

geom(n, beta) = rand() < beta ? n : geom(n + 1, beta)

Original function definition

geom(::Int, ::Float64)
1: (%1, %2, %3)
 %4 = Main.rand()
 %5 = %4 < %3
 br 2 unless %5
 return %2
2:
 %6 = %2 + 1
 %7 = Main.geom(%6, %3)
 return %7

Original IR

Correspondence
between IR and
tracked statements

(geom)(({1}, {0.6}, ())...) → 4::Int64 ← Top-level call

@1: [Arg:\$1:%1] geom::typeof(geom)
@2: [Arg:\$1:%2] 1::Int64
@3: [Arg:\$1:%3] 0.6::Float64
@4: [:\$1:%4] {rand}(), ()... → 0.7475910247520039::Float64
 @1: [Arg:\$1:%1] @4#1 → rand::typeof(rand)
 @2: [:\$1:%2] {Random.default_rng}() → Random.MersenneTwister(...)
 @3: [:\$1:%3] @1(@2, {Float64}) → 0.7475910247520039::Float64
 @4: [:\$1:&1] return @3 → 0.7475910247520039::Float64
@5: [:\$1:%5] {<}(@4, @3, ())... → false::Bool ← Nested call to a non-primitive function
 @1: [Arg:\$1:%1] @5#1 → <::typeof(<)
 @2: [Arg:\$1:%2] @5#2 → 0.7475910247520039::Float64
 @3: [Arg:\$1:%3] @5#3 → 0.6::Float64
 @4: [:\$1:%4] {lt_float}(@2, @3) → false::Bool
 @5: [:\$1:&1] return @4 → false::Bool
@6: [:\$1:&1] goto \$2 since @5 == false ← Conditional branch taken
@7: [:\$2:%6] {+}(@2, {1}, ())... → 2::Int64 ← Typed return value
 @1: [Arg:\$1:%1] @7#1 → +::typeof(+)
 @2: [Arg:\$1:%2] @7#2 → 1::Int64 ← Nested argument
 @3: [Arg:\$1:%3] @7#3 → 1::Int64
 @4: [:\$1:%4] {add_int}(@2, @3) → 2::Int64
 @5: [:\$1:&1] return @4 → 2::Int64
@8: [:\$2:%7] {geom}(@7, @3, ())... → 4::Int64
 @1: [Arg:\$1:%1] @8#1 → geom::typeof(geom)
 @2: [Arg:\$1:%2] @8#2 → 2::Int64
 @3: [Arg:\$1:%3] @8#3 → 0.6::Float64
 @4: [:\$1:%4] {rand}() → 0.9988109756295449::Float64
 @5: [:\$1:%5] {<}(@4, @3) → false::Bool
 @6: [:\$1:&1] goto \$2 since @5 == false
 @7: [:\$2:%6] {+}(@2, {1}) → 3::Int64
 @8: [:\$2:%7] {geom}(@7, @3) → 4::Int64
 @9: [:\$2:&1] return @8 → 4::Int64
@9: [:\$2:&1] return @8 → 4::Int64

Nested trace of geom

First argument is
function itself

rand()
1: (%1)
 %2 = Random.default_rng()
 %3 = (%1)(%2, Float64)
 return %3

<(::Float64, ::Float64)
1: (%1, %2, %3)
 %4 = Base.lt_float(%2, %3)
 return %4

+(::Int, ::Int)
1: (%1, %2, %3)
 %4 = Base.add_int(%2, %3)
 return %4

Primitive function