

```

type node = positive
    [@@ deriving show]

type instruction =
| Inop of node
| Iop of operation * reg list * reg * node
| Iload of memory_chunk * addressing * reg list * reg * node
| Istore of memory_chunk * addressing * reg list * reg * node
| Icall of signature * (reg, ident) sum * reg list * reg * node
| Itailcall of signature * (reg, ident) sum * reg list
| Ibuiltin of external_function * reg builtin_arg list * reg builtin_res
    * node
| Icond of condition * reg list * node * node
| Ijumpable of reg * node list
| Ireturn of reg option
    [@@ deriving show]

```

```

main() {
  14: x5 = 5
  13: x5 = x5 + 5 (int)
  12: x4 = 6
  11: x3 = 15
  10: x8 = "fonction_test"(x5, x4)
  9: x7 = "fonction_test"(x5, x3)
  8: x2 = "fonction_test"(x5, x3)
  7: if (x5 ==s x2) goto 6 else goto 4
  6: x1 = "fonction_test"(x3, x4)
  5: x3 = x1
    goto 3
  4: x5 = x5 + 1 (int)
  3: x6 = 0
    goto 1
  2: x6 = 0
  1: return x6
}

```

Une opération

Le type
d'opération

"1" pour +1

Some (RTL.Iop (

(Op.Olea

(Op.Aindexed (BinNums.Zpos BinNums.Coq_xH))),

[(BinNums.Coq_xI

(BinNums.Coq_x0 BinNums.Coq_xH))

"5" pour x5

],

(BinNums.Coq_xI

"5" pour x5

(BinNums.Coq_x0 BinNums.Coq_xH)),

(BinNums.Coq_xI BinNums.Coq_xH))),

"3" pour l'instruction
suivante 3