

Bytecode

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faculty of mathematics and physics

Bytecode

- Machine code of a JVM
 - stack-based
 - with constructs for manipulation with classes/instances
- The Java™ Virtual Machine Specification
 - <https://docs.oracle.com/javase/specs/jvms/se8/jvms8.pdf>
- Instructions Overview
 - http://en.wikipedia.org/wiki/Java_bytecode_instruction_listings

Example – Basics

```
void spin() {  
    int i;  
    for (i = 0; i < 100; i++) {  
        ;    // Loop body is empty  
    }  
}
```



```
Method void spin()  
  0 iconst_0      // Push int constant 0  
  1 istore_1      // Store into local variable 1 (i=0)  
  2 goto 8        // First time don't increment  
  5 iinc 1 1      // Increment local variable i by 1  
  8 iload_1       // Push local variable 1 (i)  
  9 bipush 100    // Push int constant 100  
 11 if_icmplt 5    // Compare and loop if (i < 100)  
 14 return        // Return void when done
```

Instruction set – Load and Store

- Load a local variable onto the operand stack
 - *iload, iload_<n>, lload, lload_<n>, fload, fload_<n>, dload, dload_<n>, aload, aload_<n>*
- Store a value from the operand stack into a local variable
 - *istore, istore_<n>, lstore, lstore_<n>, fstore, fstore_<n>, dstore, dstore_<n>, astore, astore_<n>*
- Load a constant onto the operand stack
 - *bipush, sipush, ldc, ldc_w, ldc2_w, aconst_null, iconst_m1, iconst_<i>, lconst_<l>, fconst_<f>, dconst_<d>*
- Gain access to more local variables using a wider index, or to a larger immediate operand
 - *wide*

Example – Constants

```
void useManyNumeric() {  
    int i = 100;  
    int j = 1000000;  
    long l1 = 1;  
    long l2 = 0xffffffff;  
    double d = 2.2;  
    ...do some calculations...  
}
```



```
Method void useManyNumeric()  
  0 bipush 100    // Push a small int with bipush  
  2 istore_1  
  3 ldc #1        // Push int constant 1000000  
  5 istore_2  
  6 lconst_1      // A tiny long value uses short, fast lconst_1  
  7 lstore_3  
  8 ldc2_w #6     // Push long 0xffffffff (that is, an int -1)  
11 lstore 5  
13 ldc2_w #8      // Push double constant 2.200000  
16 dstore 7  
    ...do those calculations...
```

Instruction set – Arithmetics

- Add
 - *iadd, ladd, fadd, dadd*
- Subtract
 - *isub, lsub, fsub, dsub*
- Multiply
 - *imul, lmul, fmul, dmul*
- Divide
 - *idiv, ldiv, fdiv, ddiv*
- Remainder
 - *irem, lrem, frem, drem*
- Negate
 - *ineg, lneg, fneg, dneg*
- Shift
 - *ishl, ishr, iushr, lshl, lshr, lushr*
- Bitwise OR
 - *ior, lor*
- Bitwise AND
 - *iand, land*
- Bitwise exclusive OR
 - *ixor, lxor*
- Local variable increment
 - *iinc*
- Comparison
 - *dcmpg, dcmpl, fcmpg, fcmpl, lcmp*

Example – Arithmetics

```
int align2grain(int i, int grain) {  
    return ((i + grain-1) & ~(grain-1));  
}
```



Method int align2grain(int,int)

```
0 iload_1  
1 iload_2  
2 iadd  
3 iconst_1  
4 isub  
5 iload_2  
6 iconst_1  
7 isub  
8 iconst_m1  
9 ixor  
10 iand  
11 ireturn
```

Instruction set – Execution control

- Conditional branch

- *ifeq, iflt, ifle, ifne, ifgt, ifge, ifnull, ifnonnull, if_icmpeq, if_icmpne, if_icmplt, if_icmpgt, if_icmple, if_icmpge, if_acmpeq, if_acmpne*

- Compound conditional branch

- *tableswitch, lookupswitch*

- Unconditional branch

- *goto, goto_w, jsr, jsr_w, ret*

Example – Comparison

```
int lessThan100(double d) {  
    if (d < 100.0) {  
        return 1;  
    } else {  
        return -1;  
    }  
}
```



```
Method int lessThan100(double)  
0 dload_1  
1 ldc2_w #4      // Push double constant 100.0  
4 dcmpg          // Push 1 if d is NaN or d \> 100.0;  
                  // push 0 if d == 100.0  
5 ifge 10        // Branch on 0 or 1  
8 iconst_1  
9 ireturn  
10 iconst_m1  
11 ireturn
```

Instruction set – Type conversions

- Widening numeric conversions
 - *i2l, i2f, i2d, l2f, l2d, f2d*
- Narrowing numeric conversions
 - *i2b, i2c, i2s, l2i, f2i, f2l, d2i, d2l, d2f*

Example – Type conversion

```
void sspin() {  
    short i;  
    for (i = 0; i < 100; i++) {  
        ;           // Loop body is empty  
    }  
}
```



```
Method void sspin()  
  0 iconst_0  
  1 istore_1  
  2 goto 10  
  5 iload_1      // The short is treated as though an int  
  6 iconst_1  
  7 iadd  
  8 i2s          // Truncate int to short  
  9 istore_1  
 10 iload_1  
 11 bipush 100  
 13 if_icmplt 5  
 16 return
```

Instruction set – Calling a method

- *invokevirtual*
 - invokes an instance method of an object, dispatching on the (virtual) type of the object. This is the normal method dispatch in the Java programming language.
- *invokeinterface*
 - invokes a method that is implemented by an interface, searching the methods implemented by the particular runtime object to find the appropriate method.
- *invokespecial*
 - invokes an instance method requiring special handling, whether an instance initialization method, a private method, or a superclass method.
- *invokestatic*
 - invokes a class (static) method in a named class.
- *invokedynamic*
 - invokes a method obtained by calling a bootstrap method

Example – Calling a virtual method

```
int add12and13() {  
    return addTwo(12, 13);  
}
```



```
Method int add12and13()  
0 aload_0    // Push local variable 0 (this)  
1 bipush 12  // Push int constant 12  
3 bipush 13  // Push int constant 13  
5 invokevirtual #4 // Method Example.addtwo(II)I  
8 ireturn    // Return int on top of operand stack; it is  
              // the int result of addTwo()
```

Type specification

<i>BaseType</i> Character	Type	Interpretation
B	byte	signed byte
C	char	Unicode character
D	double	double-precision floating-point value
F	float	single-precision floating-point value
I	int	integer
J	long	long integer
L <i>Classname</i> ;	reference	an instance of class <classname>
S	short	signed short
Z	boolean	true or false
[reference	one array dimension

Examples:

- `double d[][][]` \Rightarrow `[[[D`
- `Object mymethod(int i, double d, Thread t)`
 \Rightarrow `(IDLjava/lang/Thread;)Ljava/lang/Object;`

Example – Calling a static method

```
int add12and13() {  
    return addTwoStatic(12, 13);  
}
```



```
Method int add12and13()  
  0 bipush 12  
  2 bipush 13  
  4 invokestatic #3 // Method Example.addTwoStatic(II)I  
  7 ireturn
```

Example – Calling a special method

```
class Near {  
    int it;  
    public int getItNear() {  
        return getIt();  
    }  
    private int getIt() {  
        return it;  
    }  
}
```

```
class Far extends Near {  
    int getItFar() {  
        return super.getItNear();  
    }  
}
```



```
Method int getItNear()  
  0 aload_0  
  1 invokespecial #5  
    // Method Near.getIt()I  
  4 ireturn
```

```
Method int getItFar()  
  0 aload_0  
  1 invokespecial #4  
    // Method  
    //   Near.getItNear()I  
  4 ireturn
```


Invokedynamic

```
static void test() throws Throwable {
    // THE FOLLOWING LINE IS PSEUDOCODE FOR A JVM INSTRUCTION
    InvokeDynamic[#bootstrapDynamic].baz("baz arg", 2, 3.14);
}

private static void printArgs(Object... args) {
    System.out.println(java.util.Arrays.deepToString(args));
}

private static CallSite bootstrapDynamic(MethodHandles.Lookup caller,
                                         String name, MethodType type) {

    MethodHandles.Lookup lookup = MethodHandles.lookup();
    Class thisClass = lookup.lookupClass(); // (who am I?)
    MethodHandle printArgs = lookup.findStatic(thisClass,
        "printArgs", MethodType.methodType(void.class, Object[].class));

    // ignore caller and name, but match the type:
    return new ConstantCallSite(printArgs.asType(type));
}
```

Instruction set – Instance manipulation

- Create a new class instance
 - *new*
- Access fields of classes (static fields, known as class variables) and fields of class instances (non-static fields, known as instance variables)
 - *getfield, putfield, getstatic, putstatic*
- Check properties of class instances or arrays
 - *instanceof, checkcast*

Example – Instance creation

```
Object create() {  
    return new Object();  
}
```



```
Method java.lang.Object create()  
  0 new #1 // Class java.lang.Object  
  3 dup  
  4 invokespecial #4 // Method java.lang.Object.<init>()V  
  7 areturn
```

Example – Attribute access

```
void setIt(int value) {  
    i = value;  
}  
int getIt() {  
    return i;  
}
```



```
Method void setIt(int)  
  0 aload_0  
  1 iload_1  
  2 putfield #4          // Field Example.i I  
  5 return  
Method int getIt()  
  0 aload_0  
  1 getfield #4          // Field Example.i I  
  4 ireturn
```

Instruction set – Array manipulation

- Create a new array
 - *newarray, anewarray, multianewarray*
- Load an array component onto the operand stack
 - *baload, caload, saload, iaload, laload, faload, daload, aaload*
- Store a value from the operand stack as an array component
 - *bastore, castore, sastore, iastore, lastore, fastore, dastore, aastore*
- Get the length of array
 - *arraylength*

Example – Array (primitive type)

```
void createBuffer() {  
    int buffer[];          int bufsz = 100;  
    int value = 12;        buffer = new int[bufsz];  
    buffer[10] = value;    value = buffer[11];  
}
```



Method void createBuffer()

```
0 bipush 100      // Push int constant 100 (bufsz)  
2 istore_2       // Store bufsz in local variable 2  
3 bipush 12      // Push int constant 12 (value)  
5 istore_3       // Store value in local variable 3  
6 iload_2        // Push bufsz...  
7 newarray int   // ...and create new array of int of that length  
9 astore_1       // Store new array in buffer  
10 aload_1       // Push buffer  
11 bipush 10     // Push int constant 10  
13 iload_3       // Push value  
14 iastore       // Store value at buffer[10]  
15 aload_1       // Push buffer  
16 bipush 11     // Push int constant 11  
18 iaload        // Push value at buffer[11]...  
19 istore_3      // ...and store it in value  
20 return
```

Example – Array (reference)

```
void createThreadArray() {  
    Thread threads[];  
    int count = 10;  
    threads = new Thread[count];  
    threads[0] = new Thread();  
}
```



```
Method void createThreadArray()  
 0 bipush 10           // Push int constant 10  
 2 istore_2            // Initialize count to that  
 3 iload_2             // Push count, used by anewarray  
 4 anewarray class #1  // Create new array of class Thread  
 7 astore_1            // Store new array in threads  
 8 aload_1             // Push value of threads  
 9 iconst_0            // Push int constant 0  
10 new #1              // Create instance of class Thread  
13 dup                // Make duplicate reference...  
14 invokespecial #5    // ...to pass to instance initialization  
                       // method Method java.lang.Thread.<init>()V  
17 astore             // Store new Thread in array at 0  
18 return
```

Example – Array (multidimensional)

```
int[][][] create3DArray() {  
    int grid[][][];  
    grid = new int[10][5][];  
    return grid;  
}
```



```
Method int create3DArray()[][][]  
  0 bipush 10           // Push int 10 (dimension one)  
  2 iconst_5           // Push int 5 (dimension two)  
  3 multianewarray #1 dim #2 // Class [[[I, a three  
                          // dimensional int array; only  
                          // create first two dimensions  
  7 astore_1           // Store new array...  
  8 aload_1            // ...then prepare to return it  
  9 areturn
```


Instruction set – Stack manipulation

- *pop, pop2, dup, dup2, dup_x1, dup2_x1, dup_x2, dup2_x2, swap*

Example – Array (multidimensional)

```
public long nextIndex() {  
    return index++;  
}  
private long index = 0;
```



```
Method long nextIndex()  
0 aload_0    // Push this  
1 dup        // Make a copy of it  
2 getfield #4    // One of the copies of this is consumed  
                // pushing long field index,  
                // above the original this  
5 dup2_x1     // The long on top of the operand stack is  
                // inserted into the operand stack below the  
                // original this  
6 lconst_1    // Push long constant 1  
7 ladd        // The index value is incremented...  
8 putfield #4    // ...and the result stored back in the field  
11 lreturn    // The original value of index is left on top  
                // of the operand stack, ready to be returned
```

Instruction set – Monitors

- *monitorenter*
- *monitorexit*

Example – Exceptions (throw)

```
void cantBeZero(int i) throws TestExc {  
    if (i == 0) {  
        throw new TestExc();  
    }  
}
```



```
Method void cantBeZero(int)  
  0 iload_1          // Push argument 1 (i)  
  1 ifne 12          // If i==0, allocate instance and throw  
  4 new #1           // Create instance of TestExc  
  7 dup              // One reference goes to the constructor  
  8 invokespecial #7 // Method TestExc.<init>()V  
11 athrow            // Second reference is thrown  
12 return            // Never get here if we threw TestExc
```

Example – Exceptions (catch)

```
void catchOne() {  
    try {  
        tryItOut();  
    } catch (TestExc e) {  
        handleExc(e);  
    }  
}
```



Method void catchOne()

```
0 aload_0          // Beginning of try block  
1 invokevirtual #6  // Method Example.tryItOut()V  
4 return           // End of try block; normal return  
5 astore_1         // Store thrown value in local variable 1  
6 aload_0          // Push this  
7 aload_1          // Push thrown value  
8 invokevirtual #5  // Invoke handler method:  
                   // Example.handleExc(LTestExc;)V  
11 return          // Return after handling TestExc
```

Exception table:

From	To	Target	Type
0	4	5	Class TestExc

Example – Exceptions (nested)

```
void nestedCatch() {  
    try {  
        try {  
            tryItOut();  
        } catch (TestExc1 e) {  
            handleExc1(e);  
        }  
    } catch (TestExc2 e) {  
        handleExc2(e);  
    }  
}
```



Method void nestedCatch()

.....
.....

Exception table:

From	To	Target	Type
0	4	5	Class TestExc1
0	11	12	Class TestExc2

Instruction set – Exceptions

- Throwing an exception
 - *throw*
- Try-catch declaration
 - Via special *exception table* associated with a method
- Finally
 - Implemented by the compiler

Example – Monitors

```
void onlyMe(Foo f) {  
    synchronized(f) {  
        doSomething();  
    }  
}
```



Method void onlyMe(Foo)

```
0 aload_1          // Push f  
1 astore_2         // Store it in local variable 2  
2 aload_2          // Push local variable 2 (f)  
3 monitorenter     // Enter the monitor associated with f  
4 aload_0          // Holding the monitor, pass this and...  
5 invokevirtual #5 // ...call Example.doSomething()V  
8 aload_2          // Push local variable 2 (f)  
9 monitorexit     // Exit the monitor associated with f  
10 return          // Return normally  
11 aload_2         // In case of any throw, end up here  
12 monitorexit     // Be sure to exit monitor...  
13 athrow          // ...then rethrow the value to the invoker
```

Exception table:

From	To	Target	Type
4	8	11	any