```
t1 := Add 1, 1
a := Assign t1
Goto .BB1
                                B<sub>B</sub>0
```

```
t1 := Assign 2
a := Assign t1
Goto .BB1
                               B<sub>B</sub>0
```

```
t1 := Assign 2
a := Assign 2
Goto .BB1
                                B<sub>B</sub>0
```

$\ddot{\text{Aquivalenzmengen}}$ x := Assign 2

y := Assign x x := Add x, y

x := Add y, t1

t0 := Assign x t1 := Call f, t0, y

```
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
                                \leftarrow [\{x, 2\}]
y := Assign x
x := Add x, y
t0 := Assign x
t1 := Call f, t0, y
x := Add y, t1
```

```
Äquivalenzmengen
                                 ← []
x := Assign 2
                                 \leftarrow [\{x, 2\}]
y := Assign 2
                                 \leftarrow [\{x, y, 2\}]
x := Add x, y
t0 := Assign x
t1 := Call f, t0, y
x := Add y, t1
```

```
Äquivalenzmengen
                            ← []
x := Assign 2
                            ← [{x, 2}]
y := Assign 2
                            ← [{x, y, 2}]
x := Add 2, 2
                            - [{y, 2}]
t0 := Assign x
t1 := Call f, t0, y
x := Add y, t1
```

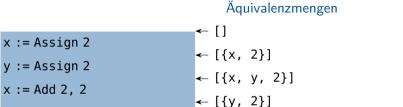
```
Äquivalenzmengen
                              ← []
x := Assign 2
                             ← [{x, 2}]
y := Assign 2
                             ← [{x, y, 2}]
x := Add 2, 2
                             - [{v, 2}]
t0 := Assign x
                             \leftarrow [{y, 2}, {x, t0}]
```

x := Add y, t1

```
Äquivalenzmengen
                              ← []
x := Assign 2
                             ← [{x, 2}]
y := Assign 2
                             ← [{x, y, 2}]
x := Add 2, 2
                             - [{v, 2}]
                             \leftarrow [{y, 2}, {x, t0}]
```

t0 := Assign xt1 := Call f, x, 2

x := Add y, t1



t0 := Assign x

t1 := Call f, x, 2

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

x := Add y, t1

