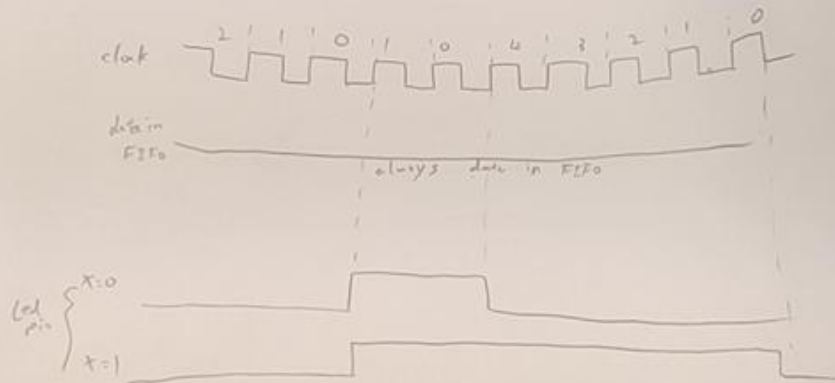


$$T_1 = 2 \quad T_2 = 3.5 \quad T_3 = 3$$



if  $x=0$  then go to instruction labelled

do-zero  $\rightarrow$  nop  $\rightarrow$  no operation

if  $x=1$  we go down into an side-up p.  
jump unconditionally back to bitlop.