

```
%y = call @foo(%x)
preamble:
call @xo_emit(...)
br next_instr
next_instr:
call @utrace(...)
br end
end:
ret void
%12 = load %y
%13 = add %y, %12
store %13, 12
%z = call @foo(%y)
preamble:
call @xo_emit(...)
br next_instr
next_instr:
call @utrace(...)
br end
end:
ret void
```

