
; CHECK-NOT: @llvm.masked.scatter.v4i32(  
define void @masked_scatter_v4i32(<4 x i32> %data, <4 x i32*> %ptrs, <4 x i1> %masks) {  
    call void @llvm.masked.scatter.v4i32(<4 x i32> %data, <4 x i32*> %ptrs, i32 0, <4 x i1> %masks)  
    ret void  
}
```

```
declare void @llvm.masked.scatter.nxv4i32(<vscale x 4 x i32> %data, <vscale x 4 x i32*> %ptrs, i32 %align,
```

```

<vscale x 4 x i1> %masks)
declare void @llvm.masked.scatter.nxv2f64(<vscale x 2 x double> %data, <vscale x 2 x double*> %ptrs, i32
%align, <vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.nxv2f16(<vscale x 2 x half> %data, <vscale x 2 x half*> %ptrs, i32 %align,
<vscale x 2 x i1> %masks)
declare void @llvm.masked.scatter.v2f32(<2 x float> %data, <2 x float*> %ptrs, i32 %align, <2 x i1> %masks)
declare void @llvm.masked.scatter.v4i32(<4
x i32> %data, <4 x i32*> %ptrs, i32 %align, <4 x i1> %masks)

```

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```
static_library("BSD-Archive") {  
    output_name = "lldbPluginObjectContainerBSDArchive"  
    configs += [ "../llvm/utils/gn/build:lldb_code" ]  
}
```

```

deps = [
    "//lldb/source/Core",
    "//lldb/source/Host",
    "//lldb/source/Symbol",
    "//llvm/lib/Support",
]
sources = [ "ObjectContainerBSDArchive.cpp" ]
}

```

1.368 miekg-dns 1.1.25

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```

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# http://code.google.com/legal/individual-cla-v1.0.html
# http://code.google.com/legal/corporate-cla-v1.0.html
#
# The agreement for individuals can be filled out on the web.

# Names should be added to this file like so:
# Individual's name <submission email address>
# Individual's name <submission email address> <email2> <emailN>
#
# An entry with multiple email addresses specifies that the
# first address should be used in the submit logs and
# that the other addresses should be recognized
# as the
# same person when interacting with Gerrit.

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1.374 kubernetes-api 0.21.1

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1.375 glib 2.36.3

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1.377 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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Jean-loup Gailly	Mark Adler
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*/

1.378 openosc 1.0.5

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1.379 openssh 9.0p1

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* Blowfish - a fast block cipher designed by Bruce Schneier
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1.382 protobuf 1.27.1

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1.384 pep517 0.8.2

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1.386 html5lib 1.0.1

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1.387 python-certifi 2020.04.05.1

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1.388 packaging 20.3

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* Bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)
* Bug 388630 - @NonNull diagnostics at line 0
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
* Bug 424727 - [compiler][null] NullPointerException
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in nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)

- * Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
- * Keigo Imai - Contribution for bug 388903 - Cannot extend inner class as an anonymous class when it extends the outer class
- * Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
- * Bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown when using MethodSource
- * Bug 546084 - Using Junit 5s MethodSource leads to ClassCastException

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 * bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
 * bug 186342 - [compiler][null] Using annotations for null checking
 * bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
 * bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
 * bug 345305 - [compiler][null]
 Compiler misidentifies a case of "variable can only be null"
 * bug 383368 - [compiler][null] syntactic null analysis for field references
 * bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
 * bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
 * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
 checking
 * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
 * Bug 455723 - Nonnull argument not correctly inferred in loop
 * Bug 415790 - [compiler][resource] Incorrect potential resource leak warning in for loop with close in try/catch
 * Bug 446691 - [1.8][null][compiler] NullPointerException in SimpleNameReference.analyseCode
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* bug 336428 - [compiler][null] bogus warning "redundant null check" in condition of do {} while() loop

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365519 - editorial cleanup after bug 186342 and bug 365387

* bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK

* bug 365859 - [compiler][null]

distinguish warnings based on flow analysis vs. null annotations

* bug 385626 - @NonNull fails across loop boundaries

* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 376263 - Bogus "Potential null pointer access" warning

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

* bug 406384 - Internal error with I20130413

* Bug 415413 - [compiler][null] NullPointerException in Null Analysis caused by interaction of LoopingFlowContext and FinallyFlowContext

* Bug 453483 - [compiler][null][loop] Improve null analysis for loops

- * Bug 455557 - [jdt] NPE LoopingFlowContext.recordNullReference
- * Bug 455723 - Nonnull argument not correctly inferred in loop
- * Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
- * Bug 421035 - [resource]

False alarm of resource leak warning when casting a closeable in its assignment

- * Jesper S Moller - contributions for
- * bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops

*****/

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* Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for

* bug 185682 - Increment/decrement operators mark local variables as read

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

* bug 331649 - [compiler][null] consider
null annotations for fields
* Bug 466308 - [hovering] Javadoc header for parameter is wrong with annotation-based null analysis
* Jesper S Møller <jesper@selskabet.org> - Contributions for
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredElement.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ICompilationUnit.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ClassLiteralAccess.java

*

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/INameEnvironment.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredField.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/CompilationResult.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUnit.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathLocation.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/AnnotationMethodDeclaration.java

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* Stephan Herrmann - Contributions for

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365519 - editorial cleanup after bug 186342 and bug 365387

* bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check

* Bug 453483 - [compiler][null][loop] Improve null analysis for loops

* Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment

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* Bug 186342 - [compiler][null] Using annotations for null checking

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

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* Jesper S Moller - Contributions for

* Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335

* Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile

* Bug 416885 - [1.8][compiler] IncompatibleClassChange error (edit)

* Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com

- Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- * Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code generator
- * Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
- * Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
- * Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code generator
- * Bug 415470 - [1.8][compiler] Type annotations on class declaration go vanishing
- * Bug 405104 - [1.8][compiler][codegen] Implement support for serializable lambdas
- * Bug 434556 - Broken class file generated for incorrect annotation usage
- * Bug 442416
- \$deserializeLambda\$ missing cases for nested lambdas
- * Stephan Herrmann - Contribution for
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Olivier Tardieu tardieu@us.ibm.com - Contributions for
- * Bug 442416 - \$deserializeLambda\$ missing cases for nested lambdas

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ClassFile.java

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 * Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
 * bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE
 * bug 292478 - Report potentially null across variable assignment
 * bug 335093 - [compiler][null] minimal hook for future null annotation support
 * bug 349326 - [1.7] new warning for missing try-with-resources
 * bug 186342 - [compiler][null] Using annotations for null checking
 * bug 358903 - Filter practically unimportant resource leak warnings
 * bug 370639 - [compiler][resource] restore the default for resource leak warnings
 * bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
 * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
 * bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
 * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
 * bug 383368 - [compiler][null] syntactic null analysis for field references
 * bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
 * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
 * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
 * Bug 427438 - [1.8][compiler] NPE at
 org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 * Bug 430150 - [1.8][null] stricter checking against type variables
 * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
 * Jesper S Moller - Contributions for
 * Bug 378674 - "The method can be declared as static" is wrong
 * Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
 * Bug 529556 - [18.3] Add content assist support for 'var' as a type
 * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
 * Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
 * Bug 426616 - [1.8][compiler] Type Annotations, multiple problems
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*   IBM Corporation - fix for 342936
*   Kenneth Olson - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*   Dennis Hendriks - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*   Frits Jalvingh - fix for bug 533830.
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* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for

* Bug 473178

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* Stephan Herrmann - Contributions for

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 370639 - [compiler][resource] restore the default for resource leak warnings

* bug 265744 - Enum switch should warn about missing default

* bug 374605 - Unreasonable warning for enum-based switch statements

* bug 381443

- [compiler][null] Allow parameter widening from @NonNull to unannotated

* Bug 441208 - [1.8][null] SuppressWarnings("null") does not suppress / marked Unnecessary

* Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.

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* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 433478 - [compiler][null] NPE in ReferenceBinding.isCompatibleWith

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- * bug 186342 - [compiler][null] Using annotations for null checking
- * bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 417295 - [1.8][null] Massage type annotated
- null analysis to gel well with deep encoded type bindings.
- * Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

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- * bug 349326 - [1.7] new warning for missing try-with-resources
- * bug 358903 - Filter practically unimportant resource leak warnings
- * bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?
- * bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
- * bug 382069 - [null] Make
- the null analysis consider JUnit's assertNotNull similarly to assertions
- * Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
- * Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
- * Bug 425183 - [1.8][inference] make CaptureBinding18 safe
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.
- * Jesper S Moller - Contributions for
- * Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
- * Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * bug 527554 - [1.8.3] Compiler support for JEP 286 Local-Variable Type
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 405104 - [1.8][compiler][codegen]
- Implement support for serializable lambdas
- * Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
- * bug 386692 - Missing "unused" warning on "autowired" fields
- * Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
- * bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
- when using MethodSource

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/tool/ArchiveFileObject.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/util/ArchiveFileObject.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/util/Options.java
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/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/tool/Util.java

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* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
* Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly

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```
* bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
* Jesper S Moller <jesper@selskabet.org> - Contributions for
* bug 378674 - "The method can be declared as static" is wrong
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* Nick Teryaev - fix for bug (https://bugs.eclipse.org/bugs/show\_bug.cgi?id=40752)
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* bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE
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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
```

```
* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
```

```
* bug
```

```
383368 - [compiler][null] syntactic null analysis for field references
```

```
* bug 401017 - [compiler][null] casted reference to @Nullable field lacks a warning
```

```
* bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
```

```
* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
```

```
* Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
```

```
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
```

```
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
```

```
* Bug 427438 - [1.8][compiler] NPE at
```

```
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
```

```
* Bug 430150 - [1.8][null] stricter checking against type variables
```

```
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style
```

```
null annotations
```

```
* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
```

```
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
```

```
* Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
```

```
*****/
```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/CastExpression.java
```

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/BinaryModuleBinding.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/SplitPackageBinding.java

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/FloatConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/LongConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/DoubleConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/ShortConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/BooleanConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/StringConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/AccessRuleSet.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObject.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/Constant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/CharConstant.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/ByteConstant.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/IntConstant.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArgumentExpression.java

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* David Foerster - patch for toUpperCase as described in https://bugs.eclipse.org/bugs/show_bug.cgi?id=153125

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* Stephan Herrmann - Contribution for

* bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code

* bug 391376 - [1.8] check interaction of default methods with bridge methods and generics

* bug 421543 - [1.8][compiler] Compiler fails to recognize default method being turned into abstract by subtype

* Jesper S Moller - Contributions for

* Bug 405066 - [1.8][compiler][codegen] Implement

code generation infrastructure for JSR335

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

* Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array

* Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code

generator

- * Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
- * Bug 405104 - [1.8][compiler][codegen] Implement support for serializable lambdas
- * Bug 449467 - [1.8][compiler] Invalid lambda deserialization with anonymous class
- * Olivier Tardieu (tardieu@us.ibm.com) - Contributions for
- * Bug 442418 - \$deserializeLambda\$ off-by-one error when deserializing the captured arguments of a lambda that also capture this

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* Jesper S Moller - Contributions for

* bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression

* Bug 384687 - [1.8] Wildcard type arguments should be rejected for lambda and reference expressions

* Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)

* Stephan Herrmann - Contribution for

* bug 402028 - [1.8][compiler] null analysis for reference expressions

* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super via I.super.m() syntax

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"

* Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to Files::walk

* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.

* Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.

* Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method

* Bug 427438

- [1.8][compiler] NPE at

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

* Bug 428264 - [1.8] method reference of generic class causes problems (wrong inference result or NPE)

* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations

* Bug 426537 - [1.8][inference] Eclipse compiler thinks I<? super J> is compatible with I<J<?>> - raw type J

involved

- * Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
- * Bug 435689 - [1.8][inference] Type inference not occurring with lambda expression and method reference
- * Bug 438383 - [1.8][null] Bogus warning: Null type safety at method return type
- * Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
- * Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
- * Bug 438945 - [1.8] NullPointerException

InferenceContext18.checkExpression in java 8 with generics, primitives, and overloading

- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
- * Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Bug 470542 - NullPointerException in ReferenceExpression.isPotentiallyCompatibleWith (962)
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contribution for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's

work)

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ReferenceExpression.java

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*   Erling Ellingsen - patch for bug 125570
*   Stephan Herrmann - Contribution for
*     Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*   Sebastian Zarnekow - Contribution for
*     Bug 544921 - [performance] Poor performance with large source files
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/CompilationUnitScope.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/ComponentInfoWithTypeAnnotation.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/CompactConstructorDeclaration.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/TextBlock.java

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* Jesper S Moller - Contributions for
* Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
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* Nick Teryaev - fix for bug (https://bugs.eclipse.org/bugs/show_bug.cgi?id=40752)

* Stephan Herrmann - Contributions for

* bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 358903 - Filter practically unimportant resource leak warnings

* bug

370639 - [compiler][resource] restore the default for resource leak warnings

* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 388996 - [compiler][resource] Incorrect 'potential resource leak'

* bug 379784 - [compiler] "Method can be static" is not getting reported

* bug 379834 - Wrong "method can be static" in presence of qualified super and different staticness of nested super class.

* bug 388281 - [compiler][null] inheritance of null annotations as an option

* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types

* bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional

* bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?

* bug 331649 - [compiler][null] consider null annotations for fields

* bug 383368 - [compiler][null] syntactic null

analysis for field references

* bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions

* bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax

* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super

* bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
- * Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
- * Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
- * Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
- * Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
- * Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
- * Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
- * Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
- * Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
- * Bug 427438 - [1.8][compiler]

NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

- * Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
- * Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
- * Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
- * Bug 472618 - [compiler][null] assertNotNull vs. Assert.assertNotNull
- * Bug 470958 - [1.8] Unable to convert lambda
- * Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.

- * Jesper S Moller - Contributions for
- * Bug 378674 - "The method can be declared as static" is wrong
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- * Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method

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*     bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code
*     Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*     Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
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```

*           Bug 405104 -
[1.8][compiler][codegen] Implement support for serializable lambdas
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/messages.properties
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/SortedSimpleNameVector.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/SortedCompoundNameVector.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/SortedCharArrays.java

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- * Patrick Wienands <pwienands@abit.de> - Contribution for bug 393749

- * Stephan Herrmann - Contribution for

- * bug 331649 - [compiler][null] consider null annotations for fields

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/BasicModule.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ModuleReferenceImpl.java

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*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*   bug 358903 - Filter practically unimportant resource leak warnings
*   Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure
    should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
*   Bug 427411 - [1.8][generics] JDT reports type mismatch when using method that returns generic type
*   Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*   Bug 435962 - [RC2] StackOverflowError when building
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*   Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*****/

```

Found in path(s):

```

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/WildcardBinding.java

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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*     bug 185682 - Increment/decrement operators mark local variables as read
*     bug 331649 - [compiler][null] consider null annotations for fields
*     bug 383368 - [compiler][null] syntactic null analysis for field references
*     Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException: info cannot be null
*     Bug 400874 - [1.8][compiler]
* Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 458396 - NPE in CodeStream.invoke()
*   Jesper S Moller - Contributions for
*     Bug 378674 - "The method can be declared as static" is wrong
*   Robert Roth <robert.roth.off@gmail.com> - Contributions for
*     Bug 361039 - NPE in FieldReference.optimizedBooleanConstant
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/FieldReference.java

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*   Stephan Herrmann - Contributions for
*     bug 335093 - [compiler][null] minimal hook for future null annotation support
*     bug 349326 - [1.7] new warning for missing try-with-resources
*     bug 186342 - [compiler][null] Using annotations for null checking

```

- * bug 365983 - [compiler][null] AIOOB with null annotation analysis and varargs
- * bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
- * bug 370930 - NonNull annotation not considered for enhanced for loops
- * bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
- * bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
- * Bug 417758 - [1.8][null] Null safety compromise during array creation.
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
- * Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
- * Bug 455723 - Nonnull argument not correctly inferred in loop
- * Andy Clement - Contributions for
 - * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
 - * Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation

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* Bug 407191 - [1.8] Binary access support for type annotations

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* bug 411098 - [compiler][resource] Invalid Resource Leak Warning using ternary operator inside try-with-resource

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IUpdatableModule.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IBinaryModule.java

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*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource] restore the
*       default for resource leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
*       checking
*       Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 416267 - NPE in QualifiedAllocationExpression.resolveType
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 424415 - [1.8][compiler] Eventual
*       resolution of ReferenceExpression is not seen to be happening.
*       Bug 427438 - [1.8][compiler] NPE at

```

```

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*       Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic
bridge method
*   Till Brychcy - Contributions for
*       bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
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* bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files

* Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations

* Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables

* Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"

* Bug 425783 - An

internal error occurred during: "Requesting Java AST from selection". java.lang.StackOverflowError

* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables

* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull

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* Stephan Herrmann - Contribution for

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code

generator

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

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* bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to org.eclipse.jdt.internal.compiler.lookup.ArrayBinding

* Bug 420894 - ClassCastException in DefaultBindingResolver.resolveType(Type)

* bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 415043 - [1.8][null] Follow-up re null type

annotations after bug 392099

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Bug 434600 - Incorrect null analysis error reporting on type parameters

* Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
* Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
* Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
* Andy Clement - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

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* bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)

* bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods

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* Bug 407191 - [1.8] Binary access support for type annotations

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- * Benjamin Muskalla - Contribution for bug 239066
- * Stephan Herrmann - Contribution for
- * bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance
- * bug 388954 - [1.8][compiler] detect default methods in class files
- * bug 388281 - [compiler][null] inheritance of null annotations as an option
- * bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs to be declared abstract
- * bug 390883 - [1.8][compiler] Unable to override default method
- * bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
- * bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
- * bug 406928 - computation of inherited methods seems damaged (affecting @Overrides)
- * bug 409473 - [compiler] JDT cannot compile against JRE 1.8
- * Bug 420080 - [1.8] Overridden Default method is reported as duplicated

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/DoubleLiteral.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteralMinValue.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/InferenceContext.java

*

/* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteralMinValue.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/flow/InitializationFlowContext.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteral.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteral.java

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* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"

* Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param

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* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365519 - editorial cleanup after bug 186342 and bug 365387

* Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.

* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations

* Bug 435570 - [1.8][null] @NonNullByDefault

illegally tries to affect "throws E"

* Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this location

* Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly

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* IBM Corporation - fix for 342470

* IBM Corporation - fix for 342598

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

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*     Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*     Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* Bug 440687 - [compiler][batch][null] improve command line option for external annotations
* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
* Bug 473178

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* Stephan Herrmann - Contributions for

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 364890 - BinaryTypeBinding should use char constants from Util

* bug 365387 - [compiler][null] bug 186342: Issues to follow up post review and verification.

* bug 358903 - Filter practically unimportant resource leak warnings

* bug

365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults

- * bug 388800 - [1.8][compiler] detect default methods in class files
- * bug 388281 - [compiler][null] inheritance of null annotations as an option
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
- * Bug 392245 - [1.8][compiler][null] Define whether

/ how @NonNullByDefault applies to TYPE_USE locations

- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
- * Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
- * Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
- * Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
- * Bug 454182 - Internal compiler error when using

1.8 compliance for simple project

- * Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
- * Bug 447661 - [1.8][null] Incorrect 'expression needs unchecked conversion' warning
- * Jesper Steen Moller - Contributions for
- * Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing
- * Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * Sebastian Zarnkow - Contributions for
- * bug 544921 - [performance] Poor performance with large source files

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- * Stephan Herrmann - Contributions for
- * bug 186342 - [compiler][null] Using annotations for null checking
- * bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
- * bug 331649 - [compiler][null] consider null annotations for fields
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations
- after bug 392099
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location
- * Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
- * Bug 469584 - ClassCastException in Annotation.detectStandardAnnotation (320)
- * Andy Clement (GoPivotal,
- Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- * Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
- * Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
- * Bug 414384 - [1.8] type annotation on abbreviated inner class is not marked as inner type
- * Jesper S Moller <jesper@selskabet.org> - Contributions for
- * Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * Bug 412151 - [1.8][compiler] Check repeating annotation's collection type
- * Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
- * Bug 419209 - [1.8] Repeating container annotations
- should be rejected in the presence of annotation it contains
- *****/

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/Annotation.java

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*     bug 349326 - [1.7] new warning for missing try-with-resources
*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 365519 - editorial cleanup after bug 186342 and bug 365387
*     bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*     bug 382353 - [1.8][compiler] Implementation property modifiers should
    be accepted on default methods.
*     bug 383368 - [compiler][null] syntactic null analysis for field references

```

- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
- * Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this location
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Jesper S Moller <jesper@selskabet.org> - Contributions for
- * bug 378674 - "The method can be declared as static" is wrong

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- * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.

* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
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mark local variables as read

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*     bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*     bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*     bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*     Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with
    generics (RuntimeException instead of IOException)
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406973 - [compiler] Parse MethodParameters attribute
*   Andy Clement - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)

```

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*   Bug 432977 - [1.8][null] Incorrect 'type is not visible' compiler error
*   Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
*****/

```

```

/* Taking the binding of QTR as an example, there could be different annotatable components, but we come in a
with a single binding, e.g:

```

```

@T Z;                type => Z annotations => [[@T]]
@T Y.@T Z            type => Z annotations => [[@T][@T]]
@T X.@T Y.@T Z      type => Z annotations => [[@T][@T][@T]]
java.lang.@T X.@T Y.@T Z      type => Z annotations => [][@T][@T][@T]]
in all these cases the incoming type binding is for Z, but annotations are for different levels. We need to align their
layout for proper attribution.
*/

```

```

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*     bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE
*     bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*     bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*     bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
    checking
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*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 331649 - [compiler][null] consider null annotations for fields
*     bug 383368 - [compiler][null] syntactic null analysis for field references
*     bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*     bug 403086 - [compiler][null] include the effect of 'assert'
    in syntactic null analysis for fields
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Found in path(s):

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/UsesStatement.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/PackageExportImpl.java

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- * Stephan Herrmann - Contribution for
- * Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
- * Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
- * Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
- * Till Brychcy - Contribution for
- * Bug 473713
- [1.8][null] Type mismatch: cannot convert from @NonNull A1 to @NonNull A1

*****/

/* Cache the derived type, tagging it as a derivative of both the key type and the naked type.
 E.g: int @NonNull [] would be tagged as a derived type of both int and int []. This is not needed for correctness, but for annotated object reuse. We provide two alternate ways to annotate a type:

Taking parameterized types as an example, a call to getParamaterizedType can be made with annotations to create @NonNull List<@NonNull String> in one stroke. Or a parameterized type can be created first and then annotated via getAnnotatedType. In the former case, the tables get looked up with List as the key, in the latter with List<String> as the key.

Binary vs source, substitutions, annotation re-attribution from SE7 locations etc trigger these alternate code paths. Unless care is exercised, we will end up with duplicate objects (that share the same TypeBinding.id => correctness is not an issue, but memory wastage is)

*/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/TypeSystem.java
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- * Contributors:
- * IBM Corporation - initial API and implementation
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 407191 - [1.8] Binary access support for type annotations

*****/

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/FieldInfo.java

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Found in path(s):

```

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJmod.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfInteger.java

```

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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 282152 - [1.5][compiler] Generics code rejected by Eclipse but accepted by javac
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 395002 - Self bound generic class
* doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 426792 - [1.8][inference][impl] generify new type inference engine
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*       Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
*       Bug 431269 - [1.8][compiler][null] StackOverflow in nullAnnotatedReadableName

```

- * Bug 431408 - Java 8 (1.8) generics bug
- * Bug 435962 - [RC2] StackOverflowError when building
- * Bug
- 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 438250 - [1.8][null] NPE trying to report bogus null annotation conflict
- * Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
- * Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
- * Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
- * Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
- * Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
- * Bug 456459 - Discrepancy between Eclipse compiler and javac - Enums, interfaces, and generics
- * Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
- * Bug 462790 - [null] NPE in Expression.computeConversion()
- * Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error messages
- * Jesper S Møller <jesper@selskabet.org> - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
- * Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/TypeVariableBinding.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/Substitution.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/CompilationUnit.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/LabeledStatement.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblem.java

*

/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/ITypeRequestor.java

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* Bug 440474 - [null] textual encoding of external null annotations

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types

* bug 383368 - [compiler][null] syntactic null analysis for field references

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ArrayReference.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/NameImpl.java

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* Bug 428811 - [1.8][compiler] Type witness unnecessarily required

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* bug 365662 - [compiler][null] warn on contradictory and redundant null annotations

* bug 401030 - [1.8][null] Null analysis support for lambda methods.

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations

*****/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/LocalTypeBinding.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/NormalAnnotation.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/Literal.java
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*       Bug 473178
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*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*****/
```

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

* Bug
422796 - [compiler][null] boxed boolean reported as potentially null after null test in lazy disjunction

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/BatchAnnotationProcessorManager.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/ElementImpl.java

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* bug 186342 - [compiler][null] Using annotations for null checking

* bug 387612 - Unreachable catch block...exception is never thrown from the try

* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.

* bug 401456 - Code compiles from javac/intellij, but fails from eclipse

* bug 401271 - StackOverflowError

when searching for a methods references

- * Bug 405706 - Eclipse compiler fails to give compiler error when return type is a inferred generic
- * Bug 408441 - Type mismatch using Arrays.asList with 3 or more implementations of an interface with the interface type as the last parameter
- * Bug 413958 - Function override returning inherited Generic Type
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
- * Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
- * Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
- * Bug 424415 - [1.8][compiler]

Eventual resolution of ReferenceExpression is not seen to be happening.

- * Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
- * Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
- * Bug 426589 - [1.8][compiler] Compiler error with generic method/constructor invocation as vargs argument
- * Bug 426590 - [1.8][compiler] Compiler error with tenary operator
- * Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
- * Bug 426998 - [1.8][compiler] method(java.lang.Class, java.lang.String) not applicable for the arguments (java.lang.Class, java.lang.String)
- * Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
- * Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method
- * Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
- * Bug

427728 - [1.8] Type Inference rejects calls requiring boxing/unboxing

- * Bug 427218 - [1.8][compiler] Verify error varargs + inference
- * Bug 426836 - [1.8] special handling for return type in references to method getClass()?
- * Bug 427628 - [1.8] regression : The method * is ambiguous for the type *
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type

Bindings

- * Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location
- * Bug 428811 - [1.8][compiler] Type witness unnecessarily required
- * Bug 429424 - [1.8][inference] Problem inferring type of method's parameter
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner

class

- * Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
- * Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
- * Bug 452194 - Code no longer compiles in 4.4.1, but with confusing error
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 456236 - [1.8][null] Cannot infer type when constructor argument is annotated with @Nullable
- * Bug 437072 - [compiler][null] Null analysis emits possibly incorrect warning for new int[][] despite @NonNullByDefault

- * Bug 462083 - [1.8][inference] Java 8 generic return type mismatch with interface involving type parameter.
- * Jesper S Moller - Contributions for
- * Bug 378674 - "The method can be declared as static" is wrong

```

* Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
* Andy Clement (GoPivotal, Inc)
aclement@gopivotal.com - Contributions for
* Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
* Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
* Bug 559618 - No compiler warning for import from same package
* Bug 560630 - No warning on unused import on class from same package
*****/

```

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*     bug 331649 - [compiler][null] consider null annotations for fields
*     bug 383368 - [compiler][null] syntactic null analysis for field references
*   Jesper S Moller - Contributions for
*     Bug 378674 - "The method can be declared as static" is wrong
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredTypeReference.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredOpensStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfModule.java
*
/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExport.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ExportsStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExportsStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModuleReference.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredRequiresStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredPackageVisibilityStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ModuleStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUsesStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredProvidesStatement.java
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*   Jesper S Moller - Contributions for
*     Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*     Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*     Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*     Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com
* - Contributions for
*     Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*     Bug 439889 - [1.8][compiler] [lambda] Deserializing lambda fails with IllegalArgumentException:
"Invalid lambda deserialization"
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* Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for

* bug 185682 - Increment/decrement operators mark local variables as read

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365519 - editorial cleanup after bug 186342 and bug 365387

* bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK

* bug 345305 - [compiler][null]

Compiler misidentifies a case of "variable can only be null"

* Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first field

* Bug 458396 - NPE in CodeStream.invoke()

* Jesper S Moller - Contributions for

* bug 382721 - [1.8][compiler] Effectively final variables needs special treatment

* bug 331649 - [compiler][null] consider null annotations for fields

* bug 383368 - [compiler][null] syntactic null analysis for field references
* bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
* Jesper S Moller <jesper@selskabet.org> - Contributions for
* bug 378674 - "The method can be declared as static" is wrong
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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* bug 407191 - [1.8] Binary access support for type annotations
* Stephan Herrmann - Contribution for
* Bug 440474 - [null] textual encoding of external null annotations
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IBinaryType.java

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*   IBM Corporation - initial API and implementation
*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*     bug 185682 - Increment/decrement operators mark local variables as read
*     bug 331649 - [compiler][null] consider null annotations for fields
*     Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*     Bug 447088 - [null] @Nullable on fully qualified field type is ignored
*     Bug 435805 - [1.8][compiler][null]
*   Java 8 compiler does not recognize declaration style null annotations
*     Bug 458396 - NPE in CodeStream.invoke()
*     Bug 446217 - [null] @NonNullByDefault in package-info.java causes bogus "null type safety" warning
*   Till Brychcy - Contribution for
*     bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.
*****/

```

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/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/FieldBinding.java

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*   Stephan Herrmann - Contributions for
*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*     Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*     bug 413958 - Function override returning inherited Generic Type

```

- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
- * Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
- * Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
- * Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
- * Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
- * Bug 446442 - [1.8] merge null annotations from super methods
- * Bug 457079 - Regression: type inference

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- * Benjamin Muskalla - Contribution for bug 239066

- * Stephan Herrmann - Contributions for

- * bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used

- * bug 338303 - Warning about Redundant assignment conflicts with definite assignment

- * bug 349326 - [1.7] new warning for missing try-with-resources

- * bug 186342 - [compiler][null] Using annotations for null checking

- * bug 365519 - editorial cleanup after bug 186342 and bug 365387

- * bug 365662 - [compiler][null] warn on contradictory and redundant null annotations

- * bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults

- * bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

- * bug 374605 - Unreasonable warning for enum-based switch statements

- * bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.

- * bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance

- * bug 388281 - [compiler][null] inheritance of null annotations as an option

- * bug 376053 - [compiler][resource] Strange potential resource leak problems

- * bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated

- * bug 393719 - [compiler] inconsistent warnings on iteration variables
- * bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
- * bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs to be declared abstract
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 382789 - [compiler][null] warn when syntactically-nonnull expression is compared against null
- * bug 376590 - Private fields with @Inject are ignored by unused field validation
- * bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
- * bug 402028 - [1.8][compiler] null analysis for reference expressions
- * bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
- * bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first field
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to Files::walk
- * Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
- * Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type Bindings
- * Bug 416190 - [1.8][null] detect incompatible overrides due to null type annotations
- * Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
- * Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
- * Bug 430150 - [1.8][null] stricter checking against type variables
- * Bug 434600 - Incorrect null analysis error reporting on type parameters
- * Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
- * Bug 438467 - [compiler][null] Better error position for "The method _ cannot implement the corresponding method _ due to incompatible nullness constraints"
- * Bug 439298 - [null] "Missing code implementation in the compiler" when using @NonNullByDefault in package-info.java
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 446442 - [1.8] merge null annotations from super methods
- * Bug 455723 - Nonnull argument not correctly inferred in loop
- * Bug 458361 - [1.8][null] reconciler throws NPE in ProblemReporter.illegalReturnRedefinition()
- * Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
- * Bug 461878 - [1.7][1.8][compiler][null] ECJ compiler does not allow to use null annotations on annotations
- * Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.
- * Jesper S Moller <jesper@selskabet.org> - Contributions for

- * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
- * bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
- * bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
- * bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * bug 412151 - [1.8][compiler] Check repeating annotation's collection type
- * bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
- * Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
- * Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
- * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
- * Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
- * bug 386692 - Missing "unused" warning on "autowired" fields

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- * Stephan Herrmann - Contribution for
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields

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* Bug 407191 - [1.8] Binary access support for type annotations
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* Carmi Grushko - Bug 465048 - Binding is null for class literals in synchronized blocks
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*     bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*     bug 383368 - [compiler][null] syntactic null analysis for field references
*     bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*   Jesper S Moller - Contributions for
*     bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
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*   tyeung@bea.com - initial API and implementation
*   olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ClassSignature.java
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- * Stephan Herrmann - Contributions for
- * bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to org.eclipse.jdt.internal.compiler.lookup.ArrayBinding
- * bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 416181 - [1.8][compiler][null] Invalid assignment
- is not rejected by the compiler
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 434600 - Incorrect null analysis error reporting on type parameters
- * Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
- * Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Andy Clement - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

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- * Stephan Herrmann - Contribution for

- * Bug 427438 - [1.8][compiler] NPE at

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

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*       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*   Stephan Herrmann - Contribution for
*   Bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
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*   Stephan Herrmann - Contributions for
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365519 - editorial cleanup after bug 186342 and bug 365387
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*       bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account

```

- * bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
- * Bug
- 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
- * Bug 426792 - [1.8][inference][impl] generify new type inference engine
- * Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
- * Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
- * Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 431581 - Eclipse compiles what it should not
- * Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 446442 - [1.8] merge null annotations from
- super methods
- * Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error messages
- * Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.
- * Jesper S Moller - Contributions for
- * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
- * bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
- * Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
- * bug 386692 - Missing "unused" warning on "autowired" fields
- * Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
- * bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown when using MethodSource
- * Sebastian Zarnekow - Contributions
- for
- * bug 544921 - [performance] Poor performance with large source files

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 - * IBM Corporation - initial API and implementation
 - * Stephan Herrmann - Contributions for
 - * bug 349326 - [1.7] new warning for missing try-with-resources
 - * bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
 - * bug 358903 - Filter practically unimportant resource leak warnings
 - * bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
 - * bug 370639 - [compiler][resource]
 - restore the default for resource leak warnings
 - * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
 - * bug 379784 - [compiler] "Method can be static" is not getting reported
 - * bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
 - * bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
 - * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
 - * Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
 - * Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
 - * Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream - return inside for loop)
 - * Bug 396575 - [compiler][resources] Incorrect Errors/Warnings check for potential resource leak when surrounding with try-catch
 - * Jesper S Moller <jesper@selskabet.org> - Contributions for
 - * bug 378674 - "The method can be declared as static" is wrong
 - * Keigo Imai - Contribution for bug 388903 - Cannot extend inner class as an anonymous class when it extends the outer class

*****/

Found in path(s):

- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/BlockScope.java

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 - * Stephan Herrmann - Contributions for
 - * bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE
 - * bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields

- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 422796 - [compiler][null] boxed boolean reported as potentially null after null test in lazy disjunction

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* bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression

* Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335

* Stephan Herrmann - Contribution for

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 423504 - [1.8] Implement "18.5.3

Functional Interface Parameterization Inference"

* Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType

* Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression

* Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error

* Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.

* Bug 427438 - [1.8][compiler] NPE at

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

* Bug 428352 - [1.8][compiler] Resolution errors don't always surface

* Bug 446442 - [1.8] merge null annotations from super methods

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 405104 - [1.8][compiler][codegen] Implement support for serializable lambdas

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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 292478 - Report potentially null across variable assignment
*       bug 332637 - Dead Code detection removing code that isn't dead
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
*       Bug 421035 - [resource]
*           False alarm of resource leak warning when casting a closeable in its assignment
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArraySingleTypeReference.java
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*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
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```

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IBinaryTypeAnnotation.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/FieldInfoWithTypeAnnotation.java
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/EmptyStatement.java
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*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/UnionTypeReference.java

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- * bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 417758 - [1.8][null] Null safety compromise during array creation.
- * Bug
- 427163 - [1.8][null] bogus error "Contradictory null specification" on varargs
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- * Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ArrayAllocationExpression.java

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- * /ecj-3-24-0-sources-2-

jar/org/eclipse/jdt/internal/compiler/classfmt/NonNullDefaultAwareTypeAnnotationWalker.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/INameEnvironmentExtension.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IMultiModuleEntry.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IModuleAwareNameEnvironment.java
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*   Stephen Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*     bug 317046 - Exception during debugging when hover mouse over a field
*     bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*     bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*     bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class
files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 424712 - [1.8][compiler] NPE in TypeBinding.isProvablyDistinctTypeArgument
*   Bug 426792 - [1.8][inference][impl] generify new type inference engine
*   Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
*   Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*   Bug 427626 - [1.8] StackOverflow while typing new ArrayList<String>().toArray( and asking for code completion
*   Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*   Bug 435962 - [RC2] StackOverFlowError when building
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*   Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*   Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations

```

- * Jesper S Moller <jesper@selskabet.org> - Contributions for
- * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
- * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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* bug 185682 - Increment/decrement operators mark local variables as read

* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types

* bug 331649 - [compiler][null] consider null annotations for fields

* bug 383368 - [compiler][null] syntactic null analysis for field references

* bug 392384 - [1.8][compiler][null] Restore nullness

info from type annotations in class files

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 411964 - [1.8][null] leverage null type annotation in foreach statement

* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null

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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializable lambdas
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/BranchStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/DiagnoseParser.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocAllocationExpression.java
*
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFormatException.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/ConflictedParser.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/TerminalTokens.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfPackage.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/CaseStatement.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocMessageSend.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedTypeReference.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemPackageBinding.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/core/compiler/CategorizedProblem.java
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 * bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
 * bug 186342 - [compiler][null] Using annotations for null checking
 * bug 358903 - Filter practically unimportant resource leak warnings
 * bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject
 into account
 * bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
 * Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
 Collection#remove(Object) et al.
 * Jesper S Moller <jesper@selskabet.org> - Contributions for
 * Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
 * Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
 * bug 386692 - Missing "unused" warning on "autowired" fields
 * Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
 * bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
 when using MethodSource

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* Bug 429813 - [1.8][dom ast] IMethodBinding#getJavaElement() should return IMethod for lambda

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* wharley@bea.com - initial API and implementation

* IBM Corporation - fix for 342598

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*   Stephan Herrmann - Contribution for
*     Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
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Found in path(s):

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/NullTypeBinding.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/VoidTypeBinding.java
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*   Jesper S Moller - Contributions for
*     bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*     bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*     Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Stephan Herrmann - Contribution for
*     bug 401030 - [1.8][null] Null analysis support for lambda methods.
*     Bug 392099
* - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType
*   Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression
*   Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*   Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
*   Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*   Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*   Bug 426563 - [1.8] AIOOBE when method with error
*   invoked with lambda expression as argument
*   Bug 420525 - [1.8] [compiler] Incorrect error "The type Integer does not define sum(Object, Object) that is
*   applicable here"
*   Bug 427438 - [1.8][compiler] NPE at

```

```

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
*   Bug 428786 - [1.8][compiler] Inference needs to compute the "ground target type" when reducing a lambda
compatibility constraint
*   Bug 428980 - [1.8][null] simple expression as lambda body doesn't leverage null annotation on argument
*   Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException
instead of IOException)
*   Bug 432110 - [1.8][compiler] nested lambda type incorrectly inferred vs javac
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type
variables
*   Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*   Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Bug 463728 - [1.8][compiler][inference] Ternary operator in lambda derives wrong type
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*****/

```

Found in path(s):

```

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*   Tom Tromey - Contribution for bug 125961
*   Tom Tromey - Contribution for bug 159641
*   Benjamin Muskalla - Contribution for bug 239066
*   Stephan Herrmann - Contributions for
*       bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*       bug 295551 - Add option to automatically promote all warnings to errors
*       bug 359721 - [options] add command line option
for new warning token "resource"
*   bug 365208 - [compiler][batch] command line options for annotation based null analysis
*   bug 374605 - Unreasonable warning for enum-based switch statements
*   bug 375366 - ECJ ignores unusedParameterIncludeDocCommentReference unless enableJavadoc option is set
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated

```

- * Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
- * Bug 440687 - [compiler][batch][null] improve command line option for external annotations
- * Bug 408815 - [batch][null] Add CLI option for

COMPILER_PB_SYNTACTIC_NULL_ANALYSIS_FOR_FIELDS

- * Jesper S Moller - Contributions for
- * bug 407297 - [1.8][compiler] Control generation of parameter names by option
- * Mat Booth - Contribution for bug 405176
- * Frits Jalvingh -

fix for bug 533830.

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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

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* Stephan Herrmann - Contributions for

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 374605 - Unreasonable warning for enum-based switch statements

* bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.

* bug 382354 - [1.8][compiler] Compiler silent on conflicting modifier

* bug 401030 - [1.8][null] Null analysis support for lambda methods.

* Bug

416176 - [1.8][compiler][null] null type annotations cause grief on type variables

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Jesper S Moller - Contributions for

* bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression

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* Bug 365992 - [builder] [null] Change of nullness for a parameter doesn't trigger a build for the files that call the method

* Bug 440477 - [null] Infrastructure for feeding external annotations into compilation

* Bug 440687 - [compiler][batch][null] improve command line option for external annotations

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

*

bug 407191 - [1.8] Binary access support for type annotations

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/PackageVisibilityStatement.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ModuleReference.java

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 - * bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
 - * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
 - * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
 - * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
 - * Bug
 - 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
 - * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
 - * Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
 - * Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
 - * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
 - * Bug 425460 - [1.8] [inference] Type not inferred on stream.toArray
 - * Bug 426792 - [1.8][inference][impl] generify new type inference engine
 - * Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
 - * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
 - * Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
 - * Bug 441693 -
 - [1.8][null] Bogus warning for type argument annotated with @NonNull
- * Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
- * Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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 * Tom Tromey - patch for readTable(String) as described in http://bugs.eclipse.org/bugs/show_bug.cgi?id=32196
 * Stephan Herrmann - Contributions for
 * bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)
 * bug 374605 - Unreasonable warning for enum-based switch statements
 * bug 393719 - [compiler] inconsistent warnings on iteration variables
 * bug 382353 - [1.8][compiler] Implementation property modifiers
 should be accepted on default methods.
 * bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods
 * bug 401035 - [1.8] A few tests have started failing recently
 * Jesper S Moller - Contributions for
 * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
 * bug 399695 - [1.8][compiler] [1.8][compiler] migrate parser to other syntax for default methods
 * bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
 * bug 393192 - Incomplete type hierarchy with > 10 annotations
 * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
 * Andy Clement - Contributions for
 * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
 work)
 * Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
 *
 Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous classes
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFileStruct.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/RangeUtil.java

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/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfIntValues.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilation.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/StringLiteralConcatenation.java

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/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemFieldBinding.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IDependent.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/InnerClassInfo.java

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArrayQualifiedTypeReference.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ICompilerRequestor.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/IDebugRequestor.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/AccessRule.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/ObjectCache.java
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/SyntheticArgumentBinding.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemBinding.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ISourceImport.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObjectToInt.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/PrefixExpression.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/AccessRestriction.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/AbortMethod.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/PostfixExpression.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/FloatCache.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfLong.java
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- /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfType.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/SimpleSet.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/IProblemFactory.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/AnnotationHolder.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocReturnStatement.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/InnerEmulationDependency.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/SimpleLookupTable.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredImport.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/antadapter/AntAdapterMessages.java
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilationUnit.java
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ParameterizedFieldBinding.java
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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocSingleNameReference.java
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* tyeung@bea.com - initial API and implementation

* olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods

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* bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.

* bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files

* Bug 392099

- [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 412076 - [compiler] @NonNullByDefault doesn't work for varargs parameter when in generic interface
- * Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument annotations
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 416175 - [1.8][compiler][null] NPE with a code snippet that used null annotations on wildcards
- * Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations
- * Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
- * Bug 400874 - [1.8][compiler]

Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

- * Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
- * Bug 425278 - [1.8][compiler] Suspect error: The target type of this expression is not a well formed parameterized type due to bound(s) mismatch
- * Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
- * Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
- * Bug 426563 - [1.8] AIOOBE when method with error invoked with lambda expression as argument
- * Bug 426792 - [1.8][inference][impl] generify new type inference engine
- * Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
- * Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
- * Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
- * Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
- * Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
- * Bug 390064 - [compiler][resource] Resource leak warning missing when extending parameterized class
- * Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
- * Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/AutomaticModuleNaming.java
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```
* Contributors:
```

```
*   IBM Corporation - initial API and implementation
```

```
*   Stephan Herrmann - Contribution for bug 295551
```

```
*   Jesper S Moller - Contributions for
```

```
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
```

```
*   Frits Jalvingh - contributions for bug 533830.
```

```
*   Red Hat Inc. - add module-info Javadoc support
```

```
*****/
```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/CompilationUnitDeclaration.java
```

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* Contributors:
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*   IBM Corporation - initial API and implementation
```

```
*   Luiz-Otavio Zorzella <zorzella at gmail dot com> - Improve CamelCase algorithm
```

```
*   Gábor Kövesdán - Contribution for Bug 350000 - [content assist] Include non-prefix matches in auto-complete suggestions
```

```
*   Stefan Xenos <sxenos@gmail.com> (Google) - Bug 501283 - Lots of hash collisions during indexing
```

```
*****/
```

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/core/compiler/CharOperation.java

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*

* Contributors:

* wharley@bea.com - initial API and implementation

*

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/HookedJavaFileObject.java

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* Contributors:

* wharley@bea.com - derived base class from BatchMessengerImpl

*

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/BaseMessengerImpl.java

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 *
 * Contributors:
 * IBM Corporation - initial API and implementation
 * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
 * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
 work)
 * Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
 * Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
 *
 Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
 *****/

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/TypeAnnotationCodeStream.java
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 * Contributors:
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 * Stephan Herrmann - Contributions for
 * bug 186342 - [compiler][null] Using annotations for null checking
 * bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
 * bug 388281 - [compiler][null] inheritance of null annotations as an option
 * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
 *****/

Found

in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/TagBits.java
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/StackMapFrame.java
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 * Contributors:
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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/MemberTypeBinding.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/SourceTypeCollisionException.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredInitializer.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/SuffixConstants.java
 *
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/FileFinder.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/ProblemSeverities.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/Messages.java
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```

*
* Contributors:
*   IBM Corporation - initial API and implementation
*   Stephan Herrmann - Contributions for
*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 367203 - [compiler][null] detect assigning null to nonnull argument
*     bug 365519 - editorial cleanup after bug 186342 and bug 365387
*     bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*     bug 382353 - [1.8][compiler] Implementation property modifiers
    should be accepted on default methods.
*     bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*     bug 388281 - [compiler][null] inheritance of null annotations as an option
*     bug 401030 - [1.8][null] Null analysis support for lambda methods.
*     Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*     Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*     Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument
    annotations
*     Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
*     Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*     Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*     Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize
    declaration style null annotations
*     Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
    *****/

```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/AbstractMethodDeclaration.java
```

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* Contributors:
*   IBM Corporation - initial API and implementation
*   Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
*   Jesper S Moller -. Contribution for bug 400830: [1.8][formatter] Code formatter for Java 8
    *****/

```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/Scanner.java
```

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* Contributors:
*   Jesper S Moller <jesper@selskabet.org> - initial API and implementation
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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ContainerAnnotation.java

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* Contributors:
*   IBM Corporation - initial API and implementation
*   Walter Harley - Patch for ensuring the parent folders are created
*****/

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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileObject.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/util/EclipseFileObject.java

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*
* Contributors:
*   IBM Corporation - initial API and implementation
*   Stephan Herrmann - Contributions for
*     bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*     bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*     bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*     Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop
with close in try/catch
*****/

```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/DoStatement.java
```

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* Contributors:
*   IBM Corporation - initial API and implementation
*   Jesper Steen Moller - Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation
processing
*****/

```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/ExecutableElementImpl.java
```

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* Stephan Herrmann - initial API and implementation

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/CaptureBinding18.java

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* Contributors:

* Stephan Herrmann - initial API and implementation

* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for

* Bug 473178

* IBM Corporation - Bug fixes

*****/

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/BoundSet.java

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* Contributors:

* IBM Corporation - initial API and implementation

* Stephan Herrmann - Contribution for

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds

* Bug 441797 - [1.8] synchronize type annotations on capture and its wildcard

* Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker
hint from applicability analysis

* Bug 456924 - StackOverflowError during compilation

* Bug 462790 - [null] NPE in Expression.computeConversion()

* Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*****/

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/CaptureBinding.java

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* Contributors:

* IBM Corporation - initial API and implementation

* Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for

* Bug 328281 - visibility leaks not detected when analyzing unused field in private class

* Bug 300576 - NPE Computing type hierarchy when compliance doesn't match libraries

* Bug 354536 - compiling package-info.java still depends on the order of compilation units

* Bug 349326 - [1.7] new warning for missing try-with-resources

* Bug

358903 - Filter practically unimportant resource leak warnings

* Bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class

* Bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.

* Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables

* Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class

* Bug 444024 - [1.8][compiler][null] Type mismatch error in annotation generics assignment which happens "sometimes"

* Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com -

Contributions for

* Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous classes

* het@google.com - Bug 456986 - Bogus error when annotation processor generates annotation type

* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for

* Bug 473178

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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ClassScope.java

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* Contributors:
*   IBM Corporation - initial API and implementation
*   IBM Corporation - added the following constants
*       NonStaticAccessToStaticField
*       NonStaticAccessToStaticMethod
*       Task
*       ExpressionShouldBeAVariable
*       AssignmentHasNoEffect
*   IBM Corporation - added the following constants
*       TooManySyntheticArgumentSlots
*       TooManyArrayDimensions
*       TooManyBytesForStringConstant
*       TooManyMethods
*       TooManyFields
*       NonBlankFinalLocalAssignment
*       ObjectCannotHaveSuperTypes
*       MissingSemiColon
*       InvalidParenthesizedExpression
*       EnclosingInstanceInConstructorCall
*       BytecodeExceeds64KLimitForConstructor
*       IncompatibleReturnTypeForNonInheritedInterfaceMethod
*       UnusedPrivateMethod
*       UnusedPrivateConstructor
*       UnusedPrivateType
*       UnusedPrivateField
*       IncompatibleExceptionInThrowsClauseForNonInheritedInterfaceMethod
*       InvalidExplicitConstructorCall
*   IBM Corporation - added the following constants
*       PossibleAccidentalBooleanAssignment
*       SuperfluousSemicolon
*       IndirectAccessToStaticField
*       IndirectAccessToStaticMethod
*       IndirectAccessToStaticType
*       BooleanMethodThrowingException
*       UnnecessaryCast
*       UnnecessaryArgumentCast

```

- * UnnecessaryInstanceOf
- * FinallyMustCompleteNormally
- * UnusedMethodDeclaredThrownException
- * UnusedConstructorDeclaredThrownException
- * InvalidCatchBlockSequence
- * UnqualifiedFieldAccess
- * IBM Corporation - added the following constants
- * Javadoc
- * JavadocUnexpectedTag
- * JavadocMissingParamTag
- * JavadocMissingParamName
- * JavadocDuplicateParamName
- * JavadocInvalidParamName
- * JavadocMissingReturnTag
- * JavadocDuplicateReturnTag
- * JavadocMissingThrowsTag
- * JavadocMissingThrowsClassName
- * JavadocInvalidThrowsClass
- * JavadocDuplicateThrowsClassName
- * JavadocInvalidThrowsClassName
- * JavadocMissingSeeReference
- * JavadocInvalidSeeReference
- * JavadocInvalidSeeHref
- * JavadocInvalidSeeArgs
- * JavadocMissing
- * JavadocInvalidTag
- * JavadocMessagePrefix
- * EmptyControlFlowStatement
- * IBM Corporation - added the following constants
- * IllegalUsageOfQualifiedTypeReference
- * InvalidDigit
- * IBM Corporation - added the following constants
- * ParameterAssignment
- * FallthroughCase
- * IBM Corporation - added the following constants
- * UnusedLabel
- * UnnecessaryNLSTag
- * LocalVariableMayBeNull
- * EnumConstantsCannotBeSurroundedByParenthesis
- * JavadocMissingIdentifier
- * JavadocNonStaticTypeFromStaticInvocation
- * RawTypeReference
- * NoAdditionalBoundAfterTypeVariable
- * UnsafeGenericArrayForVarargs
- * IllegalAccessFromTypeVariable
- *

- AnnotationValueMustBeArrayInitializer
- * InvalidEncoding
- * CannotReadSource
- * EnumStaticFieldInInInitializerContext
- * ExternalProblemNotFixable
- * ExternalProblemFixable
- * IBM Corporation - added the following constants
- * AnnotationValueMustBeAnEnumConstant
- * OverridingMethodWithoutSuperInvocation
- * MethodMustOverrideOrImplement
- * TypeHidingTypeParameterFromType
- * TypeHidingTypeParameterFromMethod
- * TypeHidingType
- * IBM Corporation - added the following constants
- * NullLocalVariableReference
- * PotentialNullLocalVariableReference
- * RedundantNullCheckOnNullLocalVariable
- * NullLocalVariableComparisonYieldsFalse
- * RedundantLocalVariableNullAssignment
- * NullLocalVariableInstanceofYieldsFalse
- * RedundantNullCheckOnNonNullLocalVariable
- * NonNullLocalVariableComparisonYieldsFalse
- * IBM Corporation - added the following constants
- * InvalidUsageOfTypeParametersForAnnotationDeclaration
- * InvalidUsageOfTypeParametersForEnumDeclaration
- * IBM Corporation - added the following constants
- * RedundantSuperinterface
- * Benjamin Muskalla - added the following constants
- * MissingSynchronizedModifierInInheritedMethod
- * Stephan Herrmann - added the following constants
- * UnusedObjectAllocation
- * PotentiallyUnclosedCloseable
- * PotentiallyUnclosedCloseableAtExit
- * UnclosedCloseable
- * UnclosedCloseableAtExit
- * ExplicitlyClosedAutoCloseable
- * RequiredNonNullButProvidedNull
- * RequiredNonNullButProvidedPotentialNull
- * RequiredNonNullButProvidedUnknown
- * NullAnnotationNameMustBeQualified
- * IllegalReturnNullityRedefinition
- * IllegalRedefinitionToNonNullParameter
- * IllegalDefinitionToNonNullParameter
- * ParameterLackingNonNullAnnotation
- * ParameterLackingNullableAnnotation
- * PotentialNullMessageSendReference
- * RedundantNullCheckOnNonNullMessageSend
- * CannotImplementIncompatibleNullness

- * RedundantNullAnnotation
- * RedundantNullDefaultAnnotation
- * RedundantNullDefaultAnnotationPackage
- * RedundantNullDefaultAnnotationType
- * RedundantNullDefaultAnnotationMethod
- * ContradictoryNullAnnotations
- * IllegalAnnotationForBaseType
- * RedundantNullCheckOnSpecdNonNullLocalVariable
- * SpecdNonNullLocalVariableComparisonYieldsFalse
- * RequiredNonNullButProvidedSpecdNullable
- * MissingDefaultCase
- * MissingEnumConstantCaseDespiteDefault
- * UninitializedLocalVariableHintMissingDefault
- * UninitializedBlankFinalFieldHintMissingDefault
- * ShouldReturnValueHintMissingDefault
- * IllegalModifierForInterfaceDefaultMethod
- * InheritedDefaultMethodConflictsWithOtherInherited
- * ConflictingNullAnnotations
- * ConflictingInheritedNullAnnotations
- * UnsafeElementTypeConversion
- * ArrayReferencePotentialNullReference
- * DereferencingNullableExpression
- * NullityMismatchingTypeAnnotation
- * NullityMismatchingTypeAnnotationSuperHint
- * NullityUncheckedTypeAnnotationDetail
- * NullityUncheckedTypeAnnotationDetailSuperHint
- * NullableFieldReference
- * UninitializedNonNullField
- * UninitializedNonNullFieldHintMissingDefault
- * NonNullMessageSendComparisonYieldsFalse
- * RedundantNullCheckOnNonNullSpecdField
- * NonNullSpecdFieldComparisonYieldsFalse
- * NonNullExpressionComparisonYieldsFalse
- * RedundantNullCheckOnNonNullExpression
- * ReferenceExpressionParameterNullityMismatch
- * ReferenceExpressionParameterNullityUnchecked
- * ReferenceExpressionReturnNullRedef
- * ReferenceExpressionReturnNullRedefUnchecked
- * DuplicateInheritedDefaultMethods
- * SuperAccessCannotBypassDirectSuper
- * SuperCallCannotBypassOverride
- * ConflictingNullAnnotations
- * ConflictingInheritedNullAnnotations
- * UnsafeElementTypeConversion
- * PotentialNullUnboxing
- * NullUnboxing
- * NullExpressionReference
- * PotentialNullExpressionReference

```

*   RedundantNullCheckAgainstNonNullType
*   NullAnnotationUnsupportedLocation
*   NullAnnotationUnsupportedLocationAtType
*   NullityMismatchTypeArgument
*   ContradictoryNullAnnotationsOnBound
*   UnsafeNullnessCast
*   ContradictoryNullAnnotationsInferred
*   NonNullDefaultDetailIsNotEvaluated
*   NullNotCompatibleToFreeTypeVariable
*   NullityMismatchAgainstFreeTypeVariable
*   ImplicitObjectBoundNonNullDefault
*   IllegalParameterNullityRedefinition
*   ContradictoryNullAnnotationsInferredFunctionType
*   IllegalReturnNullityRedefinitionFreeTypeVariable
*   UnlikelyCollectionMethodArgumentType
*   UnlikelyEqualsArgumentType
*   Jesper S Moller - added the following constants
*   TargetTypeNotAFunctionalInterface
*   OuterLocalMustBeEffectivelyFinal
*   IllegalModifiersForPackage
*   DuplicateAnnotationNotMarkedRepeatable
*   DisallowedTargetForContainerAnnotation
*   RepeatedAnnotationWithContainerAnnotation
*   ContainingAnnotationMustHaveValue
*   ContainingAnnotationHasNonDefaultMembers
*   ContainingAnnotationHasWrongValueType
*   ContainingAnnotationHasShorterRetention
*   RepeatableAnnotationHasTargets
*   RepeatableAnnotationTargetMismatch
*   RepeatableAnnotationIsDocumented
*   RepeatableAnnotationIsInherited
*   RepeatableAnnotationWithRepeatingContainerAnnotation
*   VarLocalMultipleDeclarators
*   VarLocalCannotBeArray
*   VarLocalReferencesItself
*   VarLocalWithoutInitializer
*   VarLocalInitializedToNull
*   VarLocalCannotBeArrayInitializers
*   VarLocalCannotBeLambda
*   VarLocalCannotBeMethodReference
*   VarIsReserved
*   VarIsReservedInFuture
*   VarIsNotAllowedHere
*****/

```

Found in path(s):

```
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/core/compiler/IPProblem.java
```

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* Contributors:
*   IBM Corporation - initial API and implementation
*   Stephan Herrmann - Contributions for
*       bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 265744 - Enum switch should warn about missing default
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*****/

```

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/SwitchStatement.java

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* Contributors:
*   Walter Harley - initial API and implementation
*   IBM Corporation - fix for 342598, 382590
*   Jean-Marie Henaff <jmhenaff@google.com> (Google) - Bug 481555
*****/

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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/TypesImpl.java

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```

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/RecordComponentInfo.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IRecordComponent.java

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*   Frits Jalvingh - fix for bug 533830.
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/tool/EclipseCompiler.java

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* Stephan Herrmann - Contributions for

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK

* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 383368 - [compiler][null] syntactic null analysis for field references

* bug 402993 - [null] Follow up

of bug 401088: Missing warning about redundant null check

* Bug 440282 - [resource] Resource leak detection false negative with empty finally block

*****/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/Block.java

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*   Stephen Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 133125 - [compiler][null] need to report the null status of expressions and analyze them simultaneously
*       bug 292478 - Report potentially null across variable assignment
*       bug 324178 - [null] ConditionalExpression.nullStatus(..) doesn't take into account the analysis of condition itself
*       bug 354554 - [null] conditional with redundant condition
*       yields weak error message
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 426078 - [1.8] VerifyError when conditional expression passed as an argument
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*       Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
*       Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*       Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
*****/

```

Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ConditionalExpression.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/AptProblem.java
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* Matt McCutchen - partial fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=122995

* Karen Moore - fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=207411

* Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for

* bug 185682 - Increment/decrement operators mark local variables as read

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365519 - editorial cleanup after

bug 186342 and bug 365387

* bug 374605 - Unreasonable warning for enum-based switch statements

* bug 384870 - [compiler] @Deprecated annotation not detected if preceded by other annotation

* bug 393719 - [compiler] inconsistent warnings on iteration variables

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 424742 - [1.8] NPE in LambdaExpression.isCompatibleWith

* Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding

* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation

* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.

* Bug 426366

- [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
- * Bug 427282 - [1.8][compiler] AIOOB (-1) at
org.eclipse.jdt.internal.compiler.ClassFile.traverse(ClassFile.java:6209)
- * Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varargs
- * Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
- * Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
- * Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
- * Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
- * Bug 446442 - [1.8] merge null annotations from super methods
- * Bug 437072 - [compiler][null] Null analysis emits
possibly incorrect warning for new int[][] despite @NonNullByDefault
- * Jesper S Moller - Contributions for
 - * bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
 - * bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
 - * bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
 - * bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
 - * bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
- * Till Brychcy - Contributions for
 - * bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.

*****/

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ASTNode.java

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- * Stephan Herrmann - Contributions for

- * bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used

- * bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE

- * bug 349326 - [1.7] new warning for missing try-with-resources

- * bug 186342 - [compiler][null] Using annotations for null checking

- * bug 358903 - Filter practically unimportant resource

leak warnings

- * bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK

- * bug 370639 - [compiler][resource] restore the default for resource leak warnings

- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 424727 - [compiler][null] NullPointerException in
nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)
- * Bug 424710
- [1.8][compiler] CCE in SimpleNameReference.localVariableBinding
- * Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
- * Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
- * Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
- * Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
- * Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
- * Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
- * Bug 424930 - [1.8][compiler] Regression: "Cannot infer type arguments" error from compiler.
- * Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
- * Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 429203 - [1.8][compiler] NPE in AllocationExpression.binding
- * Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
- * Bug 434297 - [1.8] NPE in LamdaExpression.analyseCode with lamda expression nested in a conditional expression
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
- * Jesper S Moller <jesper@selskabet.org> - Contributions for
- * bug 378674 - "The method can be declared as static" is wrong
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive
code generation support for type annotations (from Olivier's work)
- * Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method
- * Till Brychcy - Contributions for
- * bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
- * Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
- * Bug 473178

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/AllocationExpression.java

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*   Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
*   Jesper Steen Moeller - Contribution for bug 406973 - [compiler] Parse MethodParameters attribute
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*       Bug 407191 - [1.8] Binary access support for type annotations
*****/

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in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/MethodInfo.java
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 328281 - visibility leaks not detected when analyzing unused field in private class
*       bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
*****/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ExtraCompilerModifiers.java
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* IBM Corporation - Java 8 support

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* Stephan Herrmann - Contribution for

* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 383368 - [compiler][null] syntactic null analysis for field references

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/util/EclipseFileManager.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/StackMapFrameCodeStream.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileManager.java

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*   Jesper Steen Moeller - Contributions for:
*     Bug 407297: [1.8][compiler] Control generation of parameter names by option
*****/

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*     bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
*     bug 186342 - [compiler][null] Using annotations for null checking
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*   Stephan Herrmann - Contribution for
*   Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*   Bug 440687 - [compiler][batch][null] improve command line option for external annotations
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJar.java
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Found in path(s):

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ImportReference.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ASTVisitor.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/JavadocTagConstants.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ISourceType.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/MissingTypeBinding.java
*
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/AbstractCommentParser.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/JavadocParser.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/AnnotationBinding.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ImportBinding.java
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*     bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*     Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*     Bug 415543 - [1.8][compiler] Incorrect bound index in RuntimeInvisibleTypeAnnotations attribute
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/TypeParameter.java
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*   IBM Corporation - Java 8 support
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/TypeMirrorImpl.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/PrimitiveTypeImpl.java
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*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 403147 - [compiler][null] FUP of bug 400761:
consolidate interaction between unboxing, NPE, and deferred checking
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*   philippe.marschall@netcetera.ch - Fix for 338370
*   IBM Corporation - Fix for validating relative name
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/BatchFileImpl.java
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*     Bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*     Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Keigo Imai - Contribution for bug 388903 - Cannot extend inner class as an anonymous class when it
    extends the outer class
*****/

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*     Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
*   Stephan Herrmann - Contribution for
*     Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*     Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
*     Bug 429958
*   - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Bug 440462 - [null][compiler]NPE in EJC for erroneous null annotations
*     Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
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*       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*       bug 383368 - [compiler][null] syntactic null analysis for field references
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- * Stephan Herrmann - Contribution for
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 417295 - [1.8][null]

Message type annotated null analysis to gel well with deep encoded type bindings.

- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Andy Clement - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

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* Stephan Herrmann - Contributions for

* bug 343713 - [compiler] bogus line number in constructor of inner class in 1.5 compliance

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor

* bug 368546 - [compiler][resource] Avoid

remaining false positives found when compiling the Eclipse SDK

* bug 383690 - [compiler] location of error re uninitialized final field should be aligned

* bug 331649 - [compiler][null] consider null annotations for fields

* bug 383368 - [compiler][null] syntactic null analysis for field references

* bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables

* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code generator
* Ulrich Grave <ulrich.grave@gmx.de> - Contributions
for

* bug 386692 - Missing "unused" warning on "autowired" fields

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

* Bug 415790

- [compiler][resource] Incorrect potential resource leak warning in for loop with close in try/catch

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- * bug 186342 - [compiler][null] Using annotations for null checking
- * bug 365519 - editorial cleanup after bug 186342 and bug 365387
- * bug 388281 - [compiler][null] inheritance of null annotations as an option
- * bug 388795 - [compiler] detection of name clash depends on order of super interfaces
- * bug 388739 - [1.8][compiler] consider default methods when detecting whether
a class needs to be declared abstract
- * bug 390883 - [1.8][compiler] Unable to override default method
- * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
- * bug 401246 - [1.8][compiler] abstract class method should now trump conflicting default methods
- * bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
- * bug 403867 - [1.8][compiler] Suspect error about duplicate default methods
- * bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
- * bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
- * bug 409473 - [compiler] JDT cannot compile against JRE 1.8
- * Bug 420080 - [1.8] Overridden Default method is reported as duplicated
- * Bug 404690 - [1.8][compiler] revisit bridge generation after VM bug is fixed
- * Bug 410325 - [1.7][compiler] Generified method override different between javac and eclipse compiler
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
- * Bug 440773 - [1.8][null]DefaultLocation.RETURN_TYPE erroneously affects method parameters in
@NonNullByDefault
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 446442 - [1.8] merge null annotations from super methods

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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

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* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 370930 - NonNull annotation not considered for enhanced for loops

* bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

* bug 393719 - [compiler] inconsistent warnings

on iteration variables

* Bug 411964 - [1.8][null] leverage null type annotation in foreach statement

* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis

* Bug 453483 - [compiler][null][loop] Improve null analysis for loops

* Bug 415790 - [compiler][resource] Incorrect potential resource leak warning in for loop with close in try/catch

* Jesper S Moller - Contribution for

* bug 401853 - Eclipse Java compiler creates invalid bytecode (java.lang.VerifyError)

* bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* bug 331649 - [compiler][null] consider null annotations for fields
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 458396 - NPE in CodeStream.invoke()
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* bug 186342 - [compiler][null] Using annotations for null checking

* bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor

* bug 370639 - [compiler][resource] restore the default for resource leak warnings

* bug 388996 - [compiler][resource] Incorrect

'potential resource leak'

* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 424710 - [1.8][compiler] CCE in SimpleNameReference.localVariableBinding

* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.

* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation

* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.

* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context

* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?

* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved

* Bug 427438 - [1.8][compiler]

NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

* Bug 428352 - [1.8][compiler] Resolution errors don't always surface

* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression

* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ElementValuePair.java
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*   Benjamin Muskalla - Contribution for bug 239066
*   Stephan Herrmann - Contributions for
*     bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*     bug 295551 - Add option to automatically promote all warnings to errors
*     bug 349326 - [1.7] new warning for missing try-with-resources
*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug
370639 - [compiler][resource] restore the default for resource leak warnings
*     bug 366063 - Compiler should not add synthetic @NonNull annotations
*     bug 374605 - Unreasonable warning for enum-based switch statements
*     bug 388281 - [compiler][null] inheritance of null annotations as an option
*     bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*     bug 383368 - [compiler][null] syntactic null analysis for field references
*     Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*     Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*   Jesper Steen Moller - Contributions for
*     bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code

```

* bug 407297 - [1.8][compiler] Control generation of parameter names by option
*****/

Found

in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/CompilerOptions.java

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* Bug 440687 - [compiler][batch][null] improve command line option for external annotations
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* Stephan Herrmann - Contributions for
* bug 332637 - Dead Code detection removing code that isn't dead
* bug 391517 - java.lang.VerifyError on code that runs correctly in Eclipse 3.7 and eclipse 3.6
* bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/MethodInfoWithAnnotations.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IBinaryAnnotation.java

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*       bug 325755 - [compiler] wrong initialization state after conditional expression
*       bug 320170 - [compiler] [null] Whitebox issues in null analysis
*       bug 292478 - Report potentially null across variable assignment
*       bug 332637 - Dead Code detection removing code that isn't dead
*       bug 341499 - [compiler][null] allocate extra bits in all methods of UnconditionalFlowInfo
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 386181 - [compiler][null] wrong transition in UnconditionalFlowInfo.mergedWith()
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 454031 - [compiler][null][loop] bug in null analysis; wrong "dead code" detection
*       Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
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```

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/flow/UnconditionalFlowInfo.java

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/ManifestAnalyzer.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/core/JDTCompilerAdapter.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblemFactory.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/DefaultErrorHandlingPolicies.java
*

```

/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/GenericXMLWriter.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/ReferenceContext.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedAnnotationBinding.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/impl/CompilerStats.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/IErrorHandlingPolicy.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/flow/InsideSubRoutineFlowContext.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/Receiver.java
* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredLocalVariable.java
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 * Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
 * Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
 * Bug 426542 - [1.8] Most specific method not picked when one method has intersection type as type parameter
 * Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
 * Andy
 Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
 * Bug 405104 - [1.8][compiler][codegen] Implement support for serializable lambdas
 * Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
 * Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IGenericField.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ISourceMethod.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IGenericType.java
 * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/IBinaryNestedType.java
 *
 /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/env/ISourceField.java
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*   Bug 378674 - "The method can be declared as static" is wrong
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*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*****/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/AbstractVariableDeclaration.java

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*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 367203 - [compiler][null] detect assigning null to nonnull argument
*     bug 365519 - editorial cleanup after bug 186342 and bug 365387
*     bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*     bug 365531 - [compiler][null] investigate alternative strategy for internally
```

encoding nullness defaults

- * bug 388281 - [compiler][null] inheritance of null annotations as an option
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
- * Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this

location

- * Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
- * Bug 443347 - [1.8][null]

@NonNullByDefault should not affect constructor arguments of an anonymous instantiation

- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Bug 456584 - [1.8][null] Bogus warning for return type variable's @NonNull annotation being 'redundant'
- * Bug 471611 - Error on hover on call to generic method with null annotation
- * Jesper Steen Moller - Contributions for
- * Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing

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* Stephan Herrmann - Contributions for

* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE

* bug 349326 - [1.7] new warning for missing try-with-resources

* bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 365835 - [compiler][null] inconsistent error reporting.

* bug 365519 - editorial cleanup after bug 186342 and bug 365387

* bug 358903 - Filter practically unimportant resource leak warnings

* bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK

* bug 370639 - [compiler][resource] restore the default for resource leak warnings

* bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
- * bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
- * bug 401030 - [1.8][null] Null analysis support for lambda methods.
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
- * Bug 417758 - [1.8][null] Null safety compromise during array creation.
- * Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 430150 - [1.8][null] stricter checking against type variables
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
- * Bug 455723 - Nonnull argument not correctly inferred in loop
- * Jesper S Moller - Contributions

for

- * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/ReturnStatement.java

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- * Stephan Herrmann - Contribution for

- * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.

- * bug 331649 - [compiler][null] consider null annotations for fields

- * bug 400761 - [compiler][null] null may be return as boolean without a diagnostic

- * Bug 427438 - [1.8][compiler] NPE at

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

- * Bug 429403 - [1.8][null] null mismatch from type arguments is not reported at field initializer

- * Bug 453483 - [compiler][null][loop] Improve null analysis for loops

- * Bug 458396 - NPE in CodeStream.invoke()

```
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
*****/
```

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/FieldDeclaration.java
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*     Bug 412149: [1.8][compiler] Emit repeated annotations into the designated container
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/SingleMemberAnnotation.java
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*     bug 186342 - [compiler][null] Using annotations for null checking
*     bug 365519 - editorial cleanup after bug 186342 and bug 365387
*     bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*     bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*     bug 385626 - @NonNull fails across
    loop boundaries
*     bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
```


- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
- * Bug 455723 - Nonnull argument not correctly inferred in loop
- * Jesper S Moller - Contributions for
- * bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/flow/FinallyFlowContext.java

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- * Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
- * Bug 473178

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- * Contributors:
- * IBM Corporation - initial API and implementation
- * Stephan Herrmann - Contribution for bug 349326 - [1.7] new warning for missing try-with-resources

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Found in path(s):

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemReferenceBinding.java

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* Stephan Herrmann - Contribution for

* bug 331649 - [compiler][null] consider null annotations for fields

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?

* Jesper S Moller - Contributions for

* bug 382721 - [1.8][compiler] Effectively final variables needs special treatment

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/NameReference.java

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* het@google.com - Bug 441790

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/model/AnnotationMirrorImpl.java

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* Contributors:
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*   IBM Corporation - Fix for bug 328575
*   het@google.com - Bug 415274 - Annotation processing throws a NPE in getElementsAnnotatedWith()
*****/

```

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/RoundEnvImpl.java
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*   Till Brychcy - Contributions for
*               Bug 467482 - TYPE_USE null annotations: Incorrect "Redundant null check"-warning
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- * Stephan Herrmann - Contributions for
- * bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
- * bug 370639 - [compiler][resource] restore the default for resource leak warnings
- * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
- * Bug 417758 - [1.8][null] Null safety compromise during array creation.
- * Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)

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- * Jesper S Moller - Contributions for

- * bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression

- * Stephan Herrmann - Contribution for

- * bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super

- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

- * Bug 416182 - [1.8][compiler][null]

Contradictory null annotations not rejected

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/SimpleSetOfCharArray.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/CachedIndexEntry.java

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* tyeung@bea.com - initial API and implementation

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfoWithAnnotations.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfo.java

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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

* Bug 407191 - [1.8] Binary access support for type annotations

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* wharley@bea.com - initial API and implementation

* IBM Corporation - fix for 342598

* IBM Corporation - Java 8 support

* het@google.com - Bug 427943 - The method

org.eclipse.jdt.internal.compiler.apt.model.Factory.getPrimitiveType does not throw IllegalArgumentException

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*     Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocSingleTypeReference.java

* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocQualifiedTypeReference.java

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- * Stephan Herrmann - Contributions for
- * bug 332637 - Dead Code detection removing code that isn't dead
- * bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
- * bug 349326 - [1.7] new warning for missing try-with-resources
- * bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
- * bug 358903 - Filter practically unimportant resource leak warnings
- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
- * bug 401088 - [compiler][null] Wrong warning "Redundant null check" inside nested try statement
- * bug 401092 - [compiler][null] Wrong warning "Redundant null check" in outer catch of nested try
- * bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
- * bug 384380 - False positive on a ?? Potential null pointer access ?? after a continue
- * Bug 415790 - [compiler][resource] Incorrect potential resource leak warning in for loop with close in try/catch
- * Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
- * Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream - return inside for loop)
- * Jesper Steen Moller - Contributions for
- * bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- *

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- * Stephan Herrmann - Contribution for
- * bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests
- can cope with null annotations enabled
- * Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varargs
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
- * Bug 434600 - Incorrect null analysis error reporting on type parameters
- * Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 437072 - [compiler][null] Null analysis
- emits possibly incorrect warning for new int[][] despite @NonNullByDefault
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
- * Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code generator
- * Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code generator
- * Jesper S Møller <jesper@selskabet.org> - Contributions for
- * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
- * bug 529556 - [18.3] Add content assist support for 'var' as a type
- *

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*       bug 384380 - False positive on a "Potential null pointer access" after a continue
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
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* Stephan Herrmann - Contribution for

* bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)

* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

* Jesper Steen Moller - Contributions for

* Bug 412150 [1.8] [compiler]

Enable reflected parameter names during annotation processing

```

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- * Stephan Herrmann - Contributions for
- * bug 292478 - Report potentially null across variable assignment
- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 383368 - [compiler][null] syntactic null analysis for field

references

- * bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
- * bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
- * Bug 426792 - [1.8][inference][impl] generify new type inference engine
- * Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
- * Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 426996 - [1.8][inference]
try to avoid method Expression.unresolve()?
- * Bug 428274 - [1.8] [compiler] Cannot cast from Number to double
- * Bug 428352 - [1.8][compiler] Resolution errors don't always surface
- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
- * Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
- * Bug 473178

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- * Contributors:
- * wharley@bea.com - initial API and implementation
- * (originally in org.eclipse.jdt.apt.core)
- * IBM Corporation - Bug 513790

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* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault

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* IBM Corporation - initial API and implementation

* Genady Beriozkin - added support for reporting assignment with no effect

* Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for

* bug 319201 - [null] no warning when unboxing SimpleNameReference causes NPE

* bug 292478 - Report potentially null across variable assignment

* bug 335093 - [compiler][null] minimal hook for future null annotation support

* bug 349326 - [1.7] new warning for missing

try-with-resources

* bug 186342 - [compiler][null] Using annotations for null checking

* bug 358903 - Filter practically unimportant resource leak warnings

* bug 370639 - [compiler][resource] restore the default for resource leak warnings

* bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
- * bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
- * bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
- * bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
- * bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 427438 - [1.8][compiler] NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
- * Bug 453483 - [compiler][null][loop] Improve null analysis for loops
- * Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathSourceJar.java

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*     bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
*     bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*     bug 404728 - [1.8]NPE on QualifiedSuperReference error
*****/

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedSuperReference.java
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*     bug 328281 - visibility leaks not detected when analyzing unused field in private class
*     bug 349326 - [1.7] new warning for missing try-with-resources
*     bug 186342 - [compiler][null] Using annotations for null checking

```

- * bug 365836 - [compiler][null] Incomplete propagation of null defaults.
- * bug 365519 - editorial cleanup after bug 186342

and bug 365387

- * bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
- * bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
- * bug 366063 - Compiler should not add synthetic @NonNull annotations
- * bug 384663 - Package Based Annotation Compilation Error in JDT 3.8/4.2 (works in 3.7.2)
- * bug 386356 - Type mismatch error with annotations and generics
- * bug 388281 - [compiler][null] inheritance of null annotations as an option
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 380896 - [compiler][null] Enum constants not recognised as being NonNull.
- * bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 416172 - [1.8][compiler][null] null type annotation not evaluated on method return type
- * Bug 417295 - [1.8][null] Massage type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 426048 - [1.8] NPE in TypeVariableBinding.internalBoundCheck when parentheses are not balanced
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
- * Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
- * Bug 441693 - [1.8][null]

Bogus warning for type argument annotated with @NonNull

- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
- * Bug 461250 - ArrayIndexOutOfBoundsException in SourceTypeBinding.fields
- * Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
- * Jesper S Moller <jesper@selskabet.org> - Contributions for
- * Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
- * Till Brychcy - Contributions for
- * bug 415269 - NonNullByDefault is not always inherited to nested classes
- * Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
- * Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
- * Sebastian Zarnekow - Contributions

for

- * bug 544921 - [performance] Poor performance with large source files

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- * Stephan Herrmann - contributions for
- * bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
- * bug 186342 - [compiler][null] Using annotations for null checking
- * bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
- * bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * bug
- 392862 - [1.8][compiler][null] Evaluate null annotations on array types
- * bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
- * Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
- * Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
- * Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
- * Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
- * Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
- * Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
- * Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
- * Bug 417295 - [1.8][null] Message type annotated null analysis to gel well with deep encoded type bindings.
- * Bug 416190 - [1.8][null]
- detect incompatible overrides due to null type annotations
- * Bug 424624 - [1.8][null] if a static-object with annotation @NonNull is used, a warning is shown
- * Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
- * Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
- * Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
- * Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
- * Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
- * Bug 457079 - Regression: type inference
- * Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
- * Bug 455180 - IllegalStateException in AnnotatableTypeSystem.getRawType
- * Bug 470467 - [null] Nullness of special Enum methods not detected from .class file

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- * bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"

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- * bug 292478 - Report potentially null across variable assignment,

- * bug 185682 - Increment/decrement operators mark local variables as read
- * bug 331649 - [compiler][null] consider null annotations for fields
- * bug 383368 - [compiler][null] syntactic null analysis for field references
- * Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException: info cannot be null
- * Bug 458396 - NPE in CodeStream.invoke()
- * Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
- * Jesper S Moller - <jesper@selskabet.org> - Contributions for
- * bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
- * bug 378674 - "The method can be declared as static" is wrong
- * bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
- * bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type

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- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/VerificationTypeInfo.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/CharArrayCache.java
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/util/HashSetOfInt.java
- *
- * /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/codegen/BranchLabel.java
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*     bug 349326 - [1.7] new warning for missing try-with-resources
*     bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*     Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*     Bug 467032 - TYPE_USE Null Annotations: IllegalStateException with annotated arrays of Enum when accessed
via BinaryTypeBinding
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`/ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedReferenceBinding.java`

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*   bug 383368 - [compiler][null] syntactic null analysis for field references
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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/OperatorExpression.java

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*   Jesper S Moller - Bug 392671
*   NPE with a method with explicit this and a following incomplete parameter

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* /ecj-3-24-0-sources-2-jar/org/eclipse/jdt/internal/compiler/ast/JavadocModuleReference.java

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- * Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression

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1.395 protobuf-java 2.2.0

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Found in path(s):

```
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/RpcUtil.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/RpcCallback.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/AbstractMessage.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/ProtocolMessageEnum.java  
*  
/protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/BlockingRpcChannel.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/CodedOutputStream.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/DynamicMessage.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/Descriptors.java  
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* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/CodedInputStream.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/TextFormat.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/ByteString.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/ExtensionRegistry.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/ExtensionRegistryLite.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/GeneratedMessage.java  
*  
/protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/UninitializedMessageException.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/RpcController.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/FieldSet.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/BlockingService.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/Internal.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/ServiceException.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/InvalidProtocolBufferException.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/MessageLite.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/Message.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/WireFormat.java  
* /protobuf-java-2-2-0-sources-1-jar/com/google/protobuf/Service.java
```

1.396 bcel 2.7.2

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 * limitations under the License.
 */

/*
 * $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
 */

/*
 * @author Jacek Ambroziak
 * @author Santiago Pericas-Geertsen
 * @author Morten Jorgensen
 * @author G. Todd Miller
 */

package org.apache.xalan.xsltc.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;

import org.apache.xml.dtm.DTM;
import org.apache.xalan.xsltc.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;
```

```

parser code {
    /**
     * Used by function calls with no args.
     */
    static public final Vector EmptyArgs = new Vector(0);

    /**
     * Reference to non-existing variable.
     */
    static public final VariableRef DummyVarRef = null;

    /**
     * Reference to the Parser class.
     */
    private Parser _parser;
    private XSLTC _xsltc;

    /**
     * String representation of the expression being parsed.
     */
    private String _expression;

    /**
     * Line number where this expression/pattern was declared.
     */
    private int _lineNumber = 0;

    /**
     * Reference to the symbol table.
     */
    public SymbolTable _symbolTable;

    public XPathParser(Parser parser) {
        _parser = parser;
        _xsltc = parser.getXSLTC();
        _symbolTable = parser.getSymbolTable();
    }

    public int getLineNumber() {
        return _lineNumber;
    }

    public QName getQNameIgnoreDefaultNs(String name) {
        return _parser.getQNameIgnoreDefaultNs(name);
    }

    public QName getQName(String namespace, String prefix, String localname) {

```



```

        return _parser.getQName(namespace, prefix, localname);
    }

    public void setMultiDocument(boolean flag) {
        _xslt.setMultiDocument(flag);
    }

    public void setCallsNodeset(boolean flag) {
        _xslt.setCallsNodeset(flag);
    }

    public void setHasIdCall(boolean flag) {
        _xslt.setHasIdCall(flag);
    }

    /**
     * This method is similar to findNodeType(int, Object) except that it
     * creates a StepPattern instead of
     just returning a node type. It also
     * differs in the way it handles "{uri}:*" and "{uri}:@*". The last two
     * patterns are expanded as "[namespace-uri() = 'uri']" and
     * "@*[namespace-uri() = 'uri']", respectively. This expansion considerably
     * simplifies the grouping of patterns in the Mode class. For this
     * expansion to be correct, the priority of the pattern/template must be
     * set to -0.25 (when no other predicates are present).
     */
    public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
        int nodeType;

        if (test == null) { // "*"
            nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
                (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;

            return new StepPattern(axis, nodeType, predicates);
        }
        else if (test instanceof Integer) {
            nodeType = ((Integer) test).intValue();

            return new StepPattern(axis, nodeType, predicates);
        }
        else {
            QName name = (QName)test;

            boolean setPriority = false;

            if (axis == Axis.NAMESPACE) {
                nodeType = (name.toString().equals("")) ? -1

```

```

: _xslt.registerNamespacePrefix(name);;
    }
    else {
final String uri = name.getNamespace();
final String local = name.getLocalPart();
final QName namespace_uri =
    _parser.getQNameIgnoreDefaultNs("namespace-uri");

// Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
if (uri != null && (local.equals("") || local.equals("@*"))) {
    if (predicates == null) {
predicates = new Vector(2);
    }

    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);

    predicates.add(
new Predicate(
    new EqualityExpr(Operators.EQ,
    new NamespaceUriCall(namespace_uri),
    new LiteralExpr(uri))));
}

if (local.equals("")) {
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
: NodeTest.ELEMENT;
}
else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
}
else
{
    nodeType = (axis == Axis.ATTRIBUTE) ? _xslt.registerAttribute(name)
: _xslt.registerElement(name);
}
}

final StepPattern result = new StepPattern(axis, nodeType, predicates);

// Set priority for case prefix:* and prefix:@* (no predicates)
if (setPriority) {
result.setPriority(-0.25);
}

return result;
}
}

```

```

    public int findNodeType(int axis, Object test) {
if (test == null) { // *
    return (axis == Axis.ATTRIBUTE) ?
NodeTest.ATTRIBUTE :
(axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    }
    else if (test instanceof Integer) {
        return ((Integer)test).intValue();
    }
    else {
        QName name = (QName)test;

        if (axis == Axis.NAMESPACE) {
return (name.toString().equals("")) ? -1
: _xsltc.registerNamespacePrefix(name);
        }

        if (name.getNamespace() == null) {
final String local = name.getLocalPart();

if (local.equals("")) {
            return
(axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
: NodeTest.ELEMENT;
        }
        else if (local.equals("@*")) {
            return NodeTest.ATTRIBUTE;
        }
        }

        return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
: _xsltc.registerElement(name);
    }
}

/**
 * Parse the expression passed to the current scanner. If this
 * expression contains references to local variables and it will be
 * compiled in an external module (not in the main class) request
 * the current template to create a new variable stack frame.
 *
 * @param lineNumber Line where the current expression is defined.
 * @param external Set to <tt>true</tt> if this expression is
 * compiled in a separate module.
 */
public Symbol parse(String expression, int lineNumber) throws Exception {

```

```

        try {
            _expression = expression;
            _lineNumber = lineNumber;
            return super.parse();
        }
        catch (IllegalCharException
e) {
            ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
                lineNumber, e.getMessage());
            _parser.reportError(Constants.FATAL, err);
        }
        return null;
    }

/**
 * Lookup a variable or parameter in the symbol table given its name.
 *
 * @param name Name of the symbol being looked up.
 */
    final SyntaxTreeNode lookupName(QName name) {
        // Is it a local var or param ?
        final SyntaxTreeNode result = _parser.lookupVariable(name);
        if (result != null)
            return(result);
        else
            return(_symbolTable.lookupName(name));
    }

    public final void addError(ErrorMsg error) {
        _parser.reportError(Constants.ERROR, error);
    }

    public void report_error(String message, Object info) {
        final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
            _expression);
        _parser.reportError(Constants.FATAL, err);
    }

    public void report_fatal_error(String
message, Object info) {
        // empty
    }

    public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
        if (rlp instanceof Step) {
            return new ParentLocationPath(step, (Step) rlp);
        }
        else if (rlp instanceof ParentLocationPath) {

```

```

        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    }
    else {
        addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
        return rlp;
    }
}

```

```

/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
axis == Axis.NAMESPACE || axis == Axis.DESCEDANT);
}
:}

```

```

terminal SLASH, DOT, LBRACK,
RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

```

non terminal SyntaxTreeNode TopLevel;

```

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression

```

RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLON;

start with TopLevel;

TopLevel

::= PATTERN Pattern:pattern
{: RESULT = pattern; :}

| EXPRESSION Expr:expr
{: RESULT = expr; :};

/* ----- Patterns ----- */

Pattern ::= LocationPathPattern:lpp
{: RESULT = lpp; :}

| LocationPathPattern:lpp VBAR Pattern:p
{: RESULT = new AlternativePattern(lpp, p); :};

LocationPathPattern ::= SLASH

```

{: RESULT = new AbsolutePathPattern(null); :}

| SLASH RelativePathPattern:rpp
{: RESULT = new AbsolutePathPattern(rpp); :}

| IdKeyPattern:ikp
{: RESULT = ikp; :}

| IdKeyPattern:ikp SLASH RelativePathPattern:rpp
{: RESULT = new ParentPattern(ikp, rpp); :}

| IdKeyPattern:ikp DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(ikp, rpp); :}

| DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(rpp); :}

| RelativePathPattern:rpp
{: RESULT = rpp; :};

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
{: RESULT = new IdPattern(l);
  parser.setHasIdCall(true);
:}

| KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
{: RESULT = new KeyPattern(l1, l2); :};

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
{: RESULT = new ProcessingInstructionPattern(l); :};

RelativePathPattern ::= StepPattern:sp
{: RESULT = sp; :}

| StepPattern:sp SLASH RelativePathPattern:rpp
{: RESULT = new ParentPattern(sp, rpp); :}

| StepPattern:sp DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(sp, rpp); :};

StepPattern ::= NodeTestPattern:nt
{:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, null);
:}

| NodeTestPattern:nt Predicates:pp
{:

```

```

RESULT = parser.createStepPattern(Axis.CHILD, nt, pp);
    :}

    | ProcessingInstructionPattern:pip
    {: RESULT = pip; :}

    | ProcessingInstructionPattern:pip Predicates:pp
    {: RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); :}

    | ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
    {:
    RESULT = parser.createStepPattern(axis.intValue(), nt, null);
    :}

    | ChildOrAttributeAxisSpecifier:axis
    NodeTestPattern:nt Predicates:pp
    {:
    RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
    :}

    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
    {:
    RESULT = pip; // TODO: report error if axis is attribute
    :}

    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
    Predicates:pp
    {:
    // TODO: report error if axis is attribute
    RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
    :};

NodeTestPattern
 ::= NameTestPattern:nt
    {: RESULT = nt; :}

    | NODE
    {: RESULT = new Integer(NodeTest.ANODE); :}

    | TEXT
    {: RESULT = new Integer(NodeTest.TEXT); :}

    | COMMENT
    {: RESULT = new Integer(NodeTest.COMMENT); :}

    | PI
    {: RESULT = new Integer(NodeTest.PI); :};

```



```

NameTestPattern ::= STAR
    { : RESULT = null; : }

    | QName:qn
    { : RESULT = qn; : };

ChildOrAttributeAxisSpecifier ::= ATSIGN
    { : RESULT = new Integer(Axis.ATTRIBUTE); : }

    | CHILD DCOLON
    { : RESULT = new Integer(Axis.CHILD); : }

    | ATTRIBUTE DCOLON
    { : RESULT = new Integer(Axis.ATTRIBUTE); : };

Predicates ::= Predicate:p
    { :
    Vector temp = new Vector();
    temp.addElement(p);
    RESULT = temp;
    : }

    | Predicate:p Predicates:pp
    { : pp.insertElementAt(p, 0); RESULT = pp; : };

Predicate ::=
    LBRACK Expr:e RBRACK
    { :
    RESULT = new Predicate(e);
    : };

/* ----- Expressions ----- */

Expr ::= OrExpr:ex
    { : RESULT = ex; : };

OrExpr ::= AndExpr:ae
    { : RESULT = ae; : }

    | OrExpr:oe OR AndExpr:ae
    { : RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); : };

AndExpr ::= EqualityExpr:e
    { : RESULT = e; : }

    | AndExpr:ae AND EqualityExpr:ee
    { : RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee); : };

```

```

EqualityExpr ::= RelationalExpr:re
    {: RESULT = re; :}

    | EqualityExpr:ee EQ RelationalExpr:re
    {: RESULT = new EqualityExpr(Operators.EQ, ee, re); :}

    | EqualityExpr:ee NE RelationalExpr:re
    {: RESULT = new EqualityExpr(Operators.NE, ee, re); :};

RelationalExpr ::= AdditiveExpr:ae
    {: RESULT = ae; :}

    | RelationalExpr:re LT AdditiveExpr:ae
    {: RESULT = new RelationalExpr(Operators.LT, re, ae); :}

    | RelationalExpr:re
    GT AdditiveExpr:ae
    {: RESULT = new RelationalExpr(Operators.GT, re, ae); :}

    | RelationalExpr:re LE AdditiveExpr:ae
    {: RESULT = new RelationalExpr(Operators.LE, re, ae); :}

    | RelationalExpr:re GE AdditiveExpr:ae
    {: RESULT = new RelationalExpr(Operators.GE, re, ae); :};

AdditiveExpr ::= MultiplicativeExpr:me
    {: RESULT = me; :}

    | AdditiveExpr:ae PLUS MultiplicativeExpr:me
    {: RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); :}

    | AdditiveExpr:ae MINUS MultiplicativeExpr:me
    {: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :};

MultiplicativeExpr ::= UnaryExpr:ue
    {: RESULT = ue; :}

    | MultiplicativeExpr:me MULT UnaryExpr:ue
    {: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :}

    | MultiplicativeExpr:me DIV UnaryExpr:ue
    {: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :}

    | MultiplicativeExpr:me MOD UnaryExpr:ue
    {: RESULT = new BinOpExpr(BinOpExpr.MOD,
me, ue); :};

UnaryExpr ::= UnionExpr:ue

```

```

{: RESULT = ue; :}

| MINUS UnaryExpr:ue
{: RESULT = new UnaryOpExpr(ue); :};

UnionExpr ::= PathExpr:pe
{: RESULT = pe; :}

| PathExpr:pe VBAR UnionExpr:rest
{: RESULT = new UnionPathExpr(pe, rest); :};

PathExpr ::= LocationPath:lp
{: RESULT = lp; :}

| FilterExpr:fexp
{: RESULT = fexp; :}

| FilterExpr:fexp SLASH RelativeLocationPath:rlp
{: RESULT = new FilterParentPath(fexp, rlp); :}

| FilterExpr:fexp DSLASH RelativeLocationPath:rlp
{:
    //
    // Expand '/' into '/descendant-or-self::node()' or
    // into '/descendant-or-self::*/'
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
        parser.isElementAxis(((Step) rlp).getAxis()))
    {
        nodeType = DTM.ELEMENT_NODE;
    }

    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    FilterParentPath fpp = new
FilterParentPath(fexp, step);
    fpp = new FilterParentPath(fpp, rlp);
    if (fexp instanceof KeyCall == false) {
        fpp.setDescendantAxis();
    }

    RESULT = fpp;
:};

LocationPath ::= RelativeLocationPath:rlp
{: RESULT = rlp; :}

| AbsoluteLocationPath:alp
{: RESULT = alp; :};

```

```

RelativeLocationPath ::= Step:step
    {: RESULT = step; :}

    | RelativeLocationPath:rlp SLASH Step:step
    {:
    if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
        RESULT = step;    // Remove './' from the middle
    }
    else if (((Step) step).isAbbreviatedDot()) {
        RESULT = rlp;    // Remove './' from the end
    }
    else {
        RESULT =
            new ParentLocationPath((RelativeLocationPath) rlp, step);
    }
    :}

    | AbbreviatedRelativeLocationPath:arlp
    {: RESULT = arlp; :};

AbsoluteLocationPath ::= SLASH
    {: RESULT = new AbsoluteLocationPath(); :}

    | SLASH RelativeLocationPath:rlp
    {: RESULT = new AbsoluteLocationPath(rlp); :}

    | AbbreviatedAbsoluteLocationPath:aalp
    {: RESULT = aalp; :};

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH Step:step
    {:
    final Step right = (Step)step;
    final int axis = right.getAxis();
    final int type = right.getNodeType();
    final Vector predicates = right.getPredicates();

    if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
        // Compress './child:E' into 'descendant::E' - if possible
        if (predicates == null) {
            right.setAxis(Axis.DESCENDANT);
            if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
                RESULT = right;
            }
        }
        else {
            // Expand 'rlp//child::E' into 'rlp/descendant::E'

            RelativeLocationPath left = (RelativeLocationPath)rlp;
            RESULT = new ParentLocationPath(left, right);
        }
    }
    :}

```

```

    }
}
else {
    // Expand './step' -> 'descendant-or-self::*step'
    if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
        Step left = new Step(Axis.DESCENTANTORSELF,
DTM.ELEMENT_NODE, null);
        RESULT = new ParentLocationPath(left, right);
    }
    else {
        // Expand 'rlp/step' -> 'rlp/descendant-or-self::*step'
        RelativeLocationPath left = (RelativeLocationPath)rlp;
        Step mid = new Step(Axis.DESCENTANTORSELF,
DTM.ELEMENT_NODE, null);
        ParentLocationPath ppl = new ParentLocationPath(mid, right);
        RESULT = new ParentLocationPath(left, ppl);
    }
}

}
else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
    // Expand 'rlp/step' -> 'rlp/descendant-or-self::*step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENTANTORSELF,
DTM.ELEMENT_NODE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp/step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENTANTORSELF,
DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
};

```

AbbreviatedAbsolutePath ::= DSLASH RelativeLocationPath:rlp

```

{
    //
    // Expand '/' into '/descendant-or-self::node()'
or
    // into /descendant-or-self::*
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&

```

```

        parser.isElementAxis(((Step) rlp).getAxis()))
    {
        nodeType = DTM.ELEMENT_NODE;
    }
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    RESULT = new AbsoluteLocationPath(parser.insertStep(step,
(RelativeLocationPath) rlp));
:};

```

Step ::= NodeTest:ntest

```

{:
    if (ntest instanceof Step) {
        RESULT = (Step)ntest;
    }
    else {
RESULT = new Step(Axis.CHILD,
        parser.findNodeType(Axis.CHILD, ntest),
        null);
    }
:}

```

| NodeTest:ntest Predicates:pp

```

{:
    if (ntest instanceof Step) {
        Step step = (Step)ntest;
        step.addPredicates(pp);
        RESULT = (Step)ntest;
    }
    else {
        RESULT = new Step(Axis.CHILD,

            parser.findNodeType(Axis.CHILD, ntest), pp);
    }
:}

```

| AxisSpecifier:axis NodeTest:ntest Predicates:pp

```

{: RESULT = new Step(axis.intValue(),
        parser.findNodeType(axis.intValue(), ntest),
        pp);
:}

```

| AxisSpecifier:axis NodeTest:ntest

```

{: RESULT = new Step(axis.intValue(),
        parser.findNodeType(axis.intValue(), ntest),
        null);
:}

```

| AbbreviatedStep:abbrev

{: RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON

{: RESULT = an; :}

| ATSIGN

{: RESULT = new Integer(Axis.ATTRIBUTE); :};

AxisName ::= ANCESTOR

{: RESULT = new Integer(Axis.ANCESTOR); :}

| ANCESTORORSELF

{: RESULT = new Integer(Axis.ANCESTORORSELF); :}

| ATTRIBUTE

{: RESULT = new Integer(Axis.ATTRIBUTE); :}

| CHILD

{: RESULT =
new Integer(Axis.CHILD); :}

| DESCENDANT

{: RESULT = new Integer(Axis.DECENDANT); :}

| DESCENDANTORSELF

{: RESULT = new Integer(Axis.DECENDANTORSELF); :}

| FOLLOWING

{: RESULT = new Integer(Axis.FOLLOWING); :}

| FOLLOWINGSIBLING

{: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}

| NAMESPACE

{: RESULT = new Integer(Axis.NAMESPACE); :}

| PARENT

{: RESULT = new Integer(Axis.PARENT); :}

| PRECEDING

{: RESULT = new Integer(Axis.PRECEDING); :}

| PRECEDINGSIBLING

{: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}

| SELF

{: RESULT = new Integer(Axis.SELF); :};

```

AbbreviatedStep ::= DOT
    {: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}

    | DDOT
    {: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :};

FilterExpr ::= PrimaryExpr:primary
    {: RESULT = primary; :}

    | PrimaryExpr:primary Predicates:pp
    {: RESULT = new FilterExpr(primary, pp); :};

PrimaryExpr ::= VariableReference:vr
    {: RESULT = vr; :}

    | LPAREN Expr:ex RPAREN
    {: RESULT = ex; :}

    | Literal:string
    {:
    /*
    * If the string appears to have the syntax of a QName, store
    * namespace info in the literal expression. This is used for
    * element-available and function-available functions, among
    * others. Also, the default namespace must be ignored.
    */
    String namespace = null;
    final int index = string.lastIndexOf(':');

    if (index > 0) {
        final String prefix = string.substring(0, index);
        namespace = parser._symbolTable.lookupNamespace(prefix);
    }
    RESULT = (namespace == null) ? new LiteralExpr(string)
        : new LiteralExpr(string, namespace);
    :}

    | INT:num
    {:
    long value = num.longValue();
    if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) {
    RESULT = new RealExpr(value);
    }
    else {
        if (num.doubleValue() == -0)

            RESULT = new RealExpr(num.doubleValue());
        else if (num.intValue() == 0)

```



```

        RESULT = new IntExpr(num.intValue());
    else if (num.doubleValue() == 0.0)
        RESULT = new RealExpr(num.doubleValue());
    else
        RESULT = new IntExpr(num.intValue());
}
:}

```

```

| REAL:num
{: RESULT = new RealExpr(num.doubleValue()); :}

```

```

| FunctionCall:fc
{: RESULT = fc; :};

```

VariableReference ::= DOLLAR VariableName:varName

```

{:
    // An empty QName prefix for a variable or parameter reference
    // should map to the null namespace and not the default URI.
    SyntaxTreeNode node = parser.lookupName(varName);

    if (node != null) {
        if (node instanceof Variable) {
            RESULT = new VariableRef((Variable)node);
        }
        else if (node instanceof Param) {
            RESULT
= new ParameterRef((Param)node);
        }
        else {
            RESULT = new UnresolvedRef(varName);
        }
    }

    if (node == null) {
        RESULT = new UnresolvedRef(varName);
    }
:};

```

FunctionCall ::= FunctionName:fname LPAREN RPAREN

```

{:
    if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
        RESULT = new CurrentCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {

```

```

        RESULT = new StringCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
        RESULT = new
BooleanExpr(true);
    }
    else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
        RESULT = new BooleanExpr(false);
    }
    else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
        RESULT = new PositionCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
        RESULT = new LastCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
        RESULT = new LocalNameCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname))
{
        RESULT = new NamespaceUriCall(fname);
    }
    else {
        RESULT = new FunctionCall(fname, parser.EmptyArgs);
    }
    :}

| FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN
{:
    if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {

```

```

parser.setMultiDocument(true);
    RESULT = new DocumentCall(fname, argl);
}
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
        RESULT = new BooleanCall(fname, argl);
    }
    else if
(parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
        RESULT = new NotCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
        RESULT = new FormatNumberCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
        RESULT = new UnparsedEntityUriCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
        parser.setHasIdCall(true);
    }
    else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname))
{
        RESULT = new CeilingCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
        RESULT = new RoundCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
        RESULT = new FloorCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
        RESULT = new ContainsCall(fname, argl);
    }
    else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, argl);
    }
}

```

```

        else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
            RESULT = new StartsWithCall(fname, argl);
        }
        else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
            RESULT = new FunctionAvailableCall(fname, argl);
        }
        else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname))
        {
            RESULT = new ElementAvailableCall(fname, argl);
        }
        else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
            RESULT = new LocalNameCall(fname, argl);
        }
        else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
            RESULT = new LangCall(fname, argl);
        }
        else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
            RESULT = new NamespaceUriCall(fname, argl);
        }
        else if (parser.getQName(Constants.TRANSLET_URI, "xslt", "cast").equals(fname)) {
            RESULT = new CastCall(fname, argl);
        }
        // Special case for extension function nodeset()
        else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
            parser.setCallsNodeset(true); // implies MultiDOM
            RESULT = new FunctionCall(fname, argl);
        }
        else {
            RESULT = new FunctionCall(fname, argl);
        }
    };

```

NonemptyArgumentList

```

::= Argument:arg
    {
        Vector temp = new Vector();
        temp.addElement(arg);
        RESULT = temp;
    }

    | Argument:arg COMMA NonemptyArgumentList:argl
    { argl.insertElementAt(arg, 0); RESULT = argl; };

```

FunctionName ::= QName:fname

```

    {
        RESULT = fname;
    };

```

VariableName ::= QName:vname

```
{:  
  RESULT = vname;  
:};
```

Argument ::= Expr:ex

```
{: RESULT = ex; :};
```

NodeTest ::= NameTest:nt

```
{: RESULT = nt; :}
```

| NODE

```
{: RESULT = new Integer(NodeTest.ANODE); :}
```

| TEXT

```
{: RESULT = new Integer(NodeTest.TEXT); :}
```

| COMMENT

```
{: RESULT = new Integer(NodeTest.COMMENT); :}
```

| PIPARAM LPAREN Literal:l RPAREN

```
{:  
  QName name = parser.getQNameIgnoreDefaultNs("name");  
  Expression exp = new EqualityExpr(Operators.EQ,  
                                     new NameCall(name),  
  
                                     new LiteralExpr(l));  
  Vector predicates = new Vector();  
  predicates.addElement(new Predicate(exp));  
  RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);  
:}
```

| PI

```
{: RESULT = new Integer(NodeTest.PI); :};
```

NameTest ::= STAR

```
{: RESULT = null; :}
```

| QName:qn

```
{: RESULT = qn; :};
```

QName ::= QNAME:qname

```
{: RESULT = parser.getQNameIgnoreDefaultNs(qname); :}
```

| DIV

```
{: RESULT = parser.getQNameIgnoreDefaultNs("div"); :}
```

| MOD

```

{: RESULT = parser.getQNameIgnoreDefaultNs("mod"); :}

| KEY
{: RESULT = parser.getQNameIgnoreDefaultNs("key"); :}

| ANCESTOR
{: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

| ANCESTORORSELF
{: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :}

| ATTRIBUTE
{: RESULT = parser.getQNameIgnoreDefaultNs("attribute"); :}

| CHILD
{:
RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

| DESCENDANT
{: RESULT = parser.getQNameIgnoreDefaultNs("decendant"); :}

| DESCENDANTORSELF
{: RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); :}

| FOLLOWING
{: RESULT = parser.getQNameIgnoreDefaultNs("following"); :}

| FOLLOWINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :}

| NAMESPACE
{: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :}

| PARENT
{: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :}

| PRECEDING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceding"); :}

| PRECEDINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}

| SELF
{: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}

| ID
{: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};

```

Found in path(s):

- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.cup

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- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/HTMLEntities.properties

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_html.properties

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties

- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties

- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Encodings.properties

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*/

/**

- * Major version number.

- * Version number. This changes only when there is a

- * significant, externally apparent

enhancement from

- * the previous release. 'n' represents the n'th

- * version.

- *

- * Clients should carefully consider the implications

* of new versions as external interfaces and behaviour
* may have changed.
*/

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.src
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
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* limitations under the License.
*/
/**
* This is a special exception that is used to stop parsing when
* search for an element. For instance, when searching
* for xml:stylesheet
* PIs, it is used to stop the parse once the document element is found.
* @see StylesheetPIHandler
* @xsl.usage internal
*/

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StopParseException.java
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* 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.
*/
// Proprietary, built in functions
/** current function string (Proprietary). */

```

Found in path(s):

```

* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java

```

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* distributed under the License is distributed on an "AS IS" BASIS,
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* limitations under the License.
*/
// is found, then throw a special exception in order to terminate

```

Found in path(s):

```

* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java

```

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* limitations under the License.
*/
/*
* $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
*/
package org.apache.xml.serializer;

/**
 * Administrative class
 * to keep track of the version number of
 * the Serializer release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information.</P>
 * @xsl.usage general
 */
public final class Version
{

    /**
     * Get the basic version string for the current Serializer.
     * Version String formatted like
     * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
     *
     * Futurework: have this read version info from jar manifest.
     *
     * @return String denoting our current version
     */
    public static String getVersion()
    {
        return getProduct()+" "+getImplementationLanguage()+" "
            +getMajorVersionNum()+"."+getReleaseVersionNum()+"."
            +( (getDevelopmentVersionNum() > 0) ?
                ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
    }

    /**
     * Print the processor version to the command line.
     *
     * @param argv command line arguments,

```

```

unused.
*/
public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Serializer.
 */
public static String getProduct()
{
    return "Serializer";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 *     significant, externally apparent enhancement from
 *     the previous release. 'n' represents the n'th
 *     version.
 *
 *     Clients should carefully consider the implications
 *     of new versions as external interfaces and behaviour
 *     may have changed.
 */
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 *     - a new set of functionality is to be added, eg,
 *
 *     implementation of a new W3C specification.
 *     - API or behaviour change.

```

```

*      - its designated as a reference release.
*/
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed,
final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */
public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@")).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}

```

```
}  
}  
}
```

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src

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/*

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Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java

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*/

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xml/utils/SecuritySupport.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/getopt/GetOptsException.java

*

/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/MarkerInstruction.java

* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ja_JP_A.java

- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMConstants.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LastCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/BitArray.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Utils/WrappedRuntimeException.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorText.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTemplate.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/MethodGenerator.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMAxisIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHMessages.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncUnparsedEntityURI.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/Utils/DefaultErrorHandler.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/templates/AVTPartXPath.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorGlobalParamDecl.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/NotEquals.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/ObjectFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AlternativePattern.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Utils/SerializerMessages_es.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValueTemplate.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessage_zh_TW.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionScript.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/Utils/ObjectPool.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/ProcessorVersion.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/lib/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnparsedEntityUriCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/FilterIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Constants.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/Utils/WrongParserException.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/KeyCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/sax2dtm/SAX2DTM.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/DecimalToRoman.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SourceLoader.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Equals.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/NthIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprWalker.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathResultImpl.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralExpr.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StartsWithCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XStringForChars.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/Utils/res/XResources_cy.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/Utils/ObjectStack.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/AttributeIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyManager.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/XPathProcessorException.java

- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemAttribute.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathNSResolverImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CollatorFactoryBase.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyRefIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLStringFactoryDefault.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_CN.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XBooleanStatic.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOM3TreeWalker.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageResources_es.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/VariableRef.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResourceBundleBase.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/StringType.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StringLengthCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ko.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/getopt/MissingOptArgException.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformerClient.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncSubstringAfter.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xpath/XPathException.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToSAXHandler.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/XMLChar.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorOutputElem.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/ObjectFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/dom2dtm/DOM2DTMdefaultNamespaceDeclarationNode.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ru.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/trace/EndSelectionEvent.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Comment.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/MultiHashtable.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/SystemIDResolver.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Parameter.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessageResources_hu.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FloorCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/TemplateSubPatternAssociation.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMErrorHandlerImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/DOMOrder.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/SQLExceptionDocument.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Gte.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ApplyTemplates.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Key.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncConcat.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessageResources_fr.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Lexer.java

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*
/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_hu.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/XPath.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorImport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FilterExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Include.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sk.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/LocPathIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncStartsWith.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Step.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/util/IntegerArray.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx3.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/Counter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XObject.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/DOM2Helper.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_cs.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UseAttributeSets.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerExsltFunction.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FunctionOneArg.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/NodeIteratorBase.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/NodeSet.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorKey.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/getopt/GetOpt.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathEvaluatorImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/StringToIntTable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/Translet.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/XSLTCDTMMManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemSort.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/OpMapVector.java
*
/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/CoroutineManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/RealExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/NodeTest.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sk.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWhen.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/SourceTree.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ResultTreeType.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/QueryParameter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemApplyTemplates.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/OutlineableChunkEnd.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/LoadDocument.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/ChunkedIntArray.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorsResources_it.java
*
/xalan-2-7-2-sources-jar/org/apache/xpath/Arg.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ParentPattern.java

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- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorDecimalFormat.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/EnvironmentCheck.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_pl.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Method.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/CoroutineParser.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorExsltFunction.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExpressionContext.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FunctionMultiArgs.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sv.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CeilingCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Output.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XRTreeFrag.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/StylesheetComposed.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/NamespaceAlias.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XSLInfiniteLoopException.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XSLTC.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_el.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessage_zh_TW.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/StripWhitespaceFilter.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/serialize/SerializerFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ArgumentList.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Closure.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/RelativeLocationPath.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/DOM2Helper.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/AbstractTranslet.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ru.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_de.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XNull.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ElemDesc.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessage.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorInclude.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/FuncFormatNumb.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/Transform.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/getopt/IllegalArgumentException.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TransformerFactoryImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/IntVector.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSetType.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IllegalCharException.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/MatchPatternIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSortRecordFactGenerator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DOMBuilder.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Template.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_it.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemCopy.java

- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CurrentNodeListIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToTextSAXHandler.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/LocaleUtility.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathNamespaceImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SyntaxTreeNode.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Parser.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CachedNodeListIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/NodeSequence.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/BasisLibrary.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformSnapshot.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/StringValueHandler.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/util/JavaCupRedirect.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TracerEvent.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/VariableBase.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStylesheetElement.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStripSpace.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageResources_cs.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NumberType.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/RTFIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltDatetime.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ObjectFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncRound.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/NodeSortRecordFactory.java
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* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorPreserveSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_pt_BR.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeListBase.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/Compile.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SlotAllocator.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/PathComponent.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncSystemProperty.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/DOMEnhancedForDTM.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLTAttributeDef.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_en.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Lt.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/Axis.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringVector.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformSnapshotImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Bool.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/WriterToASCII.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Text.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExsltFuncResult.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslElement.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessageResources_it.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/Extensions.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MultiValuedNodeHeapIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_de.java

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- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/DescendantIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/AVTPartSimple.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XSLTVisitable.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DOMAdapter.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/EmptySerializer.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncFalse.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringToIntTable.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/XSLProcessorContext.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/lib/NodeInfo.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/SmartTransformerFactoryImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/BoolStack.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_sv.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ko.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/AVTPart.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringBufferPool.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CallTemplate.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/sax2dtm/SAX2RTFDTM.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/SecuritySupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DocumentCache.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/SingleNodeCounter.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessageResources_cs.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xpath/operations/VariableSafeAbsRef.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMChildIterNodeList.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/FoundIndex.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/StringArrayWrapper.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageResources_pl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_en.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CastExpr.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageResources_pt_BR.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/If.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ja.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemCallTemplate.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/trace/SelectionEvent.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XMLNSDecl.java
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- /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ExtendedContentHandler.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FunctionDef1Arg.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageResources_sk.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_tr.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncExtElementAvailable.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/Util.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ChildTestIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/DefaultConnectionPool.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/GenerateIdCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionsTable.java

- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStylesheetDoc.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemComment.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemVariable.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx2.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/OutputPropertiesFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/PrefixResolverDefault.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/RealType.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_hu.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/NodeSortRecord.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncNot.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/Hashtree2Node.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ForEach.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/HasPositionalPredChecker.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncNumber.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/Util.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ka.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ja.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMManager.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncSum.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnsupportedElement.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XUnresolvedVariableSimple.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/DOM3Serializer.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/ConnectionPoolManager.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltStrings.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/NamespaceSupport.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/SuballocatedByteVector.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Plus.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Predicate.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/StylesheetRoot.java
- *
- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/RoundCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/Type.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/AbsoluteIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/InternalServerError.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ja.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/And.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DOMWSFilter.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/AttributeList.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/NodeTestFilter.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/WriterToUTF8Buffered.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ja_JP_I.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/Function2Args.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMStringListImpl.java
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/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/DOMCache.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DupFilterIterator.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Param.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/Constants.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/SuballocatedIntVector.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SecuritySupport.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/WrongNumberArgsException.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/UnionPathIterator.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessage_ja.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncLast.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringToStringTable.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/NodeSorter.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeSet.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMDefaultBaseTraversers.java
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 /xalan-2-7-2-sources-jar/org/apache/xml/serializer/WriterChain.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/Filter.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/FilteredStepIterator.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLString.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/OpCodes.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ExtendedSAX.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AbsolutePathPattern.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessage_ca.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/MutableAttrListImpl.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Pattern.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/EncodingInfo.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ObjectFactory.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_sk.java
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 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MultiDOM.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncCeiling.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_sv.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/NodeSortKey.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ru.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/AttributeSetMethodGenerator.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/IncrementalSAXSource_Filter.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/XPathContext.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Operators.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/CachedXPathAPI.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/objects/XNodeSet.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerGeneral.java
 * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/DecimalFormatting.java
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 /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ca.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/URI.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Mod.java
 * /xalan-2-7-2-sources-jar/org/apache/xml/utils/ThreadControllerWrapper.java
 * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/OneStepIteratorForward.java

- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ContainsCall.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/TopLevelElement.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/MethodResolver.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ObjectFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessage_ja.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMFilter.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValue.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Whitespace.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/IntArrayWrapper.java
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- /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/CompareGenerator.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/NamespaceSupport2.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/XPathFunctionResolverImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/IntStack.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncPosition.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/BooleanExpr.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/LongArrayWrapper.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Gt.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/WhiteSpaceInfo.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorTemplateElem.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Serializer.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_fr.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh_CN.java
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- /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ChildIterator.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_sv.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncContains.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeList.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_de.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemChoose.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMAxisIteratorBase.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SystemIDResolver.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnionPathExpr.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessage_pl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ObjectFactory.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Mult.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_it.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ElemContext.java
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- /xalan-2-7-2-sources-jar/org/apache/xpath/axes/SelfIteratorNoPredicate.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/IncrementalSAXSource.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/XPathVisitable.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TemplatesImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLTSchema.java
- * /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathExpressionImpl.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExpressionVisitor.java
- * /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_pt_BR.java
- * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTemplateElement.java

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* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CompilerException.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/trace/PrintTraceListener.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMDefaultBase.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Utils/Utils.java
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/xalan-2-7-2-sources-jar/org/apache/xpath/axes/UnionChildIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/Utils/XMLReaderManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/AdaptiveResultTreeImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessage_sl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/serialize/SerializerUtils.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemNumber.java
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*/
// Proprietary
/** The 'document-location()' id (Proprietary). */

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- * /xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
 - *
 - /xalan-2-7-2-sources-jar/org/apache/xpath/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xml/utils/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/trace/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
 - *
 - /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
 - * /xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
- No license file was found, but licenses were detected in source scan.

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```

*/
/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;
%%
%cup
%unicode
%class XPathLexer
%yyeof

%{
    int last;

    void initialize() {
        last = -1;
    }

    static boolean isWhitespace(int c) {
        return (c == ' ' || c == '\t' || c == '\r' || c == '\n' || c == '\f');
    }

    /**
     * If symbol is not followed by '::' or '(', then treat it as a
     * name instead of an axis or function (Jira-1912).
     */
    Symbol disambiguateAxisOrFunction(int ss) throws Exception {
        // Peek in the input buffer without changing the internal state
        int index = yy_buffer_index;

        // Skip whitespace
        while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
            index++;
        }

        // If end of buffer, can't disambiguate :(
        if (index >= yy_buffer_read) {
            // Can't

```

```

disambiguate, so return as symbol
    return new Symbol(ss);
}

// Return symbol if next token is ':' or '('
return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':' ||
        yy_buffer[index] == '(') ?
    newSymbol(ss) : newSymbol(sym.QNAME, yytext());
}

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * name instead of a keyword (Jira-1912).
 */
Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
        case -1: // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return newSymbol(sym.QNAME, yytext());
    }
    return newSymbol(ss);
}

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * wildcard instead of a multiplication operator

```

*/

```
Symbol disambiguateStar() throws Exception {
    switch (last) {
        case -1: // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return new Symbol(sym.STAR);
        }
        return new Symbol(sym.MULT);
    }
}
```

```
Symbol newSymbol(int ss) {
    last = ss;
    return new Symbol(ss);
}
```

```
Symbol newSymbol(int ss, String value) {
    last = ss;
    return new Symbol(ss, value);
}
```

```
Symbol newSymbol(int ss, Long value) {
    last = ss;
    return new Symbol(ss, value);
}
```

```
Symbol newSymbol(int ss, Double value) {
    last = ss;
    return new Symbol(ss, value);
}
```

```

    }
    %}

    %eofval{
    return newSymbol(sym.EOF);
    %eofval}

    %yylexthrow{
    Exception
    %yylexthrow}

    Letter={BaseChar}|{Ideographic}

    BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-
    \u013E\u0141-\u0148\u014A-\u017E\u0180-\u01C3\u01CD-\u01F0\u01F4-\u01F5\u01FA-\u0217\u0250-
    \u02A8\u02BB-\u02C1\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-
    \u03D6\u03DA\u03DC\u03DE\u03E0\u03E2-\u03F3\u0401-\u040C\u040E-\u044F\u0451-\u045C\u045E-
    \u0481\u0490-\u04C4\u04C7-\u04C8\u04CB-\u04CC\u04D0-\u04EB\u04EE-\u04F5\u04F8-\u04F9\u0531-
    \u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05F2\u0621-\u063A\u0641-\u064A\u0671-\u06B7\u06BA-
    \u06BE\u06C0-\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961\u0985-
    \u098C\u098F-\u0990\u0993-\u09A8\u09AA-\u09B0\u09B2\u09B6-\u09B9\u09DC-\u09DD\u09DF-
    \u09E1\u09F0-\u09F1\u0A05-\u0A0A\u0A0F-\u0A10\u0A13-\u0A28\u0A2A-\u0A30\u0A32-\u0A33\u0A35-
    \u0A36\u0A38-\u0A39\u0A59-\u0A5C\u0A5E\u0A72-\u0A74\u0A85-\u0A8B\u0A8D\u0A8F-\u0A91\u0A93-
    \u0AA8\u0AAA-\u0AB0\u0AB2-\u0AB3\u0AB5-\u0AB9\u0ABD\u0AE0\u0B05-\u0B0C\u0B0F-\u0B10\u0B13-
    \u0B28\u0B2A-\u0B30\u0B32-\u0B33\u0B36-\u0B39\u0B3D\u0B5C-\u0B5D\u0B5F-\u0B61\u0B85-
    \u0B8A\u0B8E-\u0B90\u0B92-\u0B95\u0B99-\u0B9A\u0B9C\u0B9E-\u0B9F\u0BA3-\u0BA4\u0BA8-
    \u0BAA\u0BAE-\u0BB5\u0BB7-\u0BB9\u0C05-\u0C0C\u0C0E-\u0C10\u0C12-\u0C28\u0C2A-\u0C33\u0C35-
    \u0C39\u0C60-\u0C61\u0C85-\u0C8C\u0C8E-\u0C90\u0C92-\u0CA8\u0CAA-\u0CB3\u0CB5-
    \u0CB9\u0CDE\u0CE0-\u0CE1\u0D05-\u0D0C\u0D0E-\u0D10\u0D12-\u0D28\u0D2A-\u0D39\u0D60-
    \u0D61\u0E01-\u0E2E\u0E30\u0E32-\u0E33\u0E40-\u0E45\u0E81-\u0E82\u0E84\u0E87-
    \u0E88\u0E8A\u0E8D\u0E94-\u0E97\u0E99-\u0E9F\u0EA1-\u0EA3\u0EA5\u0EA7\u0EAA-\u0EAB\u0EAD-
    \u0EAE\u0EB0\u0EB2-\u0EB3\u0EBD\u0EC0-\u0EC4\u0F40-\u0F47\u0F49-\u0F69\u10A0-\u10C5\u10D0-
    \u10F6\u1100\u1102-\u1103\u1105-\u1107\u1109\u110B-\u110C\u110E-
    \u1112\u1113C\u113E\u1140\u114C\u114E\u1150\u1154-\u1155\u1159\u115F-
    \u1161\u1163\u1165\u1167\u1169\u116D-\u116E\u1172-\u1173\u1175\u119E\u11A8\u11AB\u11AE-
    \u11AF\u11B7-\u11B8\u11BA\u11BC-\u11C2\u11EB\u11F0\u11F9\u1E00-\u1E9B\u1EA0-\u1EF9\u1F00-
    \u1F15\u1F18-\u1F1D\u1F20-\u1F45\u1F48-\u1F4D\u1F50-\u1F57\u1F59\u1F5B\u1F5D\u1F5F-\u1F7D\u1F80-
    \u1FB4\u1FB6-\u1FBC\u1FBE\u1FC2-\u1FC4\u1FC6-\u1FCC\u1FD0-\u1FD3\u1FD6-\u1FDB\u1FE0-
    \u1FEC\u1FF2-\u1FF4\u1FF6-\u1FFC\u2126\u212A-\u212B\u212E\u2180-\u2182\u3041-\u3094\u30A1-
    \u30FA\u3105-\u312C\uAC00-\uD7A3]

    Ideographic=[\u4E00-\u9FA5\u3007\u3021-\u3029]

    CombiningChar=[\u0300-\u0345\u0360-\u0361\u0483-\u0486\u0591-\u05A1\u05A3-\u05B9\u05BB-
    \u05BD\u05BF\u05C1-\u05C2\u05C4\u064B-\u0652\u0670\u06D6-\u06DC\u06DD-\u06DF\u06E0-\u06E4\u06E7-
    \u06E8\u06EA-\u06ED\u0901-\u0903\u093C\u093E-\u094C\u094D\u0951-\u0954\u0962-\u0963\u0981-
    \u0983\u09BC\u09BE\u09BF\u09C0-\u09C4\u09C7-\u09C8\u09CB-\u09CD\u09D7\u09E2-

```

\u09E3\u0A02\u0A3C\u0A3E\u0A3F\u0A40-\u0A42\u0A47-\u0A48\u0A4B-\u0A4D\u0A70-\u0A71\u0A81-\u0A83\u0ABC\u0ABE-\u0AC5\u0AC7-\u0AC9\u0ACB-\u0ACD\u0B01-\u0B03\u0B3C\u0B3E-\u0B43\u0B47-\u0B48\u0B4B-\u0B4D\u0B56-\u0B57\u0B82-\u0B83\u0BBE-\u0BC2\u0BC6-\u0BC8\u0BCA-\u0BCD\u0BD7\u0C01-\u0C03\u0C3E-\u0C44\u0C46-\u0C48\u0C4A-\u0C4D\u0C55-\u0C56\u0C82-\u0C83\u0CBE-\u0CC4\u0CC6-\u0CC8\u0CCA-\u0CCD\u0CD5-\u0CD6\u0D02-\u0D03\u0D3E-\u0D43\u0D46-\u0D48\u0D4A-\u0D4D\u0D57\u0E31\u0E34-\u0E3A\u0E47-\u0E4E\u0EB1\u0EB4-\u0EB9\u0EBB-\u0EBC\u0EC8-\u0ECD\u0F18-\u0F19\u0F35\u0F37\u0F39\u0F3E\u0F3F\u0F71-\u0F84\u0F86-\u0F8B\u0F90-\u0F95\u0F97\u0F99-\u0FAD\u0FB1-\u0FB7\u0FB9\u20D0-\u20DC\u20E1\u302A-\u302F\u3099\u309A]

Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E50-\u0E59\u0ED0-\u0ED9\u0F20-\u0F29]

Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName=({Letter}|"_"|{NCNameStartChar})({NCNameChar})*

NCNameChar={Letter}|{Digit}|"."-"_"|{CombiningChar}|{Extender}|{NCNameStartChar}| \u00B7 | [\u0300-\u036F] | [\u203F-\u2040] | [\u0130-\u0136]

NCNameStartChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFFD]
| \u005F |({HighSurrogate}{LowSurrogate})

HighSurrogate=[\uD800-\uDBFF]

LowSurrogate=[\uDC00-\uDFFF]

%%

```
"*"      { return disambiguateStar(); }
"/"      { return newSymbol(sym.SLASH); }
"+"      { return newSymbol(sym.PLUS); }
"_"      { return newSymbol(sym.MINUS); }
"div"    { return disambiguateOperator(sym.DIV); }
"mod"    { return disambiguateOperator(sym.MOD); }
"::"     { return newSymbol(sym.DCOLON); }
","      { return newSymbol(sym.COMMA); }
"@       { return newSymbol(sym.ATSIGN); }
"..      { return newSymbol(sym.DDOT); }
"|"      { return newSymbol(sym.VBAR); }
"$"      { return newSymbol(sym.DOLLAR); }
"//"     { return newSymbol(sym.DSLASH); }
"="      { return newSymbol(sym.EQ); }
}
"!="     { return newSymbol(sym.NE); }
```



```

"<"          { return newSymbol(sym.LT); }
">"          { return newSymbol(sym.GT); }
"<="         { return newSymbol(sym.LE); }
">="         { return newSymbol(sym.GE); }
"id"          { return disambiguateAxisOrFunction(sym.ID); }
"key"         { return disambiguateAxisOrFunction(sym.KEY); }
"text()"      { return newSymbol(sym.TEXT); }
"text"+[ \t\r\n\f]+"()" { return newSymbol(sym.TEXT); }
"node()"      { return newSymbol(sym.NODE); }
"node"+[ \t\r\n\f]+"()" { return newSymbol(sym.NODE); }
"comment()"   { return newSymbol(sym.COMMENT); }
"comment"+[ \t\r\n\f]+"()" { return newSymbol(sym.COMMENT); }
"processing-instruction" { return disambiguateAxisOrFunction(sym.PIPARAM); }
"processing-instruction()" { return newSymbol(sym.PI); }
"processing-instruction"+[ \t\r\n\f]+"()" { return newSymbol(sym.PI); }
"or"
    { return disambiguateOperator(sym.OR); }
"and"         { return disambiguateOperator(sym.AND); }
"child"       { return disambiguateAxisOrFunction(sym.CHILD); }
"attribute"   { return disambiguateAxisOrFunction(sym.ATTRIBUTE); }
"ancestor"    { return disambiguateAxisOrFunction(sym.ANCESTOR); }
"ancestor-or-self" { return disambiguateAxisOrFunction(sym.ANCESTORORSELF); }
"descendant"  { return disambiguateAxisOrFunction(sym.DESCENDANT); }
"descendant-or-self" { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); }
"following"   { return disambiguateAxisOrFunction(sym.FOLLOWING); }
"following-sibling" { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING); }
"namespace"   { return disambiguateAxisOrFunction(sym.NAMESPACE); }
"parent"      { return disambiguateAxisOrFunction(sym.PARENT); }
"preceding"   { return disambiguateAxisOrFunction(sym.PRECEDING); }
}
"preceding-sibling" { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self"         { return disambiguateAxisOrFunction(sym.SELF); }
"["           { return newSymbol(sym.LBRACK); }
"]"           { return newSymbol(sym.RBRACK); }
"("           { return newSymbol(sym.LPAREN); }
")"           { return newSymbol(sym.RPAREN); }
"<PATTERN>"    { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>" { initialize(); return new Symbol(sym.EXPRESSION); }
\[^\]*\      { return newSymbol(sym.Literal,
    yytext().substring(1, yytext().length() - 1)); }
\[^\]*\      { return newSymbol(sym.Literal,
    yytext().substring(1, yytext().length() - 1)); }
{Digit}+     { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("."{Digit}*)? { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+   { return newSymbol(sym.REAL,
    new Double(yytext())); }
"."          { return newSymbol(sym.DOT); }
({NCName}":")?{NCName} { return newSymbol(sym.QNAME, yytext()); }

```

```

({NCName}":")?"*"      { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"@"*      { return newSymbol(sym.QNAME, yytext()); }
[ \t\r\n\f]             { /* ignore white space. */ }
.                         { throw new Exception(yytext()); }

```

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.lex

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 */

```

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XPathLexer.java

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 * limitations under the License.
 */

```

```

* $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
*/
package org.apache.xalan;

/**
 * Administrative class to keep
 * track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */
public class Version
{

    /**
     * Get the basic version string for the current Xalan release.
     * Version String formatted like
     * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
     *
     * Futurework: have this read version info from jar manifest.
     *
     * @return String denoting our current version
     */
    public static String getVersion()
    {
        return getProduct()+" "+getImplementationLanguage()+" "
            +getMajorVersionNum()+"."+getReleaseVersionNum()+"."
            +( (getDevelopmentVersionNum() > 0) ?

                ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
    }

    /**
     * Print the processor version to the command line.
     *
     * @param argv command line arguments, unused.
     */
    public static void main(String argv[])
    {
        System.out.println(getVersion());
    }

    /**

```

```

* Name of product: Xalan.
*/
public static String getProduct()
{
    return "Xalan";
}

/**
* Implementation Language: Java.
*/
public static String getImplementationLanguage()
{
    return "Java";
}

/**
* Major version number.
* Version number. This changes only when there is a
*     significant, externally apparent enhancement from
*     the previous release. 'n' represents the n'th
*     version.
*
*     Clients should carefully consider the implications
*     of new versions as external interfaces and behaviour
*     may have changed.
*/
public static int getMajorVersionNum()
{
    return
@version.VERSION@;
}

/**
* Release Number.
* Release number. This changes when:
*     - a new set of functionality is to be added, eg,
*       implementation of a new W3C specification.
*     - API or behaviour change.
*     - its designated as a reference release.
*/
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**

```

```

* Maintenance Drop Number.
* Optional identifier used to designate maintenance
*     drop applied to a specific release and contains
*     fixes for defects reported. It maintains compatibility
*     with the release and contains no API changes.
*     When missing, it designates the final and complete
*     development drop for a release.
*/
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
* Development Drop Number.
* Optional identifier designates development drop of
*
*     a specific release. D01 is the first development drop
*     of a new release.
*
*     Development drops are works in progress towards a
*     completed, final release. A specific development drop
*     may not completely implement all aspects of a new
*     feature, which may take several development drops to
*     complete. At the point of the final drop for the
*     release, the D suffix will be omitted.
*
*     Each 'D' drops can contain functional enhancements as
*     well as defect fixes. 'D' drops may not be as stable as
*     the final releases.
*/
public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@")).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}
}

```

Found in path(s):

* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.src

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 * limitations under the License.
 */
// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

```

Found in path(s):

```

* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToHTMLStream.java
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```

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 */
/**
 * Execute the proprietary document-location() function, which returns
 * a node set of documents.
 * @xsl.usage advanced
 */

```

Found in path(s):

```

* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncDoclocation.java

```

1.397 goja_nodejs 0.0.0-20171011081505-adff31b136e6

1.397.1 Available under license :

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1.399 circonus-gometrics v2.3.1

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1.400 openssh 9.1

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Found in path(s):

* /win32-openssh-9-1-0-0p1-beta-tar-gz/Win32-OpenSSH-9.1.0.0p1-Beta/.github/workflows/releaseToWinGet.yml

1.401 libedit libedit-3.1.20191231,1

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1.402 libtool libtool-2.4.6_1

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1.403 mhash mhash-0.9.9.9_5

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1.404 openssl 1.1.1s

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<LicenseInfo

@startTime={{model.startTime}}

@expirationTime={{model.expirationTime}}

@licenseId={{model.licenseId}}

@features={{model.features}}

@autoloaded={{model.autoloaded}}

@performanceStandbyCount={{model.performanceStandbyCount}}

layout: docs

page_title: license - Command

description: |-

The "license" command groups subcommands for interacting with Vault licenses.

license

The `license` command groups subcommands for interacting with Vault licenses

For more information, please see the [\[license documentation\]\(/docs/enterprise/license\)](#)

Examples

Query current license in use by a node:

```
```shell-session
$ vault license get
Key Value
--- -
expiration_time 2022-05-17T23:59:59.999Z
features [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups
Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas
Key Management Secrets Engine Automated Snapshots]
license_id 060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count 9999
start_time 2021-05-17T00:00:00Z
```
```

Query signed license string (only when
using a deprecated stored license)

```
```shell-session
$ vault license get -signed
02MV4UU43BK5H...
```
```

Inspect a signed a license string:

```
```shell-session
$ vault license inspect ~/vaults/license
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{"license_id":"060d7820-fa59-f95c-832b-395db0aeb9ba","customer_id":"5401ae3b-136b-3e47-3b43-432927fa03e7","installation_id":"*","issue_time":"2021-05-17T19:33:47.93981585Z","start_time":"2021-05-17T00:00:00Z","expiration_time":"2022-05-17T23:59:59.999Z","flags":{"modules":["multi-dc-scale","governance-policy","advanced-data-protection"]},"features":["HSM","Performance Replication","DR Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key Management Secrets Engine","Automated Snapshots"],"performance_standby_count":9999}
```

License is valid

...

## ## Usage

```text

Usage: vault license <subcommand> [options] [args]

...

Subcommands:

get Query Vault's license

inspect View the contents of a license string

```

For more information, examples, and usage about a subcommand, click on the name of the subcommand in the sidebar.

---

layout: docs

page\_title: Vault Enterprise License

description: An overview of license.

---

## # Vault License

Licenses and EULA enhancements have been introduced in Vault 1.8 release. Please refer to the [FAQ](/docs/enterprise/license/faq) for common questions concerning these changes.

The [Install a HashiCorp Enterprise License](https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license?in=vault/enterprise) tutorial provides the instruction to load your Vault license.

```release-note:changes

core: License/EULA changes that ensure the presence of a valid HashiCorp license to start Vault. More information is available in the [Vault License FAQ](https://www.vaultproject.io/docs/enterprise/license/faqs)

```

---

layout: docs

page\_title: License Autoloading

description: An overview of license autoloading.

---

Prior to Vault 1.8, Vault Enterprise would be licensed using special binaries that contained embedded licenses, or via a license written into Vault storage using the [PUT sys/license API](/docs/system/license#install-license).

As of Vault 1.8 those options still exist but are deprecated, and the recommended mechanism for managing licenses is called License Autoloading. New clusters are

required to use the autoloading method.

License Autoloading can be done using one of these mechanisms, in increasing order of priority (i.e. `VAULT\_LICENSE` takes precedence over `VAULT\_LICENSE\_PATH`, which takes precedence over `license\_path` in config.)

- \* [license\_path in config](/docs/configuration#license\_path)
- \* [VAULT\_LICENSE\_PATH environment variable](/docs/commands#vault\_license\_path)
- \* [VAULT\_LICENSE environment variable](/docs/commands#vault\_license)

Nodes within a cluster should be consistently licensed. All nodes in a cluster should use autoloading, or none should. If autoloading is used, all nodes should use the same license string. Warnings will be written to the log when there are discrepancies.

If autoloading is used, any existing stored license will be ignored. The presence of a stored license in conjunction with an autoloaded license will also result in logged warnings. Once a migration to autoloading is completed, it is recommended to use the [DELETE API](/docs/system/license#delete-license) to remove the stored license.

<PageHeader as |p|>

<p.levelLeft>

<h1 class="title is-3">License</h1>

</p.levelLeft>

</PageHeader>

<section class="box is-sideless is-marginless is-shadowless is-fullwidth">

<span class="title is-5">Details</span>

<div class="field box is-fullwidth is-shadowless is-paddingless is-marginless">

<InfoTableRow @label="License ID" @value={{@licenseId}} @data-test-detail-row={{true}} />

<InfoTableRow @label="Valid from" @value={{@startTime}} @data-test-detail-row={{true}}>

{{date-format @startTime 'MMM dd, yyyy hh:mm:ss a'}} to {{date-format @expirationTime 'MMM dd, yyyy hh:mm:ss a'}}

</InfoTableRow>

<InfoTableRow @label="License state" @value={{if @autoloaded "Autoloaded" "Stored"}} @data-test-detail-row={{true}}>

{{#if @autoloaded}}

Autoloaded

{{else}}

Stored

<Icon @glyph="alert-triangle" class="has-text-highlight" /> <span class="is-size-8">Stored licenses will be deprecated in a future version of

Vault. We recommend autoloading your license. Read more <a

href="https://www.vaultproject.io/docs/enterprise/license" rel="noreferrer noopener" target="\_blank"

>here</a>.</span>

{{{/if}}

</InfoTableRow>

</div>

</section>

```

<section class="box is-sideless is-marginless is-shadowless is-fullwidth">
 Features
 <div class="field box is-fullwidth is-shadowless is-paddingless is-marginless">
 {{#each this.featuresInfo as |info|}}
 <InfoTableRow @label={{info.name}} @value={{if info.active "Active" "Not Active"}} @data-test-feature-
row="data-test-feature-row">
 {{#if info.active}}
 <Icon
 @glyph="check-circle-outline"
 @size="1"
 class="icon-true"
 aria-hidden="true"
 />Active {{#if info.count}}—
 {{info.count}} standby nodes allotted{{/if}}
 {{else}}
 <Icon
 @glyph="cancel-circle-outline"
 @size="1"
 class="icon-false"
 aria-hidden="true"
 />Not Active
 {{/if}}
 </InfoTableRow>
 {{/each}}
 </div>
 </section>

```

---

layout: docs

page\_title: license inspect - Command

description: |-

The "license inspect" command describes the contents of a signed license string.

---

# license inspect

The `license inspect` command describes the contents of a signed license string.

## Examples

Describe license in the environment (either `VAULT\_LICENSE` for a raw value or `VAULT\_LICENSE\_PATH` for the path to a file containing the value):

```
```shell-session
```

```
$ vault license inspect
```

```
Source: /Users/ncc/vaults/license
```

```
Product: vault
```

License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{ "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba", "customer_id": "5401ae3b-136b-3e47-3b43-432927fa03e7", "installation_id": "*", "issue_time": "2021-05-17T19:33:47.93981585Z", "start_time": "2021-05-17T00:00:00Z", "expiration_time": "2022-05-17T23:59:59.999Z", "flags": { "modules": ["multi-dc-scale", "governance-policy", "advanced-data-protection"] }, "features": ["HSM", "Performance Replication", "DR Replication", "MFA", "Sentinel", "Seal Wrapping", "Control Groups", "Performance Standby", "Namespaces", "KMIP", "Entropy Augmentation", "Transform Secrets Engine", "Lease Count Quotas", "Key Management Secrets Engine", "Automated Snapshots"], "performance_standby_count": 9999 }

License is valid
...

Describe license at given path:

```
```shell-session
$ vault license inspect ~/vaults/license
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{ "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba", "customer_id": "5401ae3b-136b-3e47-3b43-432927fa03e7", "installation_id": "*", "issue_time": "2021-05-17T19:33:47.93981585Z", "start_time": "2021-05-17T00:00:00Z", "expiration_time": "2022-05-17T23:59:59.999Z", "flags": { "modules": ["multi-dc-scale", "governance-policy", "advanced-data-protection"] }, "features": ["HSM", "Performance Replication", "DR Replication", "MFA", "Sentinel", "Seal Wrapping", "Control Groups", "Performance Standby", "Namespaces", "KMIP", "Entropy Augmentation", "Transform Secrets Engine", "Lease Count Quotas", "Key Management Secrets Engine", "Automated Snapshots"], "performance_standby_count": 9999 }
```

License is valid  
...

## ## Usage

The following flags are available in addition to the [standard set of flags](/docs/commands) included on all commands.

### ### Command Options

- `--installation-id` (string: "") - Installation ID to validate the license against



---

layout: api

page\_title: /sys/license - HTTP API

description: |-

The `/sys/license`` endpoint is used to view and update the license used in Vault.

---

# `/sys/license``

~> **\*\*Enterprise Only\*\*** These endpoints require Vault Enterprise.

The `/sys/license`` endpoint is used to view and update the license used in Vault.

## Read License

~> This API is deprecated and will be removed in a future version of Vault.

Please use `[license autoloading](/docs/enterprise/license/autoloading)` instead, and see `[License Status](#license-status)` below for the non-deprecated equivalent API.

This endpoint returns information about the currently installed license.

| Method | Path                       |
|--------|----------------------------|
| GET    | <code>/sys/license`</code> |

### Sample Request

```
```shell-session
$ curl \
  --header "X-Vault-Token: ..." \
  http://127.0.0.1:8200/v1/sys/license
```
```

### Sample Response

```
```json
{
  "data": {
    "expiration_time": "2017-11-14T16:34:36.546753-05:00",
    "features": ["UI", "HSM",
      "Performance Replication", "DR Replication"],
    "license_id": "temporary",
    "start_time": "2017-11-14T16:04:36.546753-05:00"
  },
  "warnings": ["time left on license is 29m33s"]
}
```

...

Read Signed License

~> This API is deprecated and will be removed in a future version of Vault.
Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint returns the signed license blob for the currently installed license.

Method	Path
GET	/sys/license/signed

Sample Request

```
``shell-session
$ curl \
  --header "X-Vault-Token: ..." \
  http://127.0.0.1:8200/v1/sys/license/signed
...

```

Sample Response

```
``json
{
  "data": {
    "signed": "01ABCDEFGFG..."
  }
}
...

```

Install License

~> This API is deprecated and will be removed in a future version of Vault.
Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint is used to install a license into Vault.

This will return an
error if license autoloading is in use.

Method	Path
PUT	/sys/license

Parameters

- `text` (string: <required>) The text of the license.

DR Secondary Specific Parameters

- `dr\_operation\_token` `(string: <required>)` - DR operation token used to authorize this request. Note that this is the legacy mechanism for providing a DR operation token. It is equally valid to provide the DR operation token in the `X-Vault-Token` header, as with a regular vault token.

Sample Payload

```
```json
{
 "text": "01ABCDEFGF..."
}
```
```

Sample Request

```
```shell-session
$ curl \
 --header "X-Vault-Token: ..." \
 --request PUT \
 --data @payload.json \
 http://127.0.0.1:8200/v1/sys/license
```
```

Delete License

~> This API is deprecated and will be removed in a future version of Vault. Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint is used to delete a stored license in Vault. This will return an error unless license autoloading is in use.

Method	Path
:----	:-----
`DELETE`	`/sys/license`

Sample Request

```
```shell-session
$ curl \
 --header "X-Vault-Token: ..." \
 --request DELETE \
 http://127.0.0.1:8200/v1/sys/license
```
```

License Status

This endpoint returns information about licensing. It returns similar information to a GET of ``sys/license``, but whereas that endpoint reports solely on the license Vault is currently using, this one reports on all licensing information the Vault cluster has. See [\[license autoloading\]\(/docs/enterprise/license/autoloading\)](#) for background.

In the response:

- * ``autoloading_used`` will be true if an autoloaded license was provided to the node, false otherwise.
- * ``autoloaded`` is the autoloaded license if `autoloading_used` is true.
- * ``persisted_autoload`` is the autoloaded license the active node last wrote to storage; this is only used to detect inconsistently licensed nodes in the cluster. It cannot be used as a license itself.
- * ``stored`` is the stored license if any, i.e. one written using ``PUT sys/license``.

``autoloaded``, ``persisted_autoload``, and ``stored`` all have the same structure, which is also the same structure as the top-level ``data`` returned by ``GET sys/license``.

Method	Path
GET	/sys/license/status

Sample Request

```
```shell-session
$ curl \
 --header "X-Vault-Token: ..." \
 http://127.0.0.1:8200/v1/sys/license/status
```
```

Sample Response

```
```json
{
 "data": {
 "autoloading_used": true,
 "autoloaded": {
 "expiration_time": "2022-05-17T23:59:59.999Z",
 "features": [
 "HSM",
 "Performance Replication",
 "DR Replication",
 "MFA",
 "Sentinel",
 "Seal Wrapping",

```

```

 "Control Groups",
 "Performance Standby",
 "Namespaces",
 "KMIP",
 "Entropy Augmentation",

 "Transform Secrets Engine",
 "Lease Count Quotas",
 "Key Management Secrets Engine",
 "Automated Snapshots"
],
 "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
 "performance_standby_count": 9999,
 "start_time": "2021-05-17T00:00:00Z"
},
"persisted_autoload": {
 "expiration_time": "2022-05-17T23:59:59.999Z",
 "features": [
 "HSM",
 "Performance Replication",
 "DR Replication",
 "MFA",
 "Sentinel",
 "Seal Wrapping",
 "Control Groups",
 "Performance Standby",
 "Namespaces",
 "KMIP",
 "Entropy Augmentation",
 "Transform Secrets Engine",
 "Lease Count Quotas",
 "Key Management Secrets Engine",
 "Automated Snapshots"
],
 "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
 "performance_standby_count": 9999,
 "start_time": "2021-05-17T00:00:00Z"
}
}
}
...

.license-banner-wrapper {
width: 100%;
max-width: 1344px;
margin: $spacing-l auto 0;
padding: 0 1.5rem;
}

```

```

{{#if this.licenseExpired}}
<div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-expired>
 <AlertBanner
 @type="danger"
 @title="License expired"
 @message="Your Vault license expired on {{date-format @expiry "MMM d, yyyy"}}. Add a new license to
your configuration and restart Vault."
 @marginless={{true}}
 >
 <a href="https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license" target="_blank"
rel="noreferrer noopener">Read documentation
 </AlertBanner>
</div>
{{else if (lte this.licenseExpiringInDays 30)}}
<div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-warning>
 <AlertBanner
 @type="warning"
 @title="Vault license expiring"
 @message="Your Vault license will expire in {{this.licenseExpiringInDays}} days at {{date-format @expiry
"hh:mm:ss a"}} on {{date-format @expiry "MMM d, yyyy"}}. {{if @autoloaded 'Add a new license to your
configuration.'
'Keep in mind that your next license will need to be autoloaded'}}"
 @marginless={{true}}
 >
 <a href="https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license" target="_blank"
rel="noreferrer noopener">Read documentation
 </AlertBanner>
</div>
{{/if}}

```

---

layout: docs

page\_title: Frequently Asked Questions (FAQ)

description: An overview of license.

---

## # Frequently Asked Questions (FAQ)

This FAQ section is for the license changes introduced in Vault Enterprise 1.8. We will no longer support the old license system (``vault write sys/license``), and autoload will be the only way to manage your license.

- [Q: When will these licensing changes be released for Vault?](#q-when-will-these-licensing-changes-be-released-for-vault)
- [Q: Will these license changes impact HCP Vault?](#q-will-these-license-changes-impact-hcp-vault)
- [Q: Do these license changes impact all Vault customers/licenses?](#q-do-these-license-changes-impact-all-vault-customers-licenses)
- [Q: What is the product behavior change introduced by the licensing changes?](#q-what-is-the-product-behavior-change-introduced-by-the-licensing-changes)
- [Q: How will Vault behave at startup when a license expires or terminates?](#q-how-will-vault-behave-at-startup-

when-a-license-expires-or-terminates)

-

[Q: What is the impact on evaluation licenses due to this change?](#q-what-is-the-impact-on-evaluation-licenses-due-to-this-change)

- [Q: Are there any changes to existing methods for manual license loading ( API or CLI)?](#q-are-there-any-changes-to-existing-methods-for-manual-license-loading-api-or-cli)

- [Q: Is there a grace period when evaluation licenses expire?](#q-is-there-a-grace-period-when-evaluation-licenses-expire)

- [Q: Does this affect clients?](#q-does-this-affect-clients)

- [Q: Are the license files locked to a specific cluster?](#q-are-the-license-files-locked-to-a-specific-cluster)

- [Q: Will a EULA check happen every time a Vault restarts?](#q-will-a-eula-check-happen-every-time-a-vault-restarts)

- [Q: What scenarios should a customer plan for due to these license changes?](#q-what-scenarios-should-a-customer-plan-for-due-to-these-license-changes)

- [Q: What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI

flow to the license on disk flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-license-as-applied-via-the-cli-flow-to-the-license-on-disk-flow)

- [Q: What is the migration path for customers who wish to migrate from their existing perpetually licensed binaries to the license on disk flow (auto-loading)?](#q-what-is-the-migration-path-for-customers-who-wish-to-migrate-from-their-existing-perpetually-licensed-binaries-to-the-license-on-disk-flow-auto-loading)

- [Q: What is the migration path for customers who want to migrate from their existing perpetually licensed binaries to the current license on storage flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-perpetually-licensed-binaries-to-the-current-license-on-storage-flow)

- [Q: What is the path for customers who want to downgrade/rollback from Vault 1.8 or later (auto-loading) to a pre-Vault 1.8 (license in storage)?](#q-what-is-the-path-for-customers-who-want-to-downgrade-rollback-from-vault-1-8-or-later-auto-loading-to-a-pre-vault-1-8-license-in-storage)

-

[Q: Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: When will these licensing changes be released for Vault?

The licensing and end-user license agreement (EULA) changes will be available with Vault 1.8-RC1 on June 16, 2021. Vault 1.8 is targeted to release on July 28, 2021.

### Q: Will these license changes impact HCP Vault?

No, these changes will not impact HCP Vault.

### Q: Do these license changes impact all Vault customers/licenses?

| Customer/licenses                                                                                                           | Impacted? |
|-----------------------------------------------------------------------------------------------------------------------------|-----------|
| ENT binaries (evaluation or non-evaluation downloaded from [releases.hashicorp.com](https://releases.hashicorp.com/vault/)) | Yes       |
| Open-Source (OSS)                                                                                                           | No        |
| Baked-in license binaries (pro/premium)                                                                                     | No        |

### Q: What is the product behavior change introduced by the licensing changes?

With Vault 1.8, a valid license is required on-disk (auto-loading) or in-storage for Vault to boot up successfully.

- Existing clusters upgrading to Vault 1.8 or later will not be affected. Customers may continue to use an in-storage license for their existing clusters until they decide to move to auto-loading. Please see the question below: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

- When deploying Vault 1.8 or later clusters, please ensure a valid license exists on-disk (auto-loading).

### Q: How will Vault behave at startup when a license expires or terminates?

When a license expires, Vault continues to function until the license terminates. This behavior exists today and remains unchanged in Vault 1.8. The grace period, defined as the time between license expiration and license termination, is 1 day for evaluation licenses (as of 1.8), and ten years for non-evaluation licenses. Customers must install a valid license before the grace period expires. This license can be autoloading or loaded into storage using existing methods (`/sys/license`) depending on the applicable scenarios as described above.

When license terminates (upon grace period expiry), Vault will seal itself and customers will need a valid license in order to successfully bring-up Vault. If a valid license was not installed after license expiry, customers will need to install one, and this license will need to be auto-loaded.

### Q: What is the impact on evaluation licenses due to this change?

The 6-hour trial period for Enterprise binaries allows these particular binaries to run without a license file and will be removed as of Vault 1.8 and later. This change means that any clusters deployed with Vault 1.8 or later ENT binaries must have a valid license, and the license must be on the disk (auto-loading).

### Q: Are there any changes to existing methods for manual license loading ( API or CLI)?

There are no significant changes to the API or CLI license loading with Vault 1.8.

However, the `/sys/license` endpoint is slated for deprecation in a future release.

Please see the question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: Is there a grace period when evaluation licenses expire?

Evaluation licenses have a 1-day grace period. The grace period is the time until the license expires. Upon expiration, Vault will seal and will require a valid license to unseal and function properly.

### Q: Does this affect clients?

No, there is no impact to the Vault Agent.



### Q: Are the license files locked to a specific cluster?

The changes to licenses apply to all nodes in a cluster. The license files are not locked to a cluster, but are independently applied to the appropriate clusters.

### Q: Will a EULA check happen every time a Vault restarts?

Yes, starting with Vault 1.8, ENT binaries will be subjected to a EULA check. The release of Vault 1.8 introduces the EULA check for evaluation licenses (non-evaluation licenses are evaluated with a EULA check during contractual agreement) .

Although the agreement to a EULA occurs only once (when the user receives their license), Vault will check for the presence of a valid license every time a node is restarted.

When a customer upgrades existing clusters to Vault 1.8 or later, a valid license must exist to upgrade successfully. This valid license must be in storage

or on-disk (auto-loaded). Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

Also, when customers deploy new clusters to Vault 1.8 or later, a valid license must exist to upgrade successfully. This valid license must be on-disk (auto-loaded).

### Q: What scenarios should a customer plan for due to these license changes?

- **\*\*New Cluster Deployment\*\***: When a customer deploys new clusters to Vault 1.8 or later, a valid license must exist to successfully deploy. This valid license must be on-disk (auto-loaded).

- **\*\*Eventual Migration\*\***: Since in-storage licenses will not be supported forever, migrating to auto-loaded licenses will be required. Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: What is the migration path for customers

who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?

If a Vault 1.7 cluster is upgraded to Vault 1.8 or later and still has a stored license, the operator must migrate using an auto-loaded license.

1. Use the new command ``vault license get -signed`` to retrieve the license from the storage in their running cluster.
2. Put the license on disk, configure auto-loading (new ``license_path`` config option, OR new environment variable ``VAULT_LICENSE_PATH`` OR new environment variable ``VAULT_LICENSE`` containing the actual license itself).
3. Restart the Vault node.
4. A warning will explain that the license is in storage and using auto-loading.
5. Use the new command ``vault delete /sys/license`` to fully transition to auto-loading.

### Q: What is the migration path for customers who wish to migrate from their existing perpetually licensed binaries to the license on disk flow (auto-loading)?

A Vault customer who is currently using S3 unlocked

binaries, upgrading their clusters to Vault 1.8 or later, and wishes to move to auto-loading, will need a valid enterprise binary version 1.8 or later and a valid license. The steps are the same as in the above question: [What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-license-as-applied-via-the-cli-flow-to-the-license-on-disk-flow) starting at Step 2.

### Q: What is the migration path for customers who want to migrate from their existing perpetually licensed binaries to the current license on storage flow?

A Vault customer currently using S3 unlocked binaries is upgrading their clusters to a pre-Vault 1.8 version, the customer must retrieve the corresponding enterprise binary and a valid license to load the license in storage (`/sys/license`). Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: What is the path for customers who want to downgrade/rollback from Vault 1.8 or later (auto-loading) to a pre- Vault 1.8 (license in storage)?

The downgrade procedure remains the same for Vault customers who are currently on Vault 1.8 or later, have a license installed via auto-loading, and would like to downgrade their cluster to a pre-1.8 version that does not have auto-loading support and only supports license in storage. Please refer to the [upgrade procedures](https://learn.hashicorp.com/tutorials/vault/sop-upgrade?in=vault/standard-procedures) that remind the customers that they must take a snapshot before the upgrade. Customers will need to restore their version from the snapshot, apply the pre-1.8 enterprise binary version they wish to roll back, and bring up the clusters.

### Q: Is there a limited time for support of licenses that are in storage?

The support

of licenses installed by alternative means often leads to difficulties providing the appropriate support. To provide the support expected by our customers, we plan to scale support for licenses in storage for Vault. With this plan, Vault customers have up to a 1-year migration period, or until the release of Vault 1.11, to migrate their licenses from in-storage to auto-loading. Starting with Vault 1.11, licensing endpoints that are put in storage will be removed, and Vault will no longer check for valid licenses in storage. This change requires that all customers have auto-loaded licenses to upgrade to 1.11(+) successfully.

---

layout: docs

page\_title: license get - Command

description: |-

The "license get" command reports on the license in use.

---

# license get

The `license get` command reports on the license in use. With the `-signed` flag, it will return the actual license string, but only if the license is stored, as opposed to [autoloading](/docs/enterprise/license/autoloading).

## Examples

Describe current license:

```
```shell-session
$ vault license get
Key          Value
---          -
expiration_time  2022-05-17T23:59:59.999Z
features        [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups
Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas
Key Management Secrets Engine Automated Snapshots]
license_id      060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count  9999
start_time      2021-05-17T00:00:00Z
```
```

Get stored  
license string:

```
```shell-session
$ vault license get -signed
02MV4UU43BK5H...
```
```

Try to get stored license string when using autoloading:

```
```shell-session
$ vault license get -signed
License not found or using a temporary license.
```
```

## ## Usage

The following flags are available in addition to the [standard set of flags](/docs/commands) included on all commands.

### ### Command Options

- `-signed` (bool: false)`` - Return the signed license string when using a stored license.

package license

// Features is a bitmask of feature flags  
type Features uint

const FeatureNone Features = 0

func (f Features) HasFeature(flag Features) bool {  
 return false

}

# 1.406 telnetd freebsd-release-13.0

## 1.406.1 Available under license :

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## 1.407 ghodss-yaml 25d852aebe32

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## 1.409 go-bindata-assetsfs 234c15e7648f

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# 1.417 go.elastic.co-fastjson 1.1.0

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