

```

add(x2, x1) {
  3: x3 = x2 + x1 + 0 (int)
  2: x4 = x3
  1: return x4
}

main() {
  8: x3 = 5
  7: x2 = 3
  6: x1 = "add"(x3, x2)
  5: if (x1 <= x3) goto 3 else goto 4
  4: x2 = x2 + 1 (int)
    goto 2
  3: x2 = (- x2)
  2: x4 = 0
  1: return x4
}

```

L'équation produite sera :
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 \Rightarrow
 $(\text{add}(5,3) < 5 \Rightarrow \psi(\text{add}(5,3), -3, 5, 0, x5))$
 \wedge
 $\text{add}(5,3) \geq 5 \Rightarrow \psi(\text{add}(5,3), 3+1, 5, 0, x5))$

