

B1:

```
# stack bang (96 bytes)
pushq rbp # Save rbp
subq rsp, #16 # Create frame
movslq R10, RSI # i2l
movl R11, RSI # spill
sarl R11, #31
imulq R10, R10, #1431655766 # long
sarq R10, #32
movl R10, R10 # l2i
subl R10, R11 # int
movl R11, R10 # spill
sall R11, #1
addl R11, R10 # int
subl RSI, R11 # int
cmpl RSI, #1
je,s B5 P=0,200000 C=1,000000
```

B2:

```
cmpl RSI, #1
jge,s B5 P=0,600000 C=2,000000
```

B3:

```
nop # 3 bytes pad for loops and calls
cmpl RSI, #-1
jle,s B5 P=0,500000 C=1,000000
```

B4:

```
movq R10, java/lang/Class:exact * # ptr
incl [R10 + #112 (8-bit)] # int ! Field: Foo.count
```

B5:

```
addq rsp, 16 # Destroy frame
popq rbp
cmpq rsp, poll_offset[r15_thread]
ja #safepoint_stub # Safepoint: poll for GC
ret
```