```
return (1+2)*(3/4)*(5+6)
```

```
t0 := Add 1, 2
t1 := Div 3, 4
t2 := Mul t0, t1
t3 := Add 5, 6
t4 := Mul t2, t3
Return t4
```

BB0

Constant-Folding!

```
t0 := Assign 3
t1 := Assign 0
t2 := Mul t0, t1
t3 := Assign 11
t4 := Mul t2, t3
Return t4
```

BB0

Constant-Value Propagation!

```
t0 := Assign 3
t1 := Assign 0
t2 := Mul 3, 0
t3 := Assign 11
t4 := Mul t2, 11
Return t4
```

BB0

Constant-Folding!

```
t0 := Assign 3
t1 := Assign 0
t2 := Assign 0
t3 := Assign 11
t4 := Mul t2, 11
Return t4
```

BB0

Constant-Value Propagation!

```
t0 := Assign 3
t1 := Assign 0
t2 := Assign 0
t3 := Assign 11
t4 := Mul 0, 11
Return t4
```

BB0

Constant-Folding!

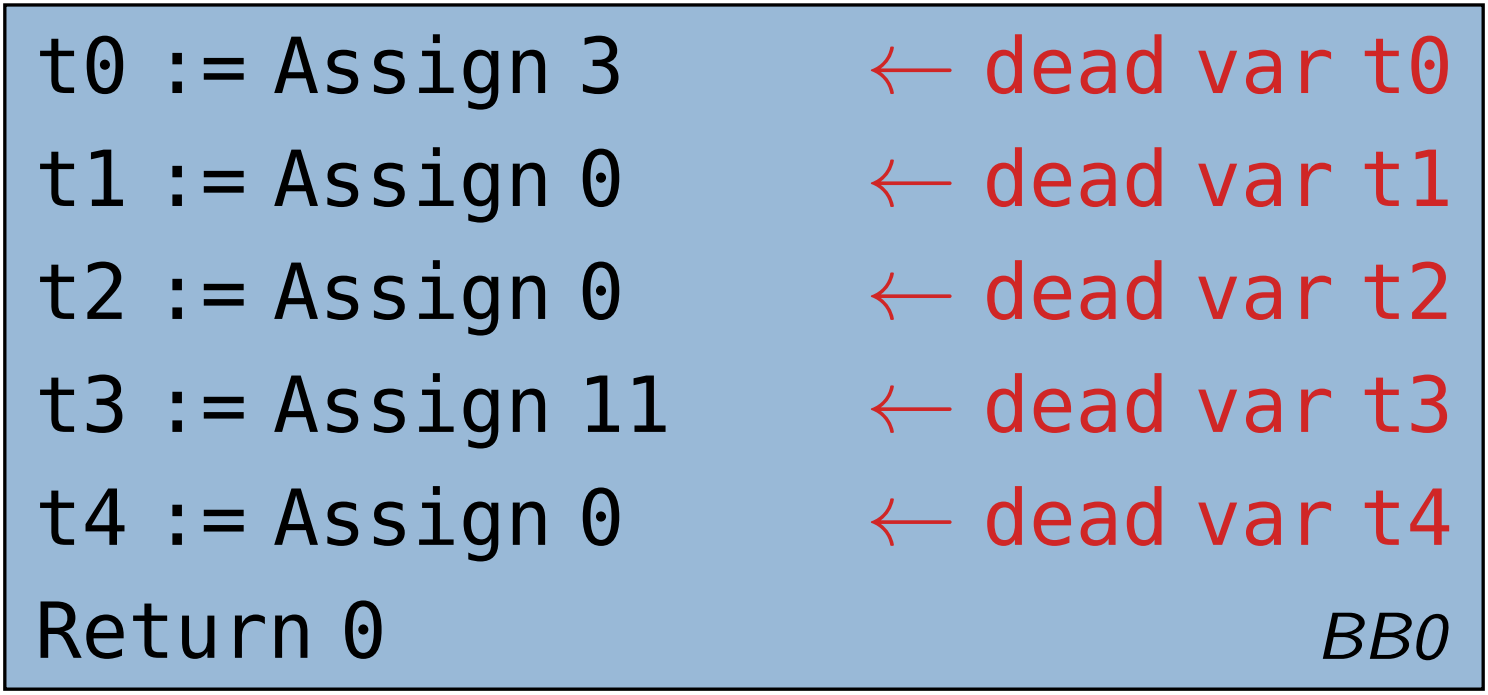
```
t0 := Assign 3
t1 := Assign 0
t2 := Assign 0
t3 := Assign 11
t4 := Assign 0
Return t4
```

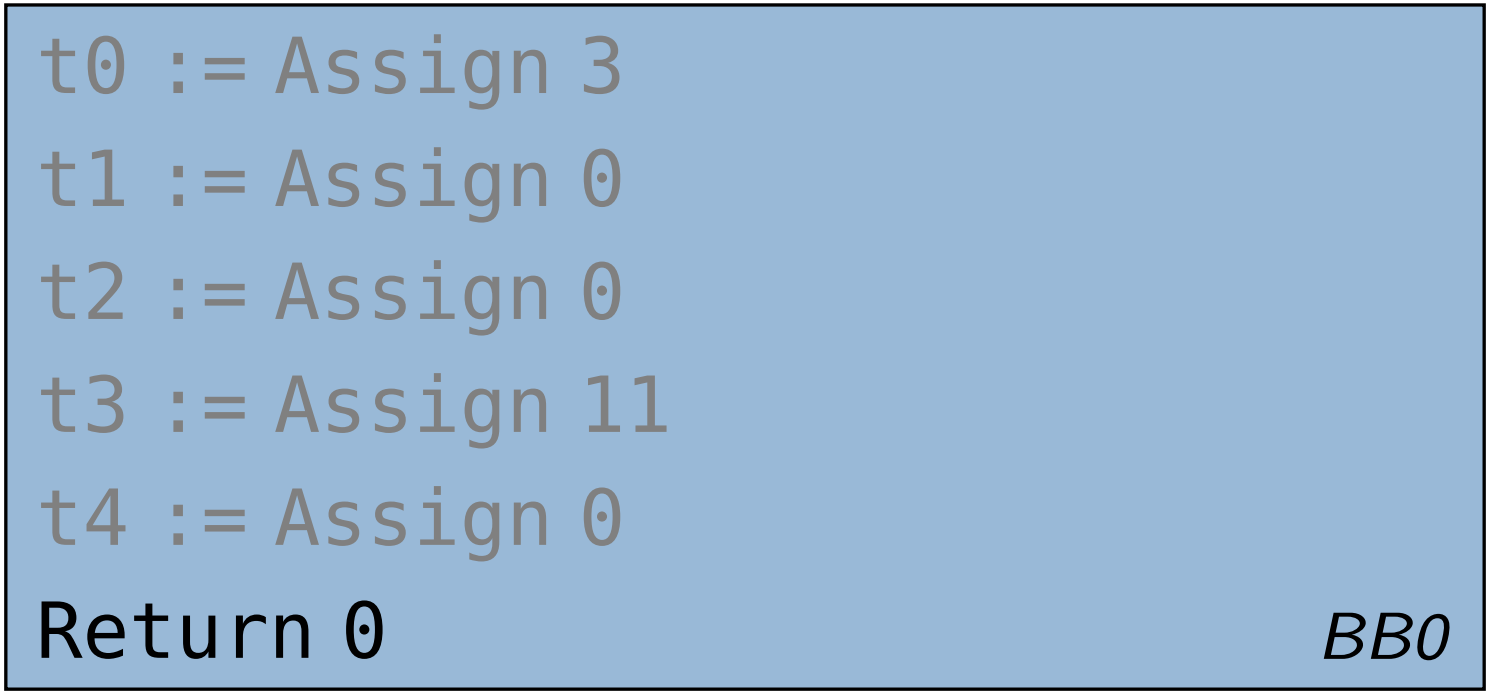
BB0

Constant-Value Propagation!

```
t0 := Assign 3
t1 := Assign 0
t2 := Assign 0
t3 := Assign 11
t4 := Assign 0
Return 0
```

BB0


t0 := Assign 3 ← dead var t0
t1 := Assign 0 ← dead var t1
t2 := Assign 0 ← dead var t2
t3 := Assign 11 ← dead var t3
t4 := Assign 0 ← dead var t4
Return 0
BB0


t0 := Assign 3
t1 := Assign 0
t2 := Assign 0
t3 := Assign 11
t4 := Assign 0
Return 0
BB0