Our Technique

entry:
```
%0 = alloca double
%1 = bitcast i32 0 to i32
br label %do.body
```

do.body:
```
%2 = call double @sre_random()
store double %2, double* $0
%3 = load double, double* %0
%4 = fcmp eq double %3, 0.0e+0
br %4, label %do.loop, label %do.end
```

do.loop:
```
br label %do.body
```

do.end:
```
%5 = load double, double* %0
%6 = call double @log(double %5)
%7 = fsub double -0.0e+0, %6
ret double %7
```