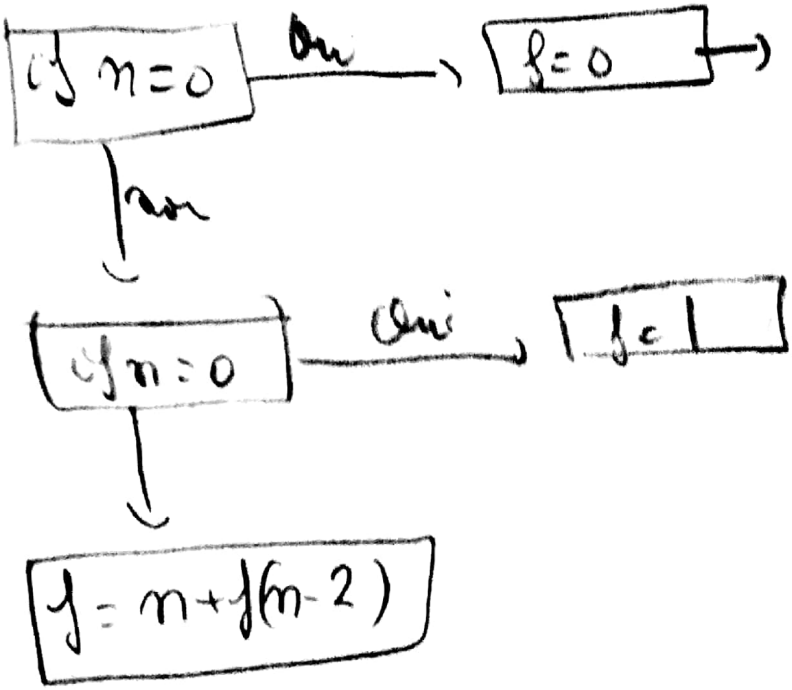
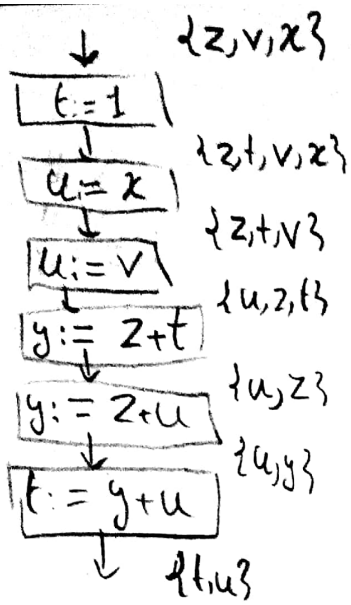
```
f(n : integer) : integer.
    if n = 0 then
        f := 0
else if n = 1 then
        f := 1
    else
        f := n + f(n - 2)
```

```
function f(x:0) : x.1
var
entry f
exit  f
f :
f :
f :
```

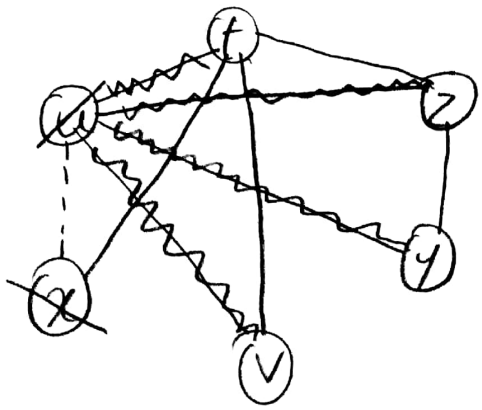





x
v
y
t
z

u

t u x v y z



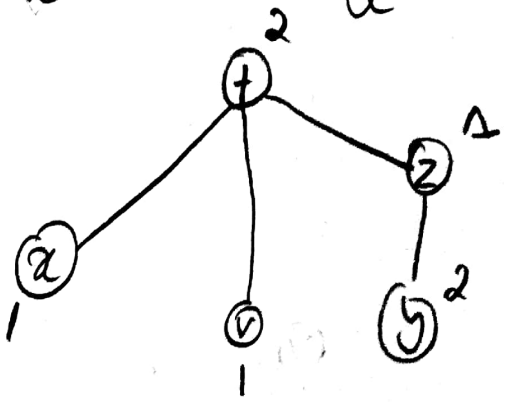

K=3

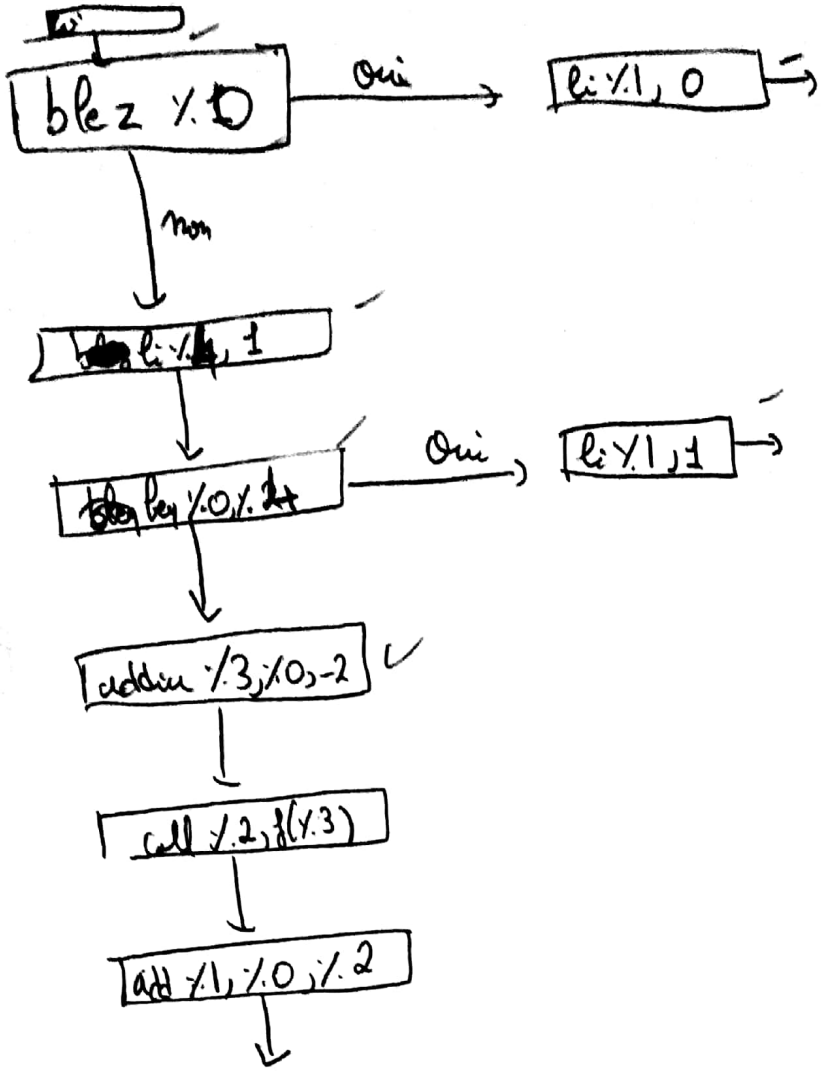
Colour

x

Spill

u






$g + f(0)$

fonction $f(\%.0) : \%.1$

var %.0, %.1, %.2, %.3, %.4

entry f9

exit f0

f9 li %.1, 0 → f8

f8 blez %.0 → f2, f7

f7: li %.4, 1 → f6

f6: bleq %.0, %.4 → f1, f5

f5 addiu %.3, %.0, -2 → f4

f4: call %.2, f(%.3) → f3:

f3: add %.1, %.0, %.2 → f0

f2: li %.1, 0 → f0

f1: li %.1, 1 → f0


$R_0$ Contient le mot
$R_1$ Premier caractère de l'élément
$R_2$ Contient l'état actuel

(Move 0 $R_2$)
(@main)
(CMP $R_0$)
(bnull @end)
(batom @end)
(Cat $R_0$ $R_1$)
(Cmp $R_2$ 0)
~~(Jeq @etat-0)~~
(Jeq @etat-0)
(CMP $R_2$ 1)
(Jeq @etat-1)
(CMP $R_2$ 2)
(Jeq @etat-2)
(@etat-0)
(Cmp $R_1$