

<b>SDC Metric</b>
8. allocate
7. getelementptr
6. load
5. add/mul
4. call
3. br/icmp
2. ret
1. store

<b>Crash Metric</b>
1. load
2. add/mul
3. call
4. allocate
5. br/icmp
6. getelementptr
7. store
8. ret