

t1 := Add 1, 1

a := ASSign t1

Goto .BB1

BB0

t1 := Assign 2

a := Assign t1

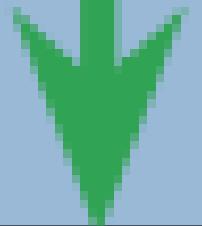
Goto .BB1

BB0

t1 := Assign 2

a := Assign 2

Goto .BB1



BB0

## Äquivalenzmengen

x := Assign 2

y := Assign x

x := Add x, y

t0 := Assign x

t1 := Call f, t0, y

x := Add y, t1

## Äquivalenzmengen

← [ ]

x := Assign 2

y := Assign x

x := Add x, y

t0 := Assign x

t1 := Call f, t0, y

x := Add y, t1

## Äquivalenzmengen

x := Assign 2

← [ ]

y := Assign x

← [{x, 2}]

x := Add x, y

t0 := Assign x

t1 := Call f, t0, y

x := Add y, t1

## Äquivalenzmengen

x := Assign 2

← [ ]

y := Assign 2

← [{x, 2}]

x := Add x, y

← [{x, y, 2}]

t0 := Assign x

t1 := Call f, t0, y

x := Add y, t1

## Äquivalenzmengen

x := Assign 2

← [ ]

y := Assign 2

← [{x, 2}]

x := Add 2, 2

← [{x, y, 2}]

t0 := Assign x

← [{y, 2}]

t1 := Call f, t0, y

x := Add y, t1

## Äquivalenzmengen

x := Assign 2

← [ ]

y := Assign 2

← [{x, 2}]

x := Add 2, 2

← [{x, y, 2}]

t0 := Assign x

← [{y, 2}]

t1 := Call f, t0, y

← [{y, 2}, {x, t0}]

x := Add y, t1

## Äquivalenzmengen

x := Assign 2

← [ ]

y := Assign 2

← [{x, 2}]

x := Add 2, 2

← [{x, y, 2}]

t0 := Assign x

← [{y, 2}]

t1 := Call f, x, 2

← [{y, 2}, {x, t0}]

x := Add y, t1

## Äquivalenzmengen

```
x := Assign 2  
y := Assign 2  
x := Add 2, 2  
t0 := Assign x  
t1 := Call f, x, 2  
x := Add y, t1
```

← [ ]  
← [{x, 2}]  
← [{x, y, 2}]  
← [{y, 2}]  
← [{y, 2}, {x, t0}]  
← Äquivalenzen noch intakt?

[{y, 2}]



\*ptr := Store 3



?

[{y, 2}]



t1 := Call func, ptr, 2



?