```
geom(n, beta) = rand() < beta ? n : <math>geom(n + 1, beta)
                                                                                                      Original function definition
                                 (geom)((1), (0.6), ()...) \rightarrow 4::Int64
                                                                                            Top-level call
                                  • @1: [Arg:§1:%1] geom::typeof(geom)
                                                                                                               First argument is
                                                                            Argument
                                  • @2: [Arg:§1:%2] 1::Int64
                                                                                                               function itself
                                                                            values
                                  ● @3: [Arg:§1:%3] 0.6::Float64
                                                                                                           rand()
                                   @4: [\S1:\%4] (rand)(, ()...) \rightarrow 0.74::Float64
                                                                                              1: (%1)
                                     @1: [Arg:§1:%1] @4#1 → rand::typeof(rand)
                                                                                             → %2 = Random.default_rng()
                                     @2: [§1:%2] (default_rng)() → (...) ←
                                                                                              ➤ %3 = (%1)(%2, Float64)
                                     @3: [\S1:\%3] @1(@2, \langle Float64 \rangle) \rightarrow 0.74::Float64 •
                                                                                              →return %3
                                     @4: [§1:&1] return @3 → 0.74::Float64 •
 geom(::Int, :/:Float64)
                                   Nested call to a non-
                                     @1: [Arg: \S1: \%1] @5#1 \rightarrow <::typeof(<)
1: (%1, %2, %3)
                                                                                            primitive function
                                     @2: [Arg:\S1:\%2] @5#2 \rightarrow 0.74::Float64
 %4 = Main.rand()
                                     @3: [Arg:§1:%3] @5#3 → 0.6::Float64
                                                                                                 <(::Float64, ::Float64)
 %5 = %4 < %3←
                                     @4: [§1:%4] (lt_float)(@2, @3) → false::Bool •
                                                                                             ►1: (%1, %2, %3)
  br 2 unless %5◀
                                     @5: [§1:&1] return @4 → false::Bool •
                                                                                              → %4 = Base.lt_float(%2, %3)
  return %2
                                  ▶ @6: [§1:&1] goto §2 since @5 == false ←
                                                                                                return %4
2:
                                  • @7: [§2:%6] (+)(@2, (1), ()...) → 2::Int64 ▼
  %6 = %2 + 1←
                                                                                            Conditional branch taken
                                     @1: [Arg: \S1: \%1] @7#1 \rightarrow +::typeof(+)
  %7 = Main.geom(%6, %3)
                                     @2: [Arg:§1:%2] @7#2 → 1::Int64
                                                                                           Typed return value
  return %7~
                                     @3: [Arg:\S1:\%3] @7#3 \rightarrow 1::Int64
                                                                                            Nested argument
                                     @4: [\S1:\%4] (add_int)(@2, @3) \rightarrow 2::Int64
                                     @5: [§1:&1] return @4 → 2::Int64 •
                                                                                                     +(::Int, ::Int)
     Original IR
                                  • @8: [§2:%7] (geom)(@7, @3, ()...) → 4::Int64
                                                                                              1: (%1, %2, %3)
                                     @1: [Arg:\S1:\%1] @8#1 \rightarrow geom::typeof(geom)
                                                                                              %4 = Base.add_int(%2, %3)
                                     02: [Arg:\S1:\%2] 08#2 \rightarrow 2::Int64
                                                                                              →return %4
                                     @3: [Arg:\S1:\%3] @8#3 \rightarrow 0.6::Float64
                                     04: [\$1:\%4] \langle rand \rangle () \rightarrow 0.99::Float64
                                                                                                             Primitive function
                                                                                          Nested
                                     @5: [§1:%5] ⟨<⟩(@4, @3) → false::Bool
                                                                                          trace
     Corresponence
                                                                                          of geom
                                     @6: [§1:&1] goto §2 since @5 == false
 between IR and
                                     @7: [\S2:\%6] \langle + \rangle (@2, \langle 1 \rangle) \rightarrow 3::Int64
     tracked statements
                                     08: [\S2:\%7] (geom)(07, 03) \rightarrow 4::Int64
                                     @9: [$2:&1] return @8 → 4::Int64
                                   @9: [§2:&1] return @8 → 4::Int64
```