hardware ()
ENTRY
[100%]
FREQ:3142
<bb 2>:
os_command = "uname -s -r";
pipe_22 = popen (&os_command, "r");
if (pipe_22 == 0B)
goto <bb 3>; [30.00%]
else
goto <bb 4>; [70.00%]
[70%]
[30%]
FREQ:2199
<bb 4>:
_25 = __fgets_alias (&os, 1024, pipe_22);
if (_25 == 0B)
goto <bb 5>; [30.00%]
else
goto <bb 6>; [70.00%]
[30%]
[70%]
FREQ:660
<bb 5>:
MEM[(char *)&os] = 0;
[100%]
FREQ:2199
<bb 6>:
pclose (pipe_22);
_27 = MEM[(const char *)&os];
if (_27 != 0)
goto <bb 7>; [52.35%]
else
goto <bb 9>; [47.65%]
[52%]
FREQ:1151
<bb 7>:
_28 = strlen (&os);
_29 = _28 + 18446744073709551615;
_30 = &os + _29;
_31 = *_30;
if (_31 == 10)
goto <bb 8>; [37.68%]
else
goto <bb 9>; [62.32%]
[47%]
[37%]
FREQ:434
<bb 8>:
*_30 = 0;
FREQ:943
<bb 3>:
MEM[(char *)&os] = 0;
goto <bb 9>; [100.00%]
[62%]
[100%]
[100%]
FREQ:3142
<bb 9>:
_1 = strstr (&os, "Linux");
if (_1 != 0B)
goto <bb 10>; [49.47%]
else
goto <bb 90>; [50.53%]
[49%]
FREQ:1554
<bb 10>:
MEM[(char *)&cache] = 0;
MEM[(char *)&model] = 0;
cpu_MHz[0] = 0;
model_name[0] = 0;
vendor_id[0] = 0;
_116 = fopen ("/proc/cpuinfo", "r");
if (_116 != 0B)
goto <bb 11>; [73.26%]
else
goto <bb 89>; [26.74%]
[73%]
[27%]
FREQ:1138
<bb 11>:
goto <bb 71>; [100.00%]
[100%]
loop 1
FREQ:7591
<bb 71>:
# cpus_36 = PHI <cpus_103(70), 0(11)>
_75 = __fgets_alias (&buffer, 1024, _116);
if (_75 != 0B)
goto <bb 12>; [85.00%]
else
goto <bb 72>; [15.00%]
[15%]
[85%]
FREQ:1139
<bb 72>:
# cpus_61 = PHI <cpus_36(71)>
if (cpus_61 > 1)
goto <bb 73>; [64.00%]
else
goto <bb 76>; [36.00%]
[64%]
[36%]
FREQ:729
<bb 73>:
if (cpus_61 == 2)
goto <bb 74>; [34.00%]
else
goto <bb 75>; [66.00%]
[66%]
[34%]
FREQ:481
<bb 75>:
__builtin___sprintf_chk (&model, 1, 1024, "%d CPU", cpus_61);
FREQ:248
<bb 74>:
__builtin_memcpy (&model, "Dual", 5);
goto <bb 76>; [100.00%]
[100%]
[100%]
FREQ:1139
<bb 76>:
_79 = strlen (&model);
cp_80 = &model + _79;
_81 = vendor_id[0];
if (_81 != 0)
goto <bb 77>; [50.00%]
else
goto <bb 80>; [50.00%]
[50%]
FREQ:569
<bb 77>:
if (&model != cp_80)
goto <bb 78>; [70.00%]
else
goto <bb 79>; [30.00%]
[70%]
FREQ:399
<bb 78>:
cp_82 = cp_80 + 1;
*cp_80 = 32;
[100%]
FREQ:569
<bb 79>:
# cp_83 = PHI <&model(77), cp_82(78)>
__builtin_strcpy (cp_83, &vendor_id);
_85 = strlen (&vendor_id);
cp_86 = cp_83 + _85;
[100%]
FREQ:1139
<bb 80>:
# cp_88 = PHI <cp_80(76), cp_86(79)>
_87 = model_name[0];
if (_87 != 0)
goto <bb 81>; [50.00%]
else
goto <bb 84>; [50.00%]
[50%]
FREQ:569
<bb 81>:
if (&model != cp_88)
goto <bb 82>; [70.00%]
else
goto <bb 83>; [30.00%]
[70%]
FREQ:399
<bb 82>:
cp_89 = cp_88 + 1;
*cp_88 = 32;
[100%]
FREQ:569
<bb 83>:
# cp_90 = PHI <&model(81), cp_89(82)>
__builtin_strcpy (cp_90, &model_name);
_92 = strlen (&model_name);
cp_93 = cp_90 + _92;
[100%]
FREQ:1139
<bb 84>:
# cp_95 = PHI <cp_88(80), cp_93(83)>
_94 = cpu_MHz[0];
if (_94 != 0)
goto <bb 85>; [50.00%]
else
goto <bb 88>; [50.00%]
[50%]
FREQ:569
<bb 85>:
if (&model != cp_95)
goto <bb 86>; [70.00%]
else
goto <bb 87>; [30.00%]
[70%]
FREQ:399
<bb 86>:
cp_96 = cp_95 + 1;
*cp_95 = 32;
[100%]
FREQ:569
<bb 87>:
# cp_101 = PHI <&model(85), cp_96(86)>
_97 = sitod (&cpu_MHz, 0B);
_98 = (float) _97;
_99 = (_98 + 5.0e-1);
_100 = (int) _99;
__builtin___sprintf_chk (&cpu_MHz, 1, 1024, "%dMHz", _100);
__builtin_strcpy (cp_101, &cpu_MHz);
[100%]
FREQ:1139
<bb 88>:
fclose (_116);
[100%]
FREQ:1588
<bb 90>:
model[0] = 0;
cache[0] = 0;
FREQ:1554
<bb 89>:
buffer = {v} {CLOBBER};
vendor_id = {v} {CLOBBER};
model_name = {v} {CLOBBER};
cpu_MHz = {v} {CLOBBER};
goto <bb 91>; [100.00%]
[100%]
[100%]
FREQ:3142
<bb 91>:
__builtin___sprintf_chk (&buffer, 1, 1024, "CPU : %s\n", &model);
__printf_chk (1, "%s", &buffer);
if (write_to_file_9[0] != 0)
goto <bb 92>; [36.64%]
else
goto <bb 94>; [63.36%]
[63%]
[36%]
FREQ:1991
<bb 94>:
__builtin___sprintf_chk (&buffer, 1, 1024, "L2 Cache : %s\n", &cache);
__printf_chk (1, "%s", &buffer);
__builtin___sprintf_chk (&buffer, 1, 1024, "OS : %s\n", &os);
__printf_chk (1, "%s", &buffer);
goto <bb 93>; [100.00%]
FREQ:1151
<bb 92>:
__builtin_fputs (&buffer, global_stdio_10(D));
__builtin___sprintf_chk (&buffer, 1, 1024, "L2 Cache : %s\n", &cache);
__printf_chk (1, "%s", &buffer);
__builtin_fputs (&buffer, global_stdio_10(D));
__builtin___sprintf_chk (&buffer, 1, 1024, "OS : %s\n", &os);
__printf_chk (1, "%s", &buffer);
__builtin_fputs (&buffer, global_stdio_10(D));
[100%]
[100%]
FREQ:3142
<bb 93>:
buffer = {v} {CLOBBER};
os = {v} {CLOBBER};
model = {v} {CLOBBER};
cache = {v} {CLOBBER};
os_command = {v} {CLOBBER};
return;
[100%]
EXIT
FREQ:6452
<bb 12>:
_33 = strlen (&buffer);
_35 = strncmp (&buffer, "processor", 9);
if (_35 == 0)
goto <bb 13>; [50.00%]
else
goto <bb 14>; [50.00%]
[50%]
FREQ:3226
<bb 14>:
buffer_end_34 = &buffer + _33;
_38 = strncmp (&buffer, "vendor_id", 9);
if (_38 == 0)
goto <bb 15>; [34.00%]
else
goto <bb 28>; [66.00%]
[66%]
[34%]
FREQ:2129
<bb 28>:
_47 = strncmp (&buffer, "model name", 10);
if (_47 == 0)
goto <bb 29>; [34.00%]
else
goto <bb 42>; [66.00%]
[34%]
[66%]
FREQ:1405
<bb 42>:
_56 = strncmp (&buffer, "cpu MHz", 7);
if (_56 == 0)
goto <bb 43>; [34.00%]
else
goto <bb 56>; [66.00%]
[34%]
[66%]
FREQ:927
<bb 56>:
_65 = strncmp (&buffer, "cache size", 10);
if (_65 == 0)
goto <bb 57>; [34.00%]
else
goto <bb 70>; [66.00%]
[34%]
[66%]
FREQ:1100
<bb 15>:
if (&MEM[(void *)&buffer + 9B] < buffer_end_34)
goto <bb 16>; [92.50%]
else
goto <bb 25>; [7.50%]
[92%]
[8%]
FREQ:726
<bb 29>:
if (&MEM[(void *)&buffer + 10B] < buffer_end_34)
goto <bb 30>; [92.50%]
else
goto <bb 39>; [7.50%]
[92%]
[8%]
FREQ:316
<bb 57>:
if (&MEM[(void *)&buffer + 10B] < buffer_end_34)
goto <bb 58>; [92.50%]
else
goto <bb 67>; [7.50%]
[92%]
[8%]
FREQ:479
<bb 43>:
if (&MEM[(void *)&buffer + 7B] < buffer_end_34)
goto <bb 44>; [92.50%]
else
goto <bb 53>; [7.50%]
[92%]
[8%]
FREQ:1018
<bb 16>:
_232 = MEM[(char *)&buffer + 9B];
_264 = (unsigned char) _232;
if (_264 > 58)
goto <bb 18>; [50.00%]
else
goto <bb 17>; [50.00%]
[50%]
FREQ:672
<bb 30>:
_182 = MEM[(char *)&buffer + 10B];
_246 = (unsigned char) _182;
if (_246 > 58)
goto <bb 32>; [50.00%]
else
goto <bb 31>; [50.00%]
[50%]
FREQ:292
<bb 58>:
_223 = MEM[(char *)&buffer + 10B];
_210 = (unsigned char) _223;
if (_210 > 58)
goto <bb 60>; [50.00%]
else
goto <bb 59>; [50.00%]
[50%]
FREQ:443
<bb 44>:
_24 = MEM[(char *)&buffer + 7B];
_196 = (unsigned char) _24;
if (_196 > 58)
goto <bb 45>; [50.00%]
else
goto <bb 45>; [50.00%]
[50%]
FREQ:672
<bb 31>:
_249 = (int) _246;
_250 = 2882303804466779552 >> _249;
_251 = _250 & 1;
_252 = _251 == 0;
[50%]
FREQ:292
<bb 59>:
_207 = (int) _210;
_187 = 2882303804466779552 >> _207;
_227 = _187 & 1;
_199 = _227 == 0;
[50%]
FREQ:443
<bb 45>:
_195 = (int) _196;
_5 = 2882303804466779552 >> _195;
_223 = _5 & 1;
_211 = _223 == 0;
[50%]
FREQ:1018
<bb 17>:
_267 = (int) _264;
_268 = 2882303804466779552 >> _267;
_269 = _268 & 1;
_270 = _269 == 0;
[50%]
FREQ:672
<bb 32>:
# _253 = PHI <_252(31), 1(30)>
if (_253 != 0)
goto <bb 96>; [3.75%]
else
goto <bb 33>; [96.25%]
[4%]
[96%]
FREQ:292
<bb 60>:
# _204 = PHI <_199(59), 1(58)>
if (_204 != 0)
goto <bb 98>; [3.75%]
else
goto <bb 61>; [96.25%]
[4%]
[96%]
FREQ:443
<bb 46>:
# _192 = PHI <_211(45), 1(44)>
if (_192 != 0)
goto <bb 97>; [3.75%]
else
goto <bb 47>; [96.25%]
[4%]
[96%]
FREQ:1018
<bb 18>:
# _271 = PHI <_270(17), 1(16)>
if (_271 != 0)
goto <bb 95>; [3.75%]
else
goto <bb 19>; [96.25%]
[4%]
[96%]
FREQ:647
<bb 33>:
[100%]
FREQ:281
<bb 61>:
[100%]
FREQ:426
<bb 47>:
[100%]
FREQ:980
<bb 19>:
[100%]
loop 3
FREQ:5670
<bb 34>:
# cp_215 = PHI <cp_49(38), &MEM[(void *)&buffer + 10B](33)>
cp_49 = cp_215 + 1;
if (buffer_end_34 > cp_49)
goto <bb 35>; [92.50%]
else
goto <bb 39>; [7.50%]
[92%]
[8%]
loop 5
FREQ:5560
<bb 62>:
# cp_193 = PHI <cp_67(66), &MEM[(void *)&buffer + 10B](61)>
cp_67 = cp_193 + 1;
if (buffer_end_34 > cp_67)
goto <bb 63>; [92.50%]
else
goto <bb 67>; [7.50%]
[92%]
[8%]
loop 4
FREQ:5678
<bb 48>:
# cp_212 = PHI <cp_58(52), &MEM[(void *)&buffer + 7B](47)>
cp_58 = cp_212 + 1;
if (buffer_end_34 > cp_58)
goto <bb 49>; [92.50%]
else
goto <bb 53>; [7.50%]
[92%]
[8%]
loop 2
FREQ:5693
<bb 20>:
# cp_216 = PHI <cp_40(24), &MEM[(void *)&buffer + 9B](19)>
cp_40 = cp_216 + 1;
if (buffer_end_34 > cp_40)
goto <bb 21>; [92.50%]
else
goto <bb 25>; [7.50%]
[92%]
[8%]
FREQ:5433
<bb 35>:
_50 = *cp_49;
_190 = (unsigned char) _50;
if (_190 > 58)
goto <bb 37>; [50.00%]
else
goto <bb 36>; [50.00%]
[50%]
FREQ:2367
<bb 63>:
_68 = *cp_67;
_66 = (unsigned char) _68;
if (_66 > 58)
goto <bb 65>; [50.00%]
else
goto <bb 64>; [50.00%]
[50%]
FREQ:3586
<bb 49>:
_59 = *cp_58;
_202 = (unsigned char) _59;
if (_202 > 58)
goto <bb 51>; [50.00%]
else
goto <bb 50>; [50.00%]
[50%]
FREQ:8233
<bb 21>:
_41 = *cp_40;
_255 = (unsigned char) _41;
if (_255 > 58)
goto <bb 23>; [50.00%]
else
goto <bb 22>; [50.00%]
[50%]
FREQ:5433
<bb 36>:
_189 = (int) _190;
_13 = 2882303804466779552 >> _189;
_11 = _13 & 1;
_73 = _11 == 0;
[50%]
FREQ:2367
<bb 64>:
_162 = (int) _66;
_78 = 2882303804466779552 >> _102;
_222 = _78 & 1;
_228 = _222 == 0;
[50%]
FREQ:3586
<bb 50>:
_201 = (int) _202;
_185 = 2882303804466779552 >> _201;
_226 = _185 & 1;
_205 = _226 == 0;
[50%]
FREQ:8233
<bb 22>:
_258 = (int) _255;
_259 = 2882303804466779552 >> _258;
_260 = _259 & 1;
_261 = _260 == 0;
[50%]
FREQ:5433
<bb 37>:
# _77 = PHI <_73(36), 1(35)>
if (_77 != 0)
goto <bb 96>; [3.75%]
else
goto <bb 38>; [96.25%]
[4%]
[96%]
FREQ:2367
<bb 65>:
# _214 = PHI <_228(64), 1(63)>
if (_214 != 0)
goto <bb 98>; [3.75%]
else
goto <bb 66>; [96.25%]
[4%]
[96%]
FREQ:3586
<bb 51>:
# _198 = PHI <_205(50), 1(49)>
if (_198 != 0)
goto <bb 97>; [3.75%]
else
goto <bb 52>; [96.25%]
[4%]
[96%]
FREQ:8233
<bb 23>:
# _262 = PHI <_261(22), 1(21)>
if (_262 != 0)
goto <bb 95>; [3.75%]
else
goto <bb 24>; [96.25%]
[4%]
[96%]
FREQ:239
<bb 96>:
# cp_39 = PHI <&MEM[(void *)&buffer + 10B](32), cp_49(37)>
__builtin___strcpy_chk (&model_name, cp_39, 1024);
goto <bb 39>; [100.00%]
[100%]
FREQ:104
<bb 98>:
# cp_208 = PHI <&MEM[(void *)&buffer + 10B](60), cp_67(65)>
__builtin___strcpy_chk (&cache, cp_208, 1024);
goto <bb 67>; [100.00%]
[100%]
FREQ:158
<bb 97>:
# cp_209 = PHI <&MEM[(void *)&buffer + 7B](46), cp_58(51)>
__builtin___strcpy_chk (&cpu_MHz, cp_209, 1024);
goto <bb 53>; [100.00%]
[100%]
FREQ:362
<bb 95>:
# cp_48 = PHI <&MEM[(void *)&buffer + 9B](18), cp_40(23)>
__builtin___strcpy_chk (&vendor_id, cp_48, 1024);
goto <bb 25>; [100.00%]
[100%]
FREQ:724
<bb 39>:
_55 = MEM[(const char *)&model_name];
if (_55 != 0)
goto <bb 40>; [33.00%]
else
goto <bb 70>; [67.00%]
[33%]
[67%]
FREQ:315
<bb 67>:
_74 = MEM[(const char *)&cache];
if (_74 != 0)
goto <bb 68>; [33.00%]
else
goto <bb 70>; [67.00%]
[33%]
[67%]
FREQ:478
<bb 53>:
_64 = MEM[(const char *)&cpu_MHz];
if (_64 != 0)
goto <bb 54>; [33.00%]
else
goto <bb 70>; [67.00%]
[33%]
[67%]
FREQ:1097
<bb 25>:
_46 = MEM[(const char *)&vendor_id];
if (_46 != 0)
goto <bb 26>; [33.00%]
else
goto <bb 70>; [67.00%]
[33%]
[67%]
FREQ:239
<bb 40>:
_108 = strlen (&model_name);
_109 = _108 + 18446744073709551615;
_110 = &model_name + _109;
_111 = *_110;
if (_111 == 10)
goto <bb 41>; [37.68%]
else
goto <bb 70>; [62.32%]
[37%]
[62%]
FREQ:104
<bb 68>:
_116 = strlen (&cache);
_117 = _116 + 18446744073709551615;
_118 = &cache + _117;
_119 = *_118;
if (_119 == 10)
goto <bb 69>; [37.68%]
else
goto <bb 70>; [62.32%]
[37%]
[62%]
FREQ:158
<bb 54>:
_112 = strlen (&cpu_MHz);
_113 = _112 + 18446744073709551615;
_114 = &cpu_MHz + _113;
_115 = *_114;
if (_115 == 10)
goto <bb 55>; [37.68%]
else
goto <bb 70>; [62.32%]
[37%]
[62%]
FREQ:362
<bb 26>:
_104 = strlen (&vendor_id);
_105 = _104 + 18446744073709551615;
_106 = &vendor_id + _105;
_107 = *_106;
if (_107 == 10)
goto <bb 27>; [37.68%]
else
goto <bb 70>; [62.32%]
[37%]
[62%]
FREQ:90
<bb 41>:
*_110 = 0;
goto <bb 70>; [100.00%]
FREQ:39
<bb 69>:
*_118 = 0;
FREQ:59
<bb 55>:
*_114 = 0;
goto <bb 70>; [100.00%]
FREQ:136
<bb 27>:
*_106 = 0;
goto <bb 70>; [100.00%]
FREQ:5226
<bb 13>:
cpus_37 = cpus_36 + 1;
goto <bb 70>; [100.00%]
[100%]
[100%]
[100%]
[100%]
[100%]
FREQ:4451
<bb 70>:
# cpus_103 = PHI <cpus_36(25), cpus_37(13), cpus_36(27), cpus_36(39), cpus_36(41), cpus_36(53), cpus_36(55), cpus_36(56), cpus_36(67), cpus_36(69), cpus_36(26), cpus_36(40), cpus_36(54), cpus_36(68)>
[100%]