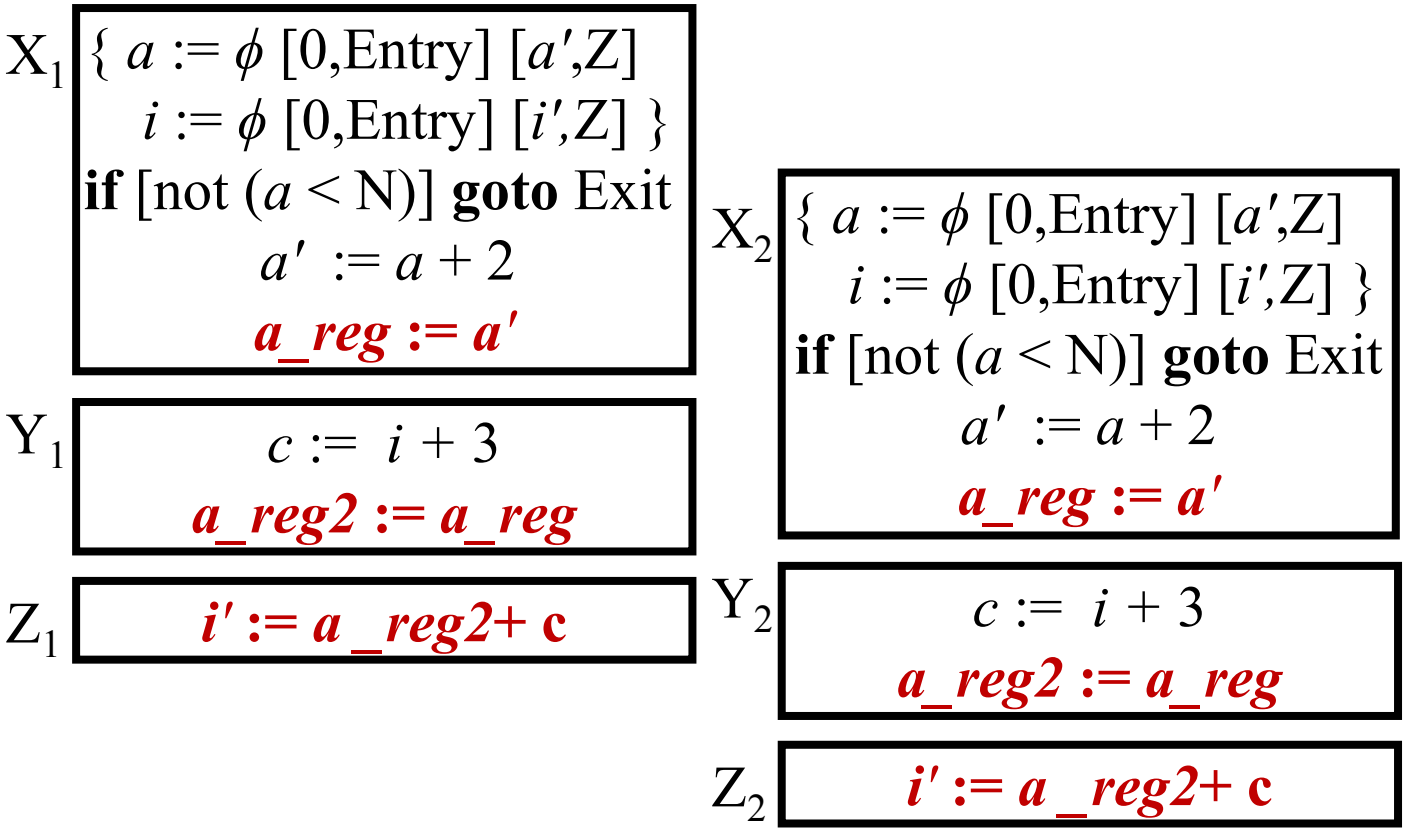
X1
{ a := φ [0,Entry] [a′,Z]
i := φ [0,Entry] [i′,Z] }
if [not (a < N)] goto Exit
a′ := a + 2
a_reg := a′
Y1
c := i + 3
a_reg2 := a_reg
Z1
i′ := a _reg2+ c
X2
{ a := φ [0,Entry] [a′,Z]
i := φ [0,Entry] [i′,Z] }
if [not (a < N)] goto Exit
a′ := a + 2
a_reg := a′
Y2
c := i + 3
a_reg2 := a_reg
Z2
i′ := a _reg2+ c