

Java and JVM in a Nutshell

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The main rules and functions which constitute the ASM models of Java and the JVM. When referring to these rules please cite the Jbook and not this document. This document is not for distribution. The Home-Page of Jbook is

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where this document and more information about Jbook is available.

1 Java rules

$execJava = execJava_I$
 $execJava_C$
 $execJava_O$
 $execJava_E$
 $execJava_T$

$execJava_I =$
 $execJavaExp_I$
 $execJavaStm_I$

$execJava_C =$
 $execJavaExp_C$
 $execJavaStm_C$

$execJava_O =$
 $execJavaExp_O$

$execJava_E =$
 $execJavaExp_E$
 $execJavaStm_E$

$$\begin{aligned} \text{execJava}_T &= \\ \text{execJavaStm}_T & \end{aligned}$$

$$\begin{aligned} \text{context}(pos) &= \mathbf{if} \ pos = \text{firstPos} \vee \text{restbody}/pos \in \text{Bstm} \cup \text{Exp} \ \mathbf{then} \\ & \quad \text{restbody}/pos \\ & \quad \mathbf{else} \\ & \quad \text{restbody}/\text{up}(pos) \end{aligned}$$

$$\begin{aligned} \text{yieldUp}(\text{result}) &= \\ \text{restbody} & := \text{restbody}[\text{result}/\text{up}(pos)] \\ \text{pos} & := \text{up}(pos) \end{aligned}$$

$$\begin{aligned} \text{yield}(\text{result}) &= \\ \text{restbody} & := \text{restbody}[\text{result}/pos] \end{aligned}$$

$$\begin{aligned} \text{execJavaExp}_I &= \mathbf{case} \ \text{context}(pos) \ \mathbf{of} \\ \text{lit} & \rightarrow \text{yield}(\text{JLS}(\text{lit})) \end{aligned}$$

$$\text{loc} \rightarrow \text{yield}(\text{locals}(\text{loc}))$$

$$\begin{aligned} \text{uop}^\alpha \text{exp} \rightarrow \text{pos} & := \alpha \\ \text{uop} \blacktriangleright \text{val} \rightarrow \text{yieldUp}(\text{JLS}(\text{uop}, \text{val})) \end{aligned}$$

$$\begin{aligned} \alpha \text{exp}_1 \text{bop}^\beta \text{exp}_2 \rightarrow \text{pos} & := \alpha \\ \blacktriangleright \text{val} \text{bop}^\beta \text{exp} \rightarrow \text{pos} & := \beta \\ \alpha \text{val}_1 \text{bop} \blacktriangleright \text{val}_2 \rightarrow \mathbf{if} \ \neg(\text{bop} \in \text{divMod} \wedge \text{isZero}(\text{val}_2)) \ \mathbf{then} \\ & \quad \text{yieldUp}(\text{JLS}(\text{bop}, \text{val}_1, \text{val}_2)) \end{aligned}$$

$$\begin{aligned} \text{loc} = \alpha \text{exp} \rightarrow \text{pos} & := \alpha \\ \text{loc} = \blacktriangleright \text{val} \rightarrow \text{locals} & := \text{locals} \oplus \{(\text{loc}, \text{val})\} \\ & \quad \text{yieldUp}(\text{val}) \end{aligned}$$

$$\begin{aligned} \alpha \text{exp}_0 ?^\beta \text{exp}_1 : \gamma \text{exp}_2 \rightarrow \text{pos} & := \alpha \\ \blacktriangleright \text{val} ?^\beta \text{exp}_1 : \gamma \text{exp}_2 \rightarrow \mathbf{if} \ \text{val} \ \mathbf{then} \ \text{pos} & := \beta \ \mathbf{else} \ \text{pos} := \gamma \\ \alpha \text{True} ? \blacktriangleright \text{val} : \gamma \text{exp} \rightarrow \text{yieldUp}(\text{val}) \\ \alpha \text{False} ?^\beta \text{exp} : \blacktriangleright \text{val} \rightarrow \text{yieldUp}(\text{val}) \end{aligned}$$

```

execJavaStmI = case context(pos) of
;      → yield(Norm)
αexp; → pos := α
►val;  → yieldUp(Norm)

break lab;      → yield(Break(lab))
continue lab;   → yield(Continue(lab))
lab : αstm       → pos := α
lab : ►Norm      → yieldUp(Norm)
lab : ►Break(labb) → if lab = labb then yieldUp(Norm)
                               else yieldUp(Break(labb))
lab : ►Continue(labc) → if lab = labc then yield(body/pos)
                               else yieldUp(Continue(labc))
phrase(►abr) → if pos ≠ firstPos ∧ propagatesAbr(restbody/up(pos)) then
                yieldUp(abr)

{ }                → yield(Norm)
{α1stm1 ... αnstmn} → pos := α1
{α1Norm ... ►Norm} → yieldUp(Norm)
{α1Norm ... ►Normαi+1stmi+1 ... αnstmn} → pos := αi+1

if (αexp)βstm1 else γstm2 → pos := α
if (►val)βstm1 else γstm2 → if val then pos := β else pos := γ
if (αTrue) ►Norm else γstm → yieldUp(Norm)
if (αFalse)βstm else ►Norm → yieldUp(Norm)

while (αexp)βstm → pos := α
while (►val)βstm → if val then pos := β else yieldUp(Norm)
while (αTrue) ►Norm → yieldUp(body/up(pos))

Type x; → yield(Norm)

execJavaExpC = case context(pos) of
c.f      → if initialized(c) then yield(globals(c/f)) else initialize(c)
c.f = αexp → pos := α
c.f = ►val → if initialized(c) then
                globals(c/f) := val
                yieldUp(val)
                else initialize(c)

c.mα(exps) → pos := α
c.m ►(vals) → if initialized(c) then invokeMethod(up(pos), c/m, vals)
                else initialize(c)

()                → yield([])
(α1exp1, ..., αnexpn) → pos := α1
(α1val1, ..., ►valn) → yieldUp([val1, ..., valn])
(α1val1, ..., ►vali, αi+1expi+1 ... αnexpn) → pos := αi+1

```

```

initialize(c) =
  if classState(c) = Linked then
    classState(c) := InProgress
    forall f ∈ staticFields(c)
      globals(f) := defaultVal(type(f))
      invokeMethod(pos, c/<clinit>, [])
  if classState(c) = Linked then
    initWait(c) := ∅
    initThread(c) := thread
  if classState(c) = InProgress ∧ initThread(c) ≠ thread then
    exec(thread) := Waiting
    cont(thread) := (frames, (meth, restbody, pos, locals))
    initWait(c) := initWait(c) ∪ {thread}
  if classState(c) = Unusable then
    fail(NoClassDefFoundErr)

execJavaStmC = case context(pos) of
  staticα stm → let c = classNm(meth)
    if c = Object ∨ initialized(super(c)) then pos := α
    else initialize(super(c))
  staticα Return → yieldUp(Return)

  returnα exp;      → pos := α
  return ▶ val;     → yieldUp(Return(val))
  return;          → yield(Return)
  lab : ▶ Return   → yieldUp(Return)
  lab : ▶ Return(val) → yieldUp(Return(val))
  Return          → if pos = firstPos ∧ ¬null(frames) then
                    exitMethod(Norm)
  Return(val)     → if pos = firstPos ∧ ¬null(frames) then
                    exitMethod(val)

  ▶ Norm; → yieldUp(Norm)

invokeMethod(nextPos, c/m, values)
| Native ∈ modifiers(c/m) =
  invokeNative(c/m, values)
| otherwise =
  frames := push(frames, (meth, restbody, nextPos, locals))
  meth   := c/m
  restbody := body(c/m)
  pos    := firstPos
  locals := zip(argNames(c/m), values)

```

```

exitMethod(result) =
  let (oldMeth, oldPgm, oldPos, oldLocals) = top(frames)
  meth := oldMeth
  pos := oldPos
  locals := oldLocals
  frames := pop(frames)
  if methNm(meth) = "<clinit>" ∧ result = Norm then
    restbody := oldPgm
    classState(classNm(meth)) := Initialized
  elseif methNm(meth) = "<init>" ∧ result = Norm then
    restbody := oldPgm[locals("this")/oldPos]
  else
    restbody := oldPgm[result/oldPos]

execJavaExpO = case context(pos) of
  this → yield(locals("this"))

new c → if initialized(c) then create ref
  heap(ref) := Object(c, {(f, defaultVal(type(f)))
    | f ∈ instanceFields(c)})
  waitSet(ref) := ∅
  locks(ref) := 0
  if c ≤h Thread then
    exec(ref) := NotStarted
    sync(ref) := []
    interruptedFlag(ref) := False
  yield(ref)
  else initialize(c)

α exp.c/f → pos := α
  ▶ ref.c/f → if ref ≠ null then yieldUp(getField(ref, c/f))

α exp1.c/f = β exp2 → pos := α
  ▶ ref.c/f = β exp → pos := β
α ref.c/f = ▶ val → if ref ≠ null then
  setField(ref, c/f, val)
  yieldUp(val)

α exp instanceof c → pos := α
  ▶ ref instanceof c → yieldUp(ref ≠ null ∧ classOf(ref) ≤ c)

(c)α exp → pos := α
(c)▶ ref → if ref = null ∨ classOf(ref) ≤ c then yieldUp(ref)

α exp.c/mβ(exps) → pos := α
  ▶ ref.c/mβ(exps) → pos := β
α ref.c/m▶(vals) → if ref ≠ null then
  let c' = case callKind(up(pos)) of
    Virtual → lookup(classOf(ref), c/m)
    Super → lookup(super(classNm(meth)), c/m)
    Special → c
  invokeMethod(up(pos), c'/m, [ref] · vals)

```

```

failUp(exc) = yieldUp(throw new exc());
fail(exc)   = yield(throw new exc());

execJavaStmE = case context(pos) of
  throw α exp; → pos := α
  throw ► ref; → if ref = null then failUp(NullPointerException)
                else yieldUp(Exc(ref))

  try α stm catch ... → pos := α
  try ► Norm catch ... → yieldUp(Norm)
  try ► Exc(ref) catch (c1 x1)β1 stm1 ... catch (cn xn)βn stmn →
    if ∃ 1 ≤ j ≤ n : classOf(ref) h cj then
      let j = min{i | classOf(ref) h ci}
          pos := βj
          locals := locals ⊕ {(xj, ref)}
      else yieldUp(Exc(ref))
  try ► abr catch (c1 x1)β1 stm1 ... catch (cn xn)βn stmn → yieldUp(abr)
  try α Exc(ref) ... catch (ci xi)► Norm ... → yieldUp(Norm)
  try α Exc(ref) ... catch (ci xi)► abr ... → yieldUp(abr)

α stm1 finally β stm2 → pos := α
► Norm finally β stm → pos := β
► abr finally β stm → pos := β
α s finally ► Norm → yieldUp(s)
α s finally ► abr → yieldUp(abr)

lab : ► Exc(ref) → yieldUp(Exc(ref))
static α Exc(ref) →
  if classOf(ref) h Error then
    yieldUp(Exc(ref))
  else
    failUp(ExceptionInInitializerError)
Exc(ref) → if pos = firstPos ∧ ¬null(frames) then
  exitMethod(Exc(ref))
  if methNm(meth) = "<clinit>" then
    classState(classNm(meth)) := Unusable

execJavaExpE = case context(pos) of
  α val1 bop ► val2 → if bop ∈ divMod ∧ isZero(val2) then
    failUp(ArithmeticException)
  ► ref.c/f → if ref = null then failUp(NullPointerException)
  α ref.c/f = ► val → if ref = null then failUp(NullPointerException)
  α ref.c/m ► (vals) → if ref = null then failUp(NullPointerException)
  (c) ► ref → if ref ≠ null ∧ classOf(ref) h c then
    failUp(ClassCastException)

releaseLock(phrase) =
  let [p].rest = sync(thread)
  sync(thread) := rest
  locks(p) := locks(p) - 1
  yieldUp(phrase)

```

```

killThread =
  waitSet(thread) :=  $\emptyset$ 
  exec(thread) := Dead
  forall  $q \in \text{waitSet}(thread)$ 
    exec(q) := Notified

execJavaStm $_T$  = case context(pos) of
  synchronized ( $^{\alpha} \text{exp}$ )  $^{\beta} \text{stm} \rightarrow \text{pos} := \alpha$ 
  synchronized ( $\blacktriangleright \text{ref}$ )  $^{\beta} \text{stm} \rightarrow$ 
    if ref = null then failUp(NullPointerException)
    else
      if ref  $\in \text{sync}(thread)$  then
        sync(thread) := [ref] · sync(thread)
        locks(ref) := locks(ref) + 1
        pos :=  $\beta$ 
      else
        exec(thread) := Synchronizing
        syncObj(thread) := ref
        cont(thread) := (frames, (meth, restbody,  $\beta$ , locals))
  synchronized ( $^{\alpha} \text{ref}$ )  $\blacktriangleright \text{Norm} \rightarrow \text{releaseLock}(\text{Norm})$ 
  synchronized ( $^{\alpha} \text{ref}$ )  $\blacktriangleright \text{abr} \rightarrow \text{releaseLock}(\text{abr})$ 

static  $\blacktriangleright \text{abr} \rightarrow \text{notifyThreadsWaitingForInitialization}$ 
abr  $\rightarrow$  if pos = firstPos  $\wedge$  null(frames) then killThread

notifyThreadsWaitingForInitialization =
  let c = classNm(meth)
  initWait(c) :=  $\emptyset$ 
  initThread(c) := undef
  forall  $q \in \text{initWait}(c)$ 
    exec(q) := Active

execJavaThread =
  choose  $q \in \text{dom}(exec), \text{runnable}(q)$ 
  if  $q = \text{thread} \wedge \text{exec}(q) = \text{Active}$  then
    execJava
  else
    if  $\text{exec}(thread) = \text{Active}$  then
      cont(thread) := (frames, (meth, restbody, pos, locals))
      thread := q
      run(q)

run(q) =
  switchCont(q)
  if  $\text{exec}(q) = \text{Synchronizing}$  then
    synchronize(q)
  if  $\text{exec}(q) = \text{Notified}$  then
    wakeup(q)

```

```

switchCont(q) =
  let (frames', (meth', restbody', pos', locals')) = cont(q)
  exec(q) := Active
  meth    := meth'
  restbody := restbody'
  pos     := pos'
  locals  := locals'
  frames  := frames'

synchronize(q) =
  sync(q)      := [syncObj(q)] · sync(q)
  locks(syncObj(q)) := 1

wakeup(q) =
  locks(waitObj(q)) := occurrences(waitObj(q), sync(q))

invokeNative(meth, values)
| meth = Thread/start()      = start(values(0))
| meth = Thread/interrupt() = interrupt(values(0))
| meth = Thread/interrupted() = interrupted
| meth = Thread/isInterrupted() = isInterrupted(values(0))
| meth = Object/wait()       = wait(values(0))
| meth = Object/notify()     = notify(values(0))
| meth = Object/notifyAll()  = notifyAll(values(0))

start(ref) =
  if exec(ref) ≠ NotStarted then
    fail(IllegalThreadStateException)
  else
    let q = getField(ref, Thread/"target")
        meth = lookup(classOf(q), Runnable/run())/run()
    exec(ref) := Active
    cont(ref) := ([], (meth, body(meth), firstPos, {"this", q}))
    yieldUp(Norm)

interrupt(q) =
  yieldUp(Norm)
  if exec(q) = Waiting ∧ ¬classInitialization(q) then
    let (frames', (meth', restbody', pos', locals')) = cont(q)
    let fail = restbody'[throw new InterruptedException();/pos']
    let ref = waitObj(q)
    waitSet(ref) := waitSet(ref) \ {q}
    exec(q) := Notified
    cont(q) := (frames', (meth', fail, pos', locals'))
    interruptedFlag(q) := False
  else
    interruptedFlag(q) := True

```

```

interrupted =
  if interruptedFlag(thread) then
    interruptedFlag(thread) := False
    yield(True)
  else
    yield(False)

isInterrupted(q) =
  if interruptedFlag(q) then
    yieldUp(True)
  else
    yieldUp(False)

wait(ref) =
  if ref ∉ sync(thread) then
    fail(IllegalMonitorStateException)
  else
    let ret = restbody[Norm/up(pos)]
    waitSet(ref) := waitSet(ref) ∪ {thread}
    locks(ref) := 0
    exec(thread) := Waiting
    waitObj(thread) := ref
    cont(thread) := (frames, (meth, ret, up(pos), locals))
    yieldUp(Norm)

notify(ref) =
  if ref ∉ sync(thread) then
    fail(IllegalMonitorStateException)
  else
    yieldUp(Norm)
    choose q ∈ waitSet(ref)
      waitSet(ref) := waitSet(ref) \ {q}
      exec(q) := Notified

notifyAll(ref) =
  if ref ∉ sync(thread) then
    fail(IllegalMonitorStateException)
  else
    waitSet(ref) := ∅
    yieldUp(Norm)
    forall q ∈ waitSet(ref)
      exec(q) := Notified

```

2 JVM rules

Trustful execution

```

execVMI(instr) =
  case instr of
    Prim(p)    → let (opd', ws) = split(opd, argSize(p))
                  if p ∈ divMod ⇒ sndArgsNotZero(ws) then
                    opd := opd' · JVMS(p, ws)
                    pc  := pc + 1
    Dupx(s1, s2) → let (opd', [ws1, ws2]) = splits(opd, [s1, s2])
                    opd := opd' · ws2 · ws1 · ws2
                    pc  := pc + 1
    Pop(s)     → let (opd', ws) = split(opd, s)
                    opd := opd'
                    pc  := pc + 1
    Load(t, x) → if size(t) = 1 then opd := opd · [reg(x)]
                  else opd := opd · [reg(x), reg(x + 1)]
                    pc := pc + 1
    Store(t, x) → let (opd', ws) = split(opd, size(t))
                    if size(t) = 1 then reg := reg ⊕ {(x, ws(0))}
                    else reg := reg ⊕ {(x, ws(0)), (x + 1, ws(1))}
                    opd := opd'
                    pc  := pc + 1
    Goto(o)    → pc := o
    Cond(p, o) → let (opd', ws) = split(opd, argSize(p))
                    opd := opd'
                    if JVMS(p, ws) then pc := o else pc := pc + 1
    Halt      → halt := "Ha!t"

```

```

execVMC(instr) =
  execVMI(instr)
  case instr of
    GetStatic(−, c/f) → if initialized(c) then
                        opd := opd · globals(c/f)
                        pc  := pc + 1
                        else switch := InitClass(c)
    PutStatic(−, c/f) → if initialized(c) then
                        let (opd', ws) = split(opd, size(c/f))
                        globals(c/f) := ws
                        opd := opd'
                        pc  := pc + 1
                        else switch := InitClass(c)
    InvokeStatic(−, c/m) → if initialized(c) then
                        let (opd', ws) = split(opd, argSize(c/m))
                        opd  := opd'
                        switch := Call(c/m, ws)
                        else switch := InitClass(c)
    Return(t) → let (opd', ws) = split(opd, size(t))
                switch := Result(ws)

```

```

switchVMC =
  case switch of
    Call(meth, args) → if ¬isAbstract(meth) then
      pushFrame(meth, args)
      switch := Noswitch
    Result(res) → if implicitCall(meth) then popFrame(0, [])
      else popFrame(1, res)
      switch := Noswitch
    InitClass(c) → if classState(c) = Linked then
      classState(c) := Initialized
      forall f ∈ staticFields(c)
        globals(c/f) := default(type(c/f))
      pushFrame(c/⟨clinit⟩(), ())
      if c = Object ∨ initialized(super(c)) then
        switch := Noswitch
      else
        switch := InitClass(super(c))

```

```

pushFrame(newMeth, args) =
  stack := stack · [(pc, reg, opd, meth)]
  meth := newMeth
  pc := 0
  opd := []
  reg := makeRegs(args)

```

```

popFrame(offset, result) =
  let (stack', [(pc', reg', opd', meth')]) = split(stack, 1)
  pc := pc' + offset
  reg := reg'
  opd := opd' · result
  meth := meth'
  stack := stack'

```

```

execVMO(instr) =
  execVMC(instr)
case instr of
  New(c) →
    if initialized(c) then create r
      heap(r) := Object(c, {(f, defaultVal(f)) | f ∈ instanceFields(c)})
      opd := opd · [r]
      pc := pc + 1
    else switch := InitClass(c)
  GetField(⊔, c/f) → let (opd', [r]) = split(opd, 1)
    if r ≠ null then
      opd := opd' · getField(r, c/f)
      pc := pc + 1
  PutField(⊔, c/f) → let (opd', [r] · ws) = split(opd, 1 + size(c/f))
    if r ≠ null then
      setField(r, c/f, ws)
      pc := pc + 1
      opd := opd'
  InvokeSpecial(⊔, c/m) →
    let (opd', [r] · ws) = split(opd, 1 + argSize(c/m))
    if r ≠ null then
      opd := opd'
      switch := Call(c/m, [r] · ws)
  InvokeVirtual(⊔, c/m) →
    let (opd', [r] · ws) = split(opd, 1 + argSize(c/m))
    if r ≠ null then
      opd := opd'
      switch := Call(lookup(classOf(r), c/m), [r] · ws)

  InstanceOf(c) → let (opd', [r]) = split(opd, 1)
    opd := opd' · (r ≠ null ∧ classOf(r) ⊆ c)
    pc := pc + 1
  Checkcast(c) → let r = top(opd)
    if r = null ∨ classOf(r) ⊆ c then
      pc := pc + 1

```

```

switchVME =
  switchVMC
  case switch of
    Call(meth, args) → if isAbstract(meth) then
      raise("AbstractMethodError")
    InitClass(c) → if unusable(c) then
      raise("NoClassDefFoundError")
    Throw(r) → if ¬escapes(meth, pc, classOf(r)) then
      let exc = handler(meth, pc, classOf(r))
      pc := handle(exc)
      opd := [r]
      switch := Noswitch
    else
      if methNm(meth) = "<clinit>" then
        if ¬(classOf(r) ≤n Error) then
          raise("ExceptionInInitializerError")
          pc := undef
        else switch := ThrowInit(r)
      else popFrame(0, [])
    ThrowInit(r) → let c = classNm(meth)
      classState(c) := Unusable
      popFrame(0, [])
      if ¬superInit(top(stack), c) then
        switch := Throw(r)

superInit((-, -, -, m), c) =
  methNm(m) = "<clinit>" ∧ super(classNm(m)) = c

execVME(instr) =
  execVMO(instr)
  case instr of
    Athrow → let [r] = take(opd, 1)
      if r ≠ null then switch := Throw(r)
      else raise("NullPointerException")
    Jsrr(s) → opd := opd · [pc + 1]
      pc := s
    Ret(x) → pc := reg(x)
    Prim(p) → let ws = take(opd, argSize(p))
      if p ∈ divMod ∧ sndArgIsZero(ws) then
        raise("ArithmeticException")
    GetField(⟦, c/f) → let [r] = take(opd, 1)
      if r = null then raise("NullPointerException")
    PutField(⟦, c/f) → let [r] · ws = take(opd, 1 + size(c/f))
      if r = null then raise("NullPointerException")
    InvokeSpecial(⟦, c/m) →
      let [r] · ws = take(opd, 1 + argSize(c/m))
      if r = null then raise("NullPointerException")
    InvokeVirtual(⟦, c/m) →
      let [r] · ws = take(opd, 1 + argSize(c/m))
      if r = null then raise("NullPointerException")
    Checkcast(c) → let r = top(opd)
      if r ≠ null ∧ ¬(classOf(r) ⊆ c) then
        raise("ClassCastException")

```

```

execVMN =
  if meth = Object/equals then
    switch := Result(reg(0) = reg(1))
  elseif meth = Object/clone then
    let r = reg(0)
    if classOf(r) ≤h Cloneable then
      create r'
      heap(r') := heap(r)
      switch := Result(r')
    else
      raise("CloneNotSupportedException")

prepareClass(c) =
  forall f ∈ staticFields(c)
    globals(c/f) := defaultVal(type(c/f))

trustfulVMI = execVMI(code(pc))

trustfulSchemeC(execVM, switchVM) =
  if switch = Noswitch then
    execVM(code(pc))
  else
    switchVM

trustfulVMC = trustfulSchemeC(execVMC, switchVMC)

trustfulVMO = trustfulSchemeC(execVMO, switchVMC)

trustfulVME = trustfulSchemeC(execVME, switchVME)

trustfulSchemeN(nativeVM, switchVM) =
  if switch = Noswitch ∧ isNative(meth) then
    nativeVM
  else
    trustfulSchemeC(execVME, switchVM)

trustfulVMN = trustfulSchemeN(execVMN, switchVME)

```

Defensive execution

```

pushFrame(c/m, args) =
  stack := stack · [(pc, reg, opd, meth)]
  meth := c/m
  pc := 0
  opd := []
  reg := makeRegs(args)
  if methNm(m) = "<init>" then
    let [r] · _ = args
    if c = Object then
      initState(r) := Complete
    else
      initState(r) := InInit

```

```

execVME(instr) =
  execVMO(instr)
  case instr of
  ...
  Jsr(s) → opd := opd · [(pc + 1, retAddr(s))]
         pc := s
  ...

```

```

defensiveSchemeI(check, trustfulVM) =
  if ¬validCodeIndex(code, pc) ∨
  ¬check(code(pc), maxOpd, type(reg), type(opd)) then
    halt := "Runtime check failed"
  else
    trustfulVM

```

$defensiveVM_I = defensiveScheme_I(check_I, trustfulVM_I)$

$defensiveVM_C = defensiveScheme_C(check_C, trustfulVM_C)$

```

defensiveSchemeC(check, trustfulVM) =
  if switch = Noswitch then
    defensiveSchemeI(check(meth), trustfulVM)
  else
    trustfulVM

```

$defensiveVM_O = defensiveScheme_C(check_O, trustfulVM_O)$

$defensiveVM_E = defensiveScheme_C(check_E, trustfulVM_E)$

```

defensiveSchemeN(check, trustfulVM) =
  if isNative(meth) then
    if check(meth) then trustfulVM
    else halt := "unknown native method"
  else
    defensiveSchemeC(check_E, trustfulVM)

```

$defensiveVM_N = defensiveScheme_N(check_N, trustfulVM_N)$

Diligent execution

```

propagateVMI(code, succ, pc) =
  forallseq (s, regS, opdS) ∈ succ(code(pc), pc, regVpc, opdVpc)
    propagateSucc(code, s, regS, opdS)

```

```

propagateSucc(code, s, regS, opdS) =
  if s ∉ dom(visited) then
    if validCodeIndex(code, s) then
      regVs := {(x, t) | (x, t) ∈ regS, validReg(t, s)}
      opdVs := [if validOpd(t, s) then t else unusable | t ∈ opdS]
      visited(s) := True
      changed(s) := True
    else
      halt := "Verification failed (invalid code index)"
  elseif regS ⊑reg regVs ∧ opdS ⊑seq opdVs then
    skip
  elseif length(opdS) = length(opdVs) then
    regVs := regVs ⊔reg regS
    opdVs := opdVs ⊔opd opdS
    changed(s) := True
  else
    halt := "Propagate failed"

```

```

initVerify(meth) =
  visited(0) := True
  changed(0) := True
  regV0 := formals(meth)
  opdV0 := []
  forall i ∈ dom(visited), i ≠ 0
    visited(i) := undef
    changed(i) := undef
    regVi := undef
    opdVi := undef
  forall s ∈ dom(enterJsr)
    enterJsr(s) := ∅
  forall s ∈ dom(leaveJsr)
    leaveJsr(s) := ∅

```

```

switch VMC =
  ...
  case switch of
    InitClass(c) → if classState(c) = Referenced then
      linkClass(c)

```

```

linkClass(c) =
  let classes = {super(c)} ∪ implements(c)
  if c = Object ∨ ∀ c' ∈ classes: classState(c') ≥ Linked then
    prepareVerify(c)
  elseif ¬cyclicInheritance(c) then
    choose c' ∈ classes, classState(c') = Referenced
    linkClass(c')
  else
    halt := "Cyclic Inheritance: " · classNm(c)

```

```

prepareVerify(c) =
  if constraintViolation(c) then
    halt := violationMsg(classNm(c))
  else
    let verifyMeths' = [(c/m) | m ∈ dom(methods(cEnv(c))),
                       ¬null(code(c/m))]
    verifyMeths := verifyMeths'
    verifyClass := c
    initVerify(top(verifyMeths'))
    prepareClass(c)

propagateVME(code, succ, pc) =
  propagateVMI(code, succ, pc)
  case code(pc) of
    Jsr(s) → enterJsr(s) := {pc} ∪ enterJsr(s)
             forall seq (i, x) ∈ leaveJsr(s), i ∉ dom(changed)
             if regVi(x) = retAddr(s) then
               propagateJsr(code, pc, s, i)

    Ret(x) → let retAddr(s) = regVpc(x)
             leaveJsr(s) := {(pc, x)} ∪ leaveJsr(s)
             forall j ∈ enterJsr(s), j ∉ dom(changed)
             propagateJsr(code, j, s, pc)

propagateJsr(code, j, s, i) =
  propagateSucc(code, j + 1, regJ ⊕ mod(s) ◁ regVi, opdVi) where
    regJ = {(x, t) | (x, t) ∈ mod(s) ◁ regVj,
                  validJump(t, s) ∧ t ≠ (−, −)new ∧ t ≠ InInit}

diligentVMI =
  if dom(changed) ≠ ∅ then
    verifySchemeI(code, maxOpd, propagateVMI, succI, checkI)
  else
    trustfulVMI

verifySchemeI(code, maxOpd, propagateVM, succ, check) =
  choose pc ∈ dom(changed)
  if check(code(pc), maxOpd, regVpc, opdVpc) then
    changed(pc) := undef seq propagateVM(code, succ, pc)
  else
    halt := "Verification failed"

diligentScheme(verifyVM, execVM) =
  if ¬isChecked then
    verifyVM
  else
    execVM

```

```
diligentVMC = diligentScheme(verifyVM, trustfulVMC)
  where verifyVM = verifySchemeC(propagateVMI, succC, checkC)
```

```
verifySchemeC(propagateVM, succ, check) =
  if dom(changed) ≠ ∅ then
    verifySchemeI(code(methv), maxOpd(methv), propagateVM,
      succ(methv), check(methv))
  else
    let verifyMeths' = drop(verifyMeths, 1)
        verifyMeths := verifyMeths'
    if length(verifyMeths') > 0 then
      initVerify(top(verifyMeths'))
    else
      classState(verifyClass) := Linked
```

```
diligentVMO = diligentScheme(verifyVM, trustfulVMO)
  where verifyVM = verifySchemeC(propagateVMI, succO, checkO)
```

```
diligentVME = diligentScheme(verifyVM, trustfulVME)
  where verifyVM = verifySchemeC(propagateVME, succE, checkE)
```

```
verifySchemeN(check) =
  if changed(0) ∧ isNative(methv) then
    if check(methv) then
      changed(0) := undef
    else
      halt := "Verification failed"
  else
    verifySchemeC(propagateVME, succE, checkE)
```

```
diligentVMN = diligentScheme(verifyVM, trustfulVMN)
  where verifyVM = verifySchemeN(checkN)
```

Check functions

```
checkI(instr, maxOpd, regT, opdT) =
  case instr of
    Prim(p) → opdT ⊆suf argTypes(p) ∧
      ¬overflow(maxOpd, opdT, retSize(p) - argSize(p))
    Dupx(s1, s2) → let [ts1, ts2] = tops(opdT, [s1, s2])
      length(opdT) ≥ s1 + s2 ∧
      ¬overflow(maxOpd, opdT, s2) ∧
      validTypeSeq(ts1) ∧ validTypeSeq(ts2)
    Pop(s) → length(opdT) ≥ s
    Load(t, x) →
      if size(t) = 1 then [regT(x)] ⊆mv t ∧ ¬overflow(maxOpd, opdT, 1)
      else [regT(x), regT(x + 1)] ⊆mv t ∧ ¬overflow(maxOpd, opdT, 2)
    Store(t, _) → opdT ⊆suf t
    Goto(o) → True
    Cond(p, o) → opdT ⊆suf argTypes(p)
    Halt → True
```

$$\begin{aligned}
& \text{check}_C(\text{meth})(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) = \\
& \text{check}_I(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) \vee \\
& \text{case instr of} \\
& \quad \text{GetStatic}(t, c/f) \rightarrow \neg \text{overflow}(\text{maxOpd}, \text{opdT}, \text{size}(t)) \\
& \quad \text{PutStatic}(t, c/f) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} t \\
& \quad \text{InvokeStatic}(t, c/m) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} \text{argTypes}(c/m) \wedge \\
& \quad \quad \quad \neg \text{overflow}(\text{maxOpd}, \text{opdT}, \text{size}(t) - \\
& \quad \quad \quad \quad \quad \quad \text{argSize}(c/m)) \\
& \quad \text{Return}(t) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} \text{returnType}(\text{meth}) \wedge \\
& \quad \quad \quad \text{returnType}(\text{meth}) \sqsubseteq_{\text{mv}} t \\
\\
& \text{check}_O(\text{meth})(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) = \\
& \text{check}_C(\text{meth})(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) \wedge \text{endinit}(\text{meth}, \text{instr}, \text{regT}) \vee \\
& \text{case instr of} \\
& \quad \text{New}(c) \rightarrow \neg \text{overflow}(\text{maxOpd}, \text{opdT}, 1) \\
& \quad \text{GetField}(t, c/f) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} c \wedge \neg \text{overflow}(\text{maxOpd}, \text{opdT}, \text{size}(t) - 1) \\
& \quad \text{PutField}(t, c/f) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} c \cdot t \\
& \quad \text{InvokeSpecial}(_, c/m) \rightarrow \\
& \quad \quad \text{let } [c'] \cdot _ = \text{take}(\text{opdT}, 1 + \text{argSize}(c/m)) \\
& \quad \quad \text{length}(\text{opdT}) > \text{argSize}(c/m) \wedge \\
& \quad \quad \text{opdT} \sqsubseteq_{\text{suf}} \text{argTypes}(c/m) \wedge \\
& \quad \quad \neg \text{overflow}(\text{maxOpd}, \text{opdT}, \text{retSize}(c/m) - \text{argSize}(c/m) - 1) \wedge \\
& \quad \quad \text{if methNm}(m) = \text{"<init>"} \text{ then} \\
& \quad \quad \quad \text{initCompatible}(\text{meth}, c', c) \\
& \quad \quad \text{else } c' \sqsubseteq c \\
& \quad \text{InvokeVirtual}(_, c/m) \rightarrow \\
& \quad \quad \text{opdT} \sqsubseteq_{\text{suf}} c \cdot \text{argTypes}(c/m) \wedge \\
& \quad \quad \neg \text{overflow}(\text{maxOpd}, \text{opdT}, \text{retSize}(c/m) - \text{argSize}(c/m) - 1) \\
& \quad \text{InstanceOf}(c) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} \mathbf{Object} \\
& \quad \text{Checkcast}(c) \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} \mathbf{Object} \\
\\
& \text{check}_E(\text{meth})(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) = \\
& \text{check}_O(\text{meth})(\text{instr}, \text{maxOpd}, \text{regT}, \text{opdT}) \vee \\
& \text{case instr of} \\
& \quad \text{Store}(\text{addr}, x) \rightarrow \text{length}(\text{opdT}) > 0 \wedge \text{isRetAddr}(\text{top}(\text{opdT})) \\
& \quad \text{Athrow} \rightarrow \text{opdT} \sqsubseteq_{\text{suf}} \mathbf{Throwable} \\
& \quad \text{Jsr}(o) \rightarrow \neg \text{overflow}(\text{maxOpd}, \text{opdT}, 1) \\
& \quad \text{Ret}(x) \rightarrow \text{isRetAddr}(\text{regT}(x)) \\
\\
& \text{check}_N(c/m) = \\
& \quad c/m = \mathbf{Object}/\text{equals} \vee \\
& \quad c/m = \mathbf{Object}/\text{clone}
\end{aligned}$$

Successor functions

```

succI(instr, pc, regT, opdT) =
  case instr of
    Prim(p) → {(pc + 1, regT, drop(opdT, argSize(p)) · returnType(p))}
    Dupx(s1, s2) →
      {(pc + 1, regT, drop(opdT, s1 + s2) ·
        take(opdT, s2) · take(opdT, s1 + s2))}
    Pop(s) → {(pc + 1, regT, drop(opdT, s))}
    Load(t, x) →
      if size(t) = 1 then
        {(pc + 1, regT, opdT · [regT(x)])}
      else
        {(pc + 1, regT, opdT · [regT(x), regT(x + 1)])}
    Store(t, x) →
      if size(t) = 1 then
        {(pc + 1, regT ⊕ {(x, top(opdT))}, drop(opdT, 1))}
      else
        {(pc + 1, regT ⊕ {(x, t0), (x + 1, t1)}, drop(opdT, 2))}
      where [t0, t1] = take(opdT, 2)
    Goto(o) → {(o, regT, opdT)}
    Cond(p, o) → {(pc + 1, regT, drop(opdT, argSize(p))),
      (o, regT, drop(opdT, argSize(p)))}

succC(meth)(instr, pc, regT, opdT) =
  succI(instr, pc, regT, opdT) ∪
  case instr of
    GetStatic(t, c/f) → {(pc + 1, regT, opdT · t)}
    PutStatic(t, c/f) → {(pc + 1, regT, drop(opdT, size(t)))}
    InvokeStatic(t, c/m) → {(pc + 1, regT, drop(opdT, argSize(c/m)) · t)}
    Return(mt) → ∅

succO(meth)(instr, pc, regT, opdT) =
  succC(meth)(instr, pc, regT, opdT) ∪
  case instr of
    New(c) → {(pc + 1, regS, opdS · [(c, pc)new])}
      where regS = {(x, t) | (x, t) ∈ regT, t ≠ (c, pc)new}
            opdS = [if t = (c, pc)new then unusable else t | t ∈ opdT]
    GetField(t, c/f) → {(pc + 1, regT, drop(opdT, 1) · t)}
    PutField(t, c/f) → {(pc + 1, regT, drop(opdT, 1 + size(t)))}
    InvokeSpecial(t, c/m) →
      let opdT' = drop(opdT, 1 + argSize(c/m)) · t
      if methNm(m) = "<init>" then
        case top(drop(opdT, argSize(c/m))) of
          (c, o)new → {(pc + 1, regT[c/(c, o)new], opdT'[c/(c, o)new])}
          InInit → let c/_ = meth
            {(pc + 1, regT[c/InInit], opdT'[c/InInit])}
        else
          {(pc + 1, regT, opdT')}
    InvokeVirtual(t, c/m) →
      let opdT' = drop(opdT, 1 + argSize(c/m)) · t
      {(pc + 1, regT, opdT')}
    InstanceOf(c) → {(pc + 1, regT, drop(opdT, 1) · [int])}
    Checkcast(t) → {(pc + 1, regT, drop(opdT, 1) · t)}

```

$$\begin{aligned}
succ_E(meth)(instr, pc, regT, opdT) &= \\
succ_O(meth)(instr, pc, regT, opdT) \cup allhandlers(instr, meth, pc, regT) \cup \\
\text{case instr of} \\
\text{Athrow} &\rightarrow \emptyset \\
\text{Jsr}(s) &\rightarrow \{(s, regT, opdT \cdot [\text{retAddr}(s)])\} \\
\text{Ret}(x) &\rightarrow \emptyset
\end{aligned}$$

3 Compilation functions

$$\begin{aligned}
\mathcal{E}(lit) &= Prim(lit) \\
\mathcal{E}(loc) &= Load(\mathcal{T}(loc), \overline{loc}) \\
\mathcal{E}(loc = exp) &= \mathcal{E}(exp) \cdot Dupx(0, size(\mathcal{T}(exp))) \cdot Store(\mathcal{T}(exp), \overline{loc}) \\
\mathcal{E}(! exp) &= \mathcal{B}_1(exp, una_1) \cdot Prim(1) \cdot Goto(una_2) \cdot \\
&\quad una_1 \cdot Prim(0) \cdot una_2 \\
\mathcal{E}(uop exp) &= \mathcal{E}(exp) \cdot Prim(uop) \\
\mathcal{E}(exp_1 \text{ bop } exp_2) &= \mathcal{E}(exp_1) \cdot \mathcal{E}(exp_2) \cdot Prim(bop) \\
\mathcal{E}(exp_0 ? exp_1 : exp_2) &= \mathcal{B}_1(exp_0, if_1) \cdot \mathcal{E}(exp_2) \cdot Goto(if_2) \cdot if_1 \cdot \mathcal{E}(exp_1) \cdot if_2
\end{aligned}$$

$$\begin{aligned}
\mathcal{S}(:) &= \epsilon \\
\mathcal{S}(exp;) &= \mathcal{E}(exp) \cdot Pop(size(\mathcal{T}(exp))) \\
\mathcal{S}(\{stm_1 \dots stm_n\}) &= \mathcal{S}(stm_1) \cdot \dots \cdot \mathcal{S}(stm_n) \\
\mathcal{S}(\text{if } (exp) \text{ } stm_1 \text{ else } stm_2) &= \mathcal{B}_1(exp, if_1) \cdot \mathcal{S}(stm_2) \cdot Goto(if_2) \cdot \\
&\quad if_1 \cdot \mathcal{S}(stm_1) \cdot if_2 \\
\mathcal{S}(\text{while } (exp) \text{ } stm) &= Goto(\text{while}_1) \cdot \text{while}_2 \cdot \mathcal{S}(stm) \cdot \\
&\quad \text{while}_1 \cdot \mathcal{B}_1(exp, \text{while}_2) \\
\mathcal{S}(lab : stm) &= lab_c \cdot \mathcal{S}(stm) \cdot lab_b \\
\mathcal{S}(\text{continue } lab;) &= \text{let } [fin_1, \dots, fin_n] = finallyLabsUntil(lab) \\
&\quad Jsr(fin_1) \cdot \dots \cdot Jsr(fin_n) \cdot Goto(lab_c) \\
\mathcal{S}(\text{break } lab;) &= \text{let } [fin_1, \dots, fin_n] = finallyLabsUntil(lab) \\
&\quad Jsr(fin_1) \cdot \dots \cdot Jsr(fin_n) \cdot Goto(lab_b)
\end{aligned}$$

$$\begin{aligned}
\mathcal{B}_1(\text{true}, lab) &= Goto(lab) \\
\mathcal{B}_1(\text{false}, lab) &= \epsilon \\
\mathcal{B}_1(! exp, lab) &= \mathcal{B}_0(exp, lab) \\
\mathcal{B}_1(exp_0 ? exp_1 : exp_2, lab) &= \mathcal{B}_1(exp_0, if_1) \cdot \mathcal{B}_1(exp_2, lab) \cdot Goto(if_2) \cdot \\
&\quad if_1 \cdot \mathcal{B}_1(exp_1, lab) \cdot if_2 \\
\mathcal{B}_1(exp, lab) &= \mathcal{E}(exp) \cdot Cond(\text{ifne}, lab)
\end{aligned}$$

$$\begin{aligned}
\mathcal{B}_0(\text{true}, lab) &= \epsilon \\
\mathcal{B}_0(\text{false}, lab) &= Goto(lab) \\
\mathcal{B}_0(! exp, lab) &= \mathcal{B}_1(exp, lab) \\
\mathcal{B}_0(exp_0 ? exp_1 : exp_2, lab) &= \mathcal{B}_1(exp_0, if_1) \cdot \mathcal{B}_0(exp_2, lab) \cdot Goto(if_2) \cdot \\
&\quad if_1 \cdot \mathcal{B}_0(exp_1, lab) \cdot if_2 \\
\mathcal{B}_0(exp, lab) &= \mathcal{E}(exp) \cdot Cond(\text{ifeq}, lab)
\end{aligned}$$

$$\begin{aligned}
\mathcal{E}(c.f) &= GetStatic(\mathcal{T}(c/f), c/f) \\
\mathcal{E}(c.f = exp) &= \mathcal{E}(exp) \cdot Dupx(0, size(\mathcal{T}(exp))) \cdot PutStatic(\mathcal{T}(c/f), c/f) \\
\mathcal{E}(c.m(exp_s)) &= \mathcal{E}(exp_s) \cdot InvokeStatic(\mathcal{T}(c/m), c/m)
\end{aligned}$$

$$\mathcal{E}((exp_1, \dots, exp_n)) = \mathcal{E}(exp_1) \cdot \dots \cdot \mathcal{E}(exp_n)$$

$$\begin{aligned}
\mathcal{S}(\text{static } stm) &= \mathcal{S}(stm) \\
\mathcal{S}(\text{return;}) &= \text{let } [\text{fin}_1, \dots, \text{fin}_n] = \text{finallyLabs} \\
&\quad \text{Jsr}(\text{fin}_1) \cdot \dots \cdot \text{Jsr}(\text{fin}_n) \cdot \text{Return}(\text{void}) \\
\mathcal{S}(\text{return } exp;) &= \\
&\quad \text{if } \text{finallyCodeToExec} \text{ then} \\
&\quad \quad \mathcal{E}(exp) \cdot \text{Store}(\mathcal{T}(exp), \overline{\text{var}}) \cdot \\
&\quad \quad \text{let } [\text{fin}_1, \dots, \text{fin}_n] = \text{finallyLabs} \\
&\quad \quad \text{Jsr}(\text{fin}_1) \cdot \dots \cdot \text{Jsr}(\text{fin}_n) \cdot \text{Load}(\mathcal{T}(exp), \overline{\text{var}}) \cdot \text{Return}(\mathcal{T}(exp)) \\
&\quad \text{else} \\
&\quad \quad \mathcal{E}(exp) \cdot \text{Return}(\mathcal{T}(exp)) \\
\mathcal{E}(\text{this}) &= \text{Load}(\text{addr}, 0) \\
\mathcal{E}(\text{new } c) &= \text{New}(c) \cdot \text{Dupx}(0, 1) \\
\mathcal{E}(exp.c/f) &= \mathcal{E}(exp) \cdot \text{GetField}(\mathcal{T}(c/f), c/f) \\
\mathcal{E}(exp_1.c/f = exp_2) &= \mathcal{E}(exp_1) \cdot \mathcal{E}(exp_2) \cdot \text{Dupx}(1, \text{size}(\mathcal{T}(c/f))) \cdot \\
&\quad \text{PutField}(\mathcal{T}(c/f), c/f) \\
\mathcal{E}(exp.c/m(exp_s)) &= \mathcal{E}(exp) \cdot \mathcal{E}(exp_s) \cdot \\
&\quad \text{case } \text{callKind}(exp.c/m) \text{ of} \\
&\quad \quad \text{Virtual} \rightarrow \text{InvokeVirtual}(\mathcal{T}(c/m), c/m) \\
&\quad \quad \text{Super} \rightarrow \text{InvokeSpecial}(\mathcal{T}(c/m), c/m) \\
&\quad \quad \text{Special} \rightarrow \text{InvokeSpecial}(\mathcal{T}(c/m), c/m) \\
\mathcal{E}(exp \text{ instanceof } c) &= \mathcal{E}(exp) \cdot \text{InstanceOf}(c) \\
\mathcal{E}((c)exp) &= \mathcal{E}(exp) \cdot \text{Checkcast}(c) \\
\mathcal{S}(\text{throw } exp;) &= \mathcal{E}(exp) \cdot \text{Athrow} \\
\mathcal{S}(\text{try } stm \text{ catch } (c_1 x_1) stm_1 \dots \text{ catch } (c_n x_n) stm_n) &= \\
&\quad \text{try} \cdot \mathcal{S}(stm) \cdot \text{tryEnd} \cdot \text{Goto}(\text{end}) \cdot \\
&\quad \text{handle}_1 \cdot \text{Store}(\text{addr}, \overline{x_1}) \cdot \mathcal{S}(stm_1) \cdot \text{Goto}(\text{end}) \cdot \\
&\quad \vdots \\
&\quad \text{handle}_n \cdot \text{Store}(\text{addr}, \overline{x_n}) \cdot \mathcal{S}(stm_n) \cdot \text{Goto}(\text{end}) \cdot \\
&\quad \text{end} \\
\mathcal{S}(stm_1 \text{ finally } stm_2) &= \\
&\quad \text{try}_f \cdot \mathcal{S}(stm_1) \cdot \text{Jsr}(\text{fin}) \cdot \text{Goto}(\text{end}) \cdot \\
&\quad \text{default} \cdot \text{Store}(\text{addr}, \overline{\text{exc}}) \cdot \text{Jsr}(\text{fin}) \cdot \text{Load}(\text{addr}, \overline{\text{exc}}) \cdot \text{Athrow} \cdot \\
&\quad \text{fin} \cdot \text{Store}(\text{addr}, \overline{\text{ret}}) \cdot \mathcal{S}(stm_2) \cdot \text{Ret}(\overline{\text{ret}}) \cdot \\
&\quad \text{end} \\
\mathcal{X}(\text{try } stm \text{ catch } (c_1 x_1) stm_1 \dots \text{ catch } (c_n x_n) stm_n) &= \\
&\quad \mathcal{X}(stm) \cdot \\
&\quad \mathcal{X}(stm_1) \cdot \text{Exc}(\text{try}, \text{tryEnd}, \text{handle}_1, c_1) \cdot \\
&\quad \vdots \\
&\quad \mathcal{X}(stm_n) \cdot \text{Exc}(\text{try}, \text{tryEnd}, \text{handle}_n, c_n) \\
\mathcal{X}(stm_1 \text{ finally } stm_2) &= \\
&\quad \mathcal{X}(stm_1) \cdot \text{Exc}(\text{try}_f, \text{default}, \text{default}, \text{Throwable}) \cdot \mathcal{X}(stm_2) \\
\mathcal{X}(\{stm_1 \dots stm_n\}) &= \mathcal{X}(stm_1) \cdot \dots \cdot \mathcal{X}(stm_n) \\
\mathcal{X}(\text{if } (exp) stm_1 \text{ else } stm_2) &= \mathcal{X}(stm_1) \cdot \mathcal{X}(stm_2) \\
\mathcal{X}(\text{while } (exp) stm) &= \mathcal{X}(stm) \\
\mathcal{X}(\text{lab} : stm) &= \mathcal{X}(stm) \\
\mathcal{X}(\text{static } stm) &= \mathcal{X}(stm) \\
\mathcal{X}(-) &= \epsilon
\end{aligned}$$