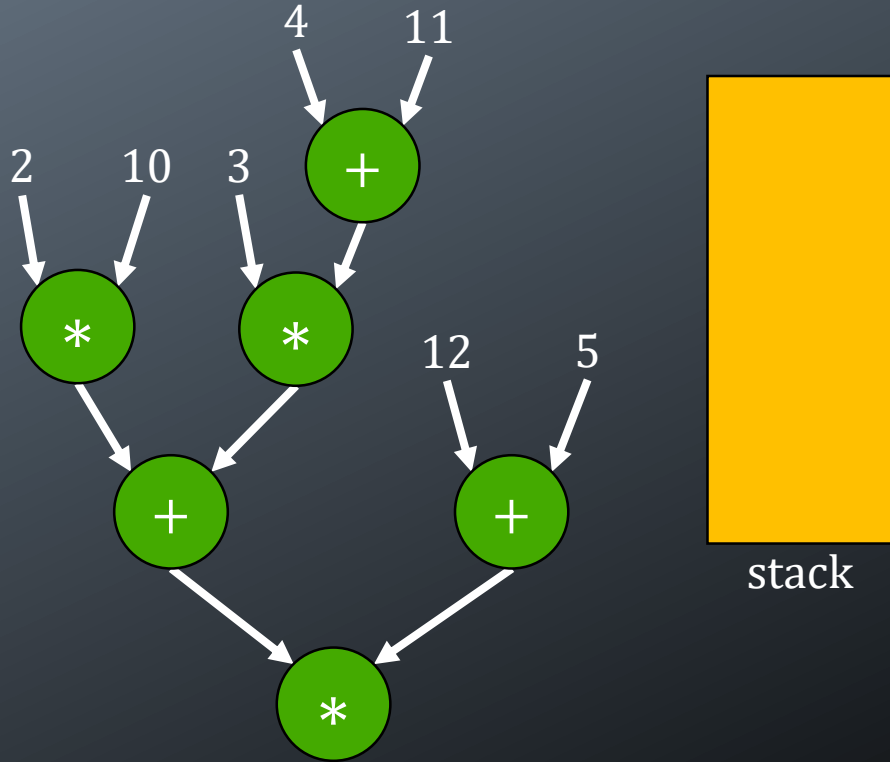


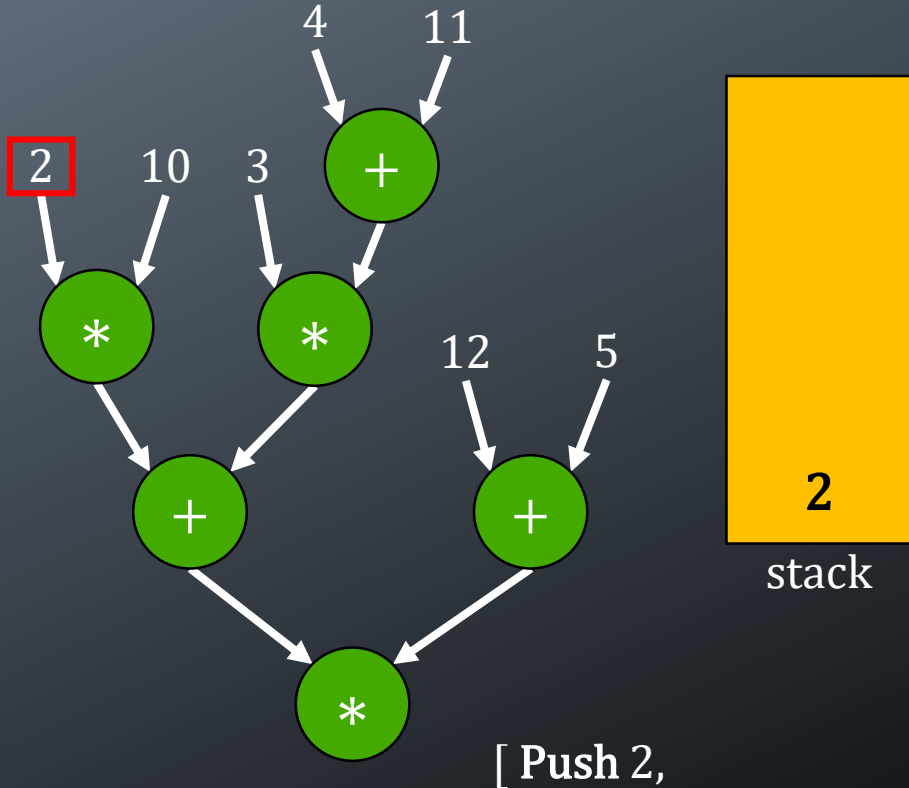
Stack machine

$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



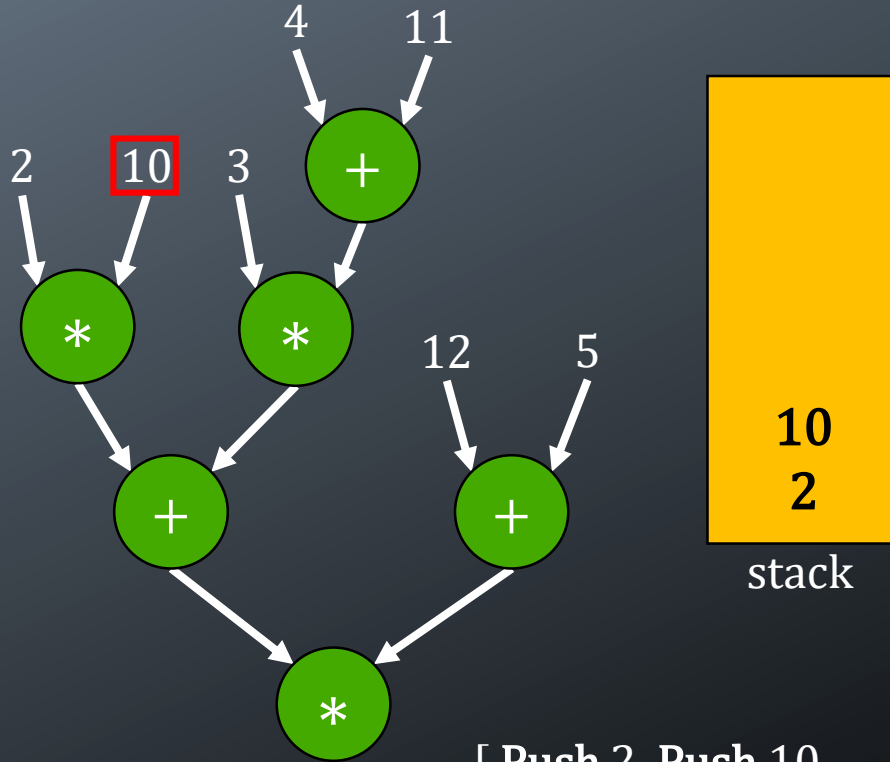
Stack machine

$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



Stack machine

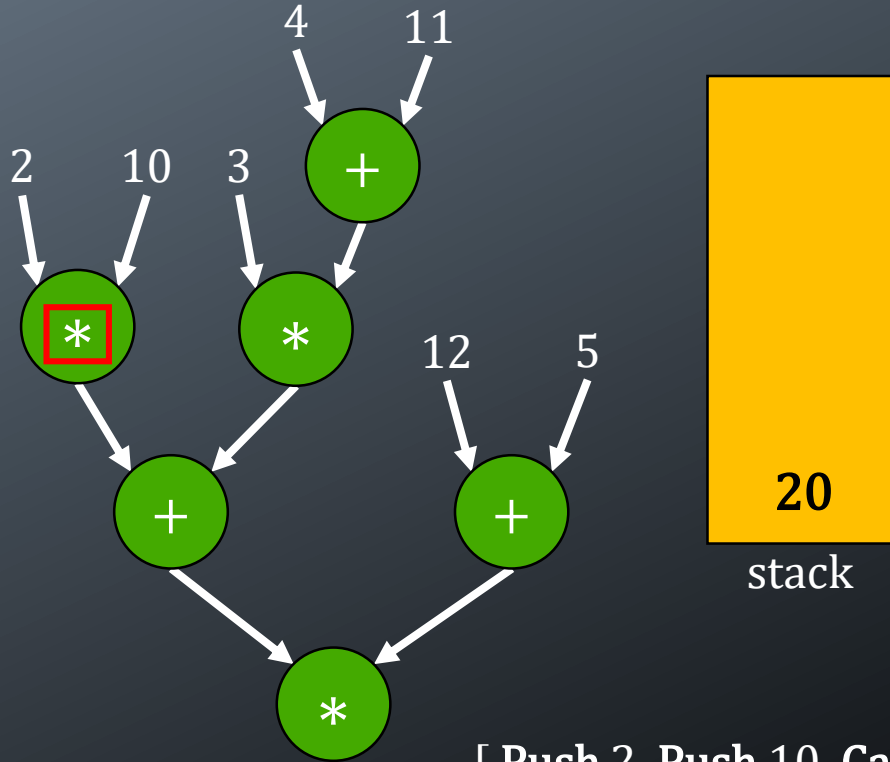
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10,

Stack machine

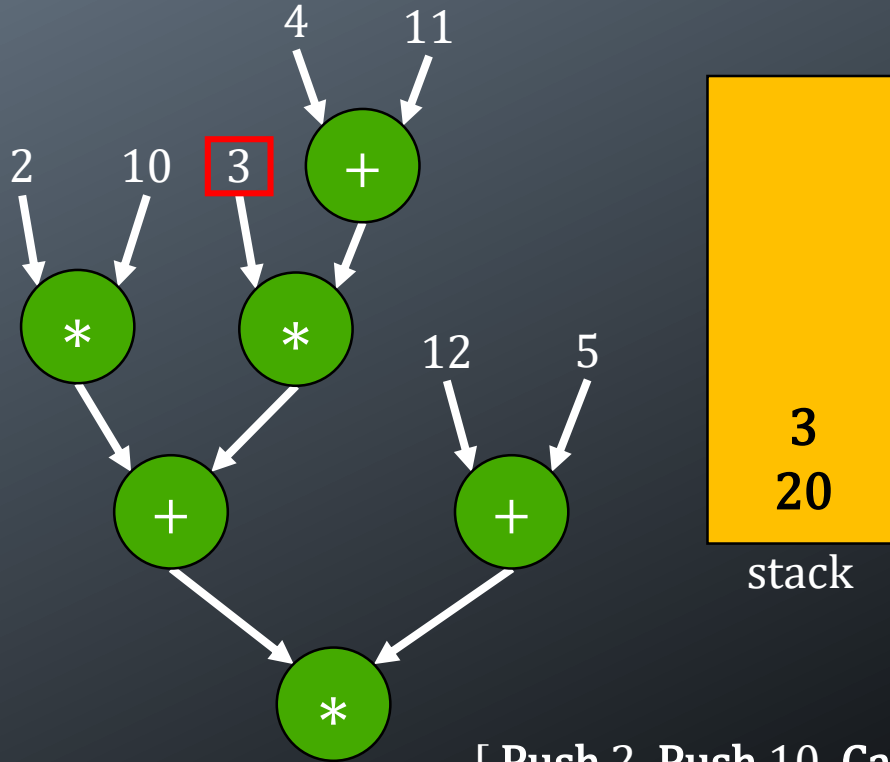
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul,

Stack machine

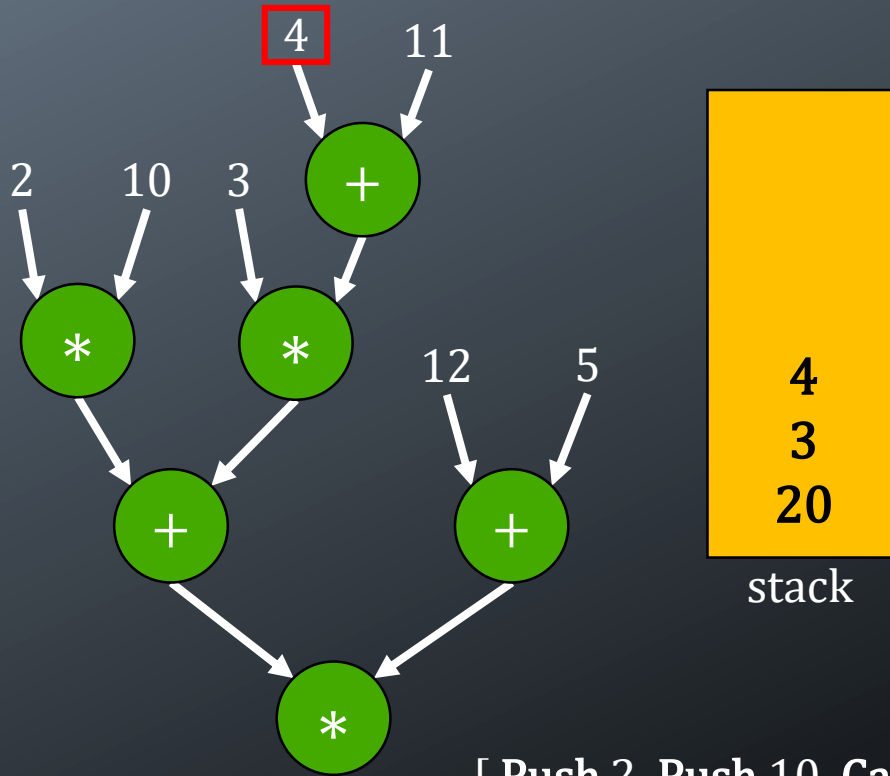
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3

Stack machine

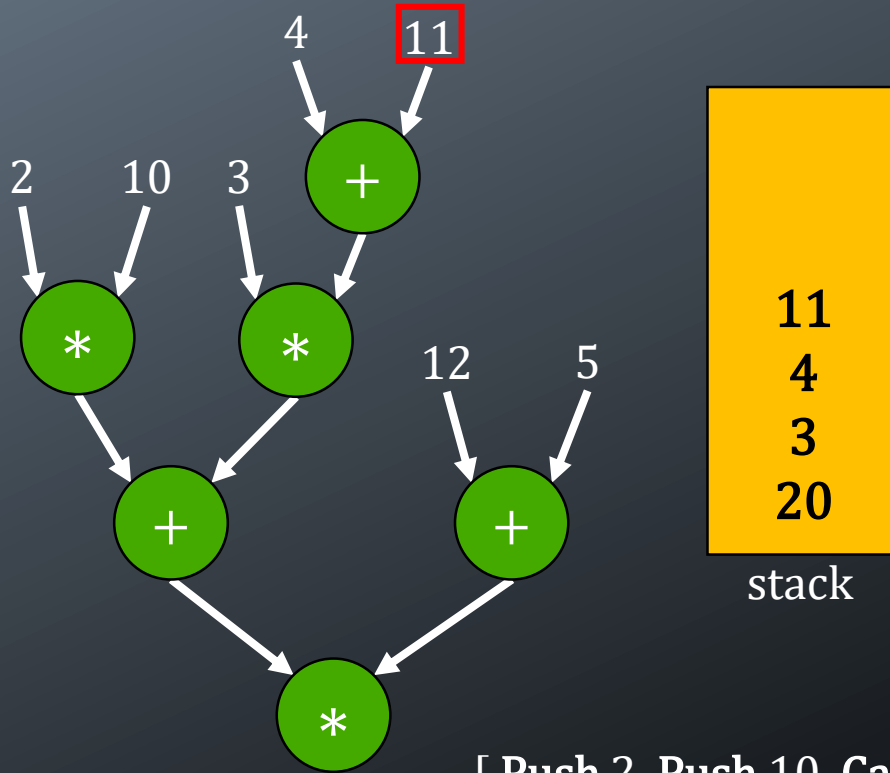
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4,

Stack machine

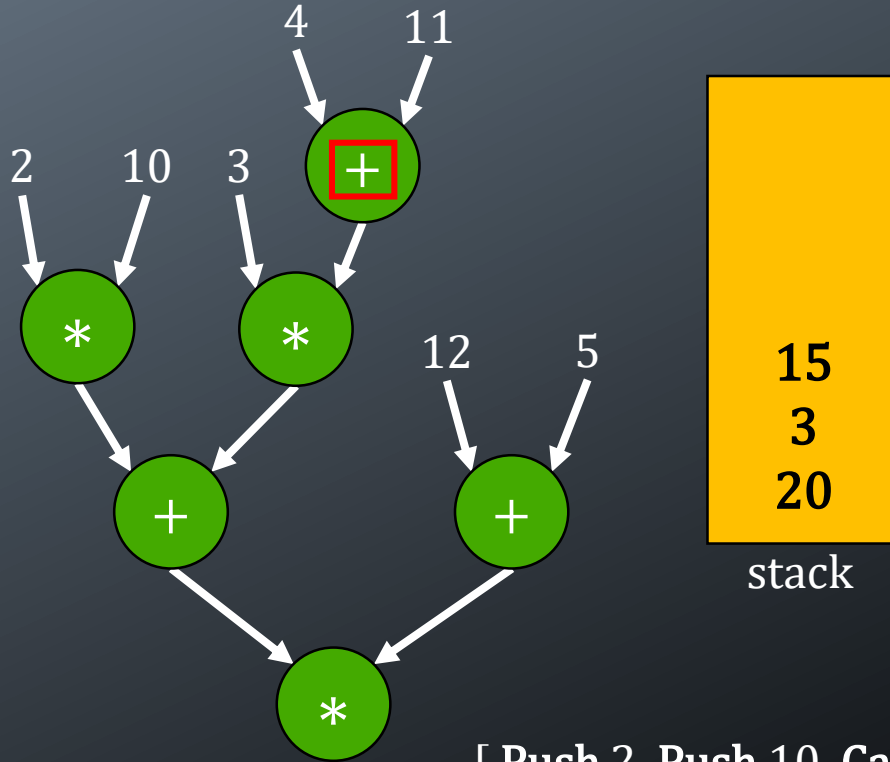
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11,

Stack machine

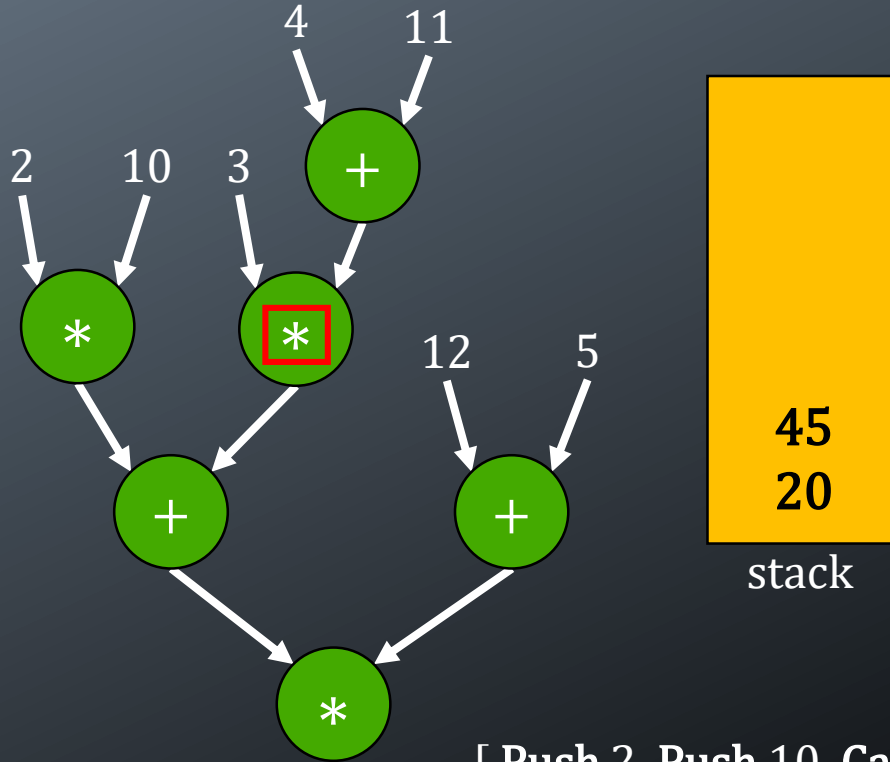
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add,

Stack machine

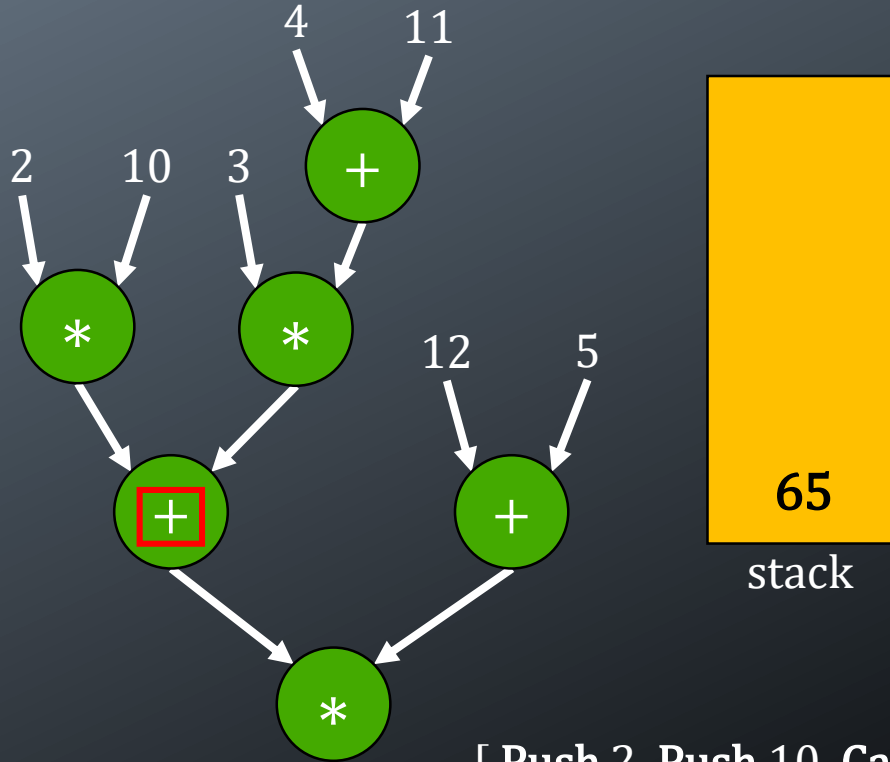
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add,
Calc Mul,

Stack machine

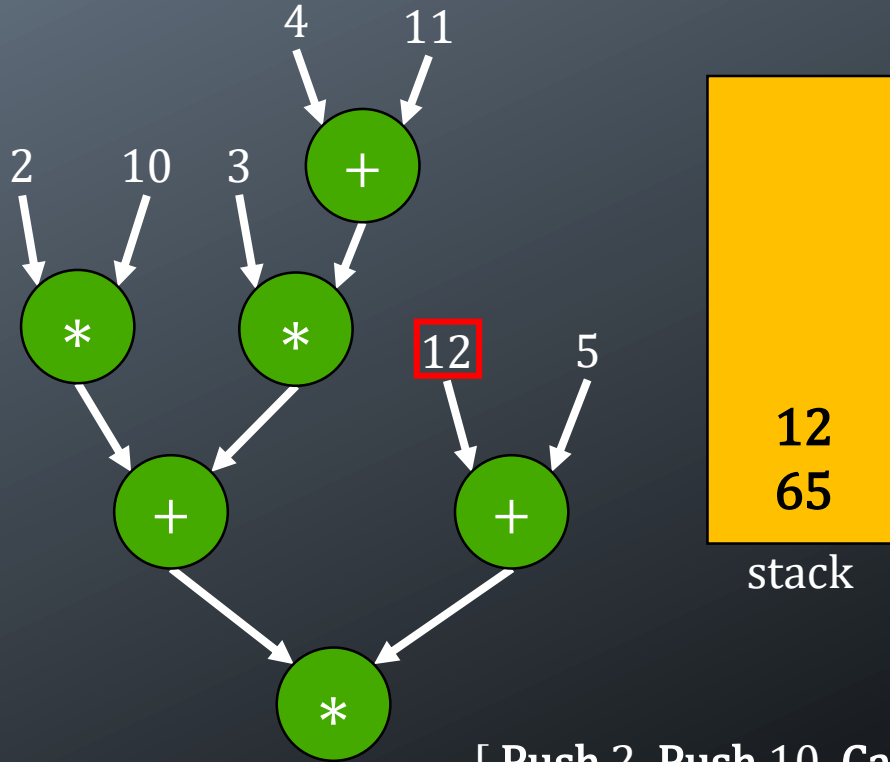
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add,
Calc Mul, Calc Add,

Stack machine

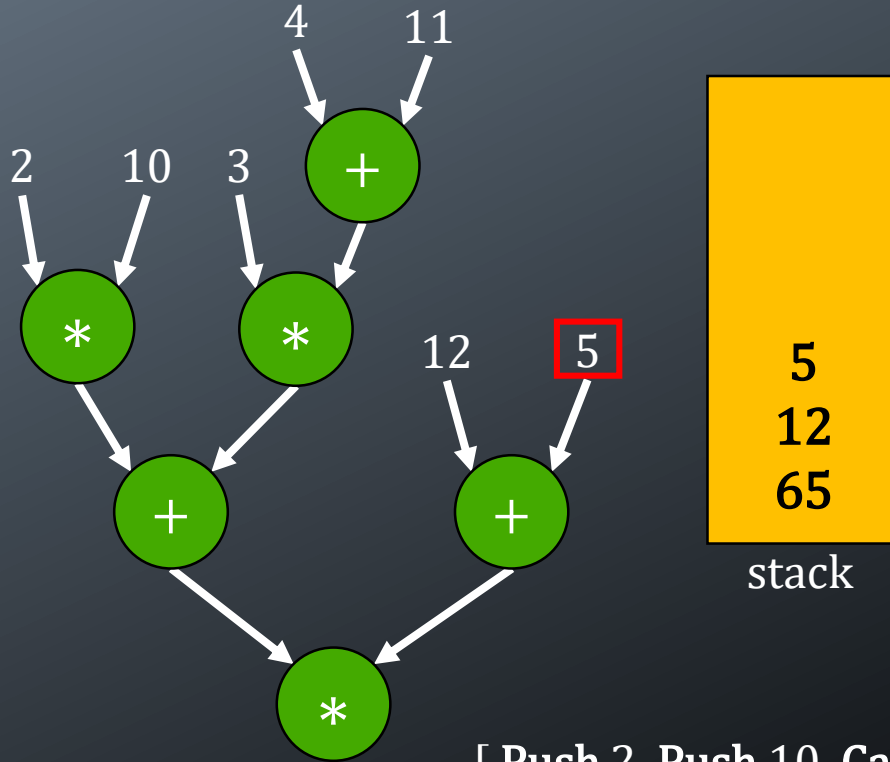
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add,
Calc Mul, Calc Add, Push 12,

Stack machine

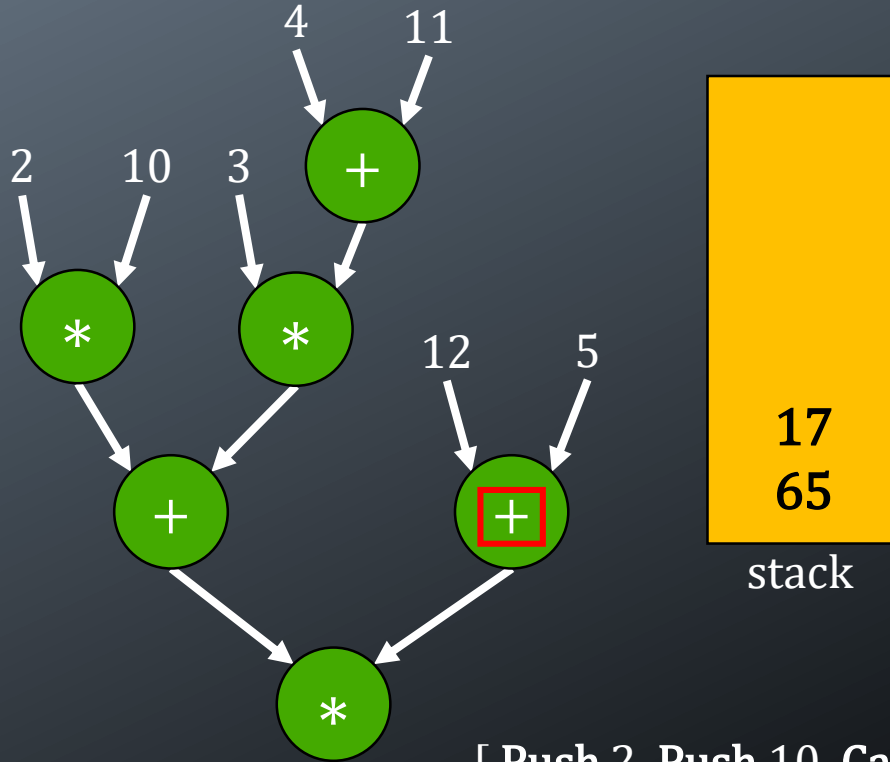
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add,
Calc Mul, Calc Add, Push 12, Push 5,

Stack machine

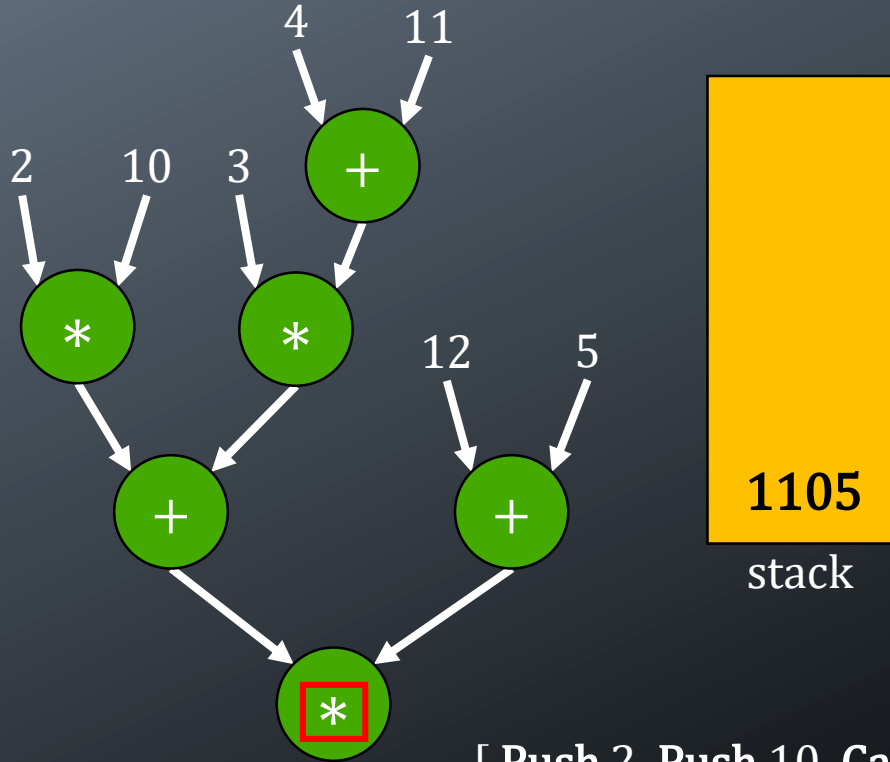
$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add, Calc Mul, Calc Add, Push 12, Push 5, Calc Add,

Stack machine

$$z = ((2 * 10) + (3 * (4 + 11))) * (12 + 5)$$



[Push 2, Push 10, Calc Mul, Push 3, Push 4, Push 11, Calc Add, Calc Mul, Calc Add, Push 12, Push 5, Calc Add, Calc Mul]