Our Technique

```
double ExponentialRandom(void) {
  double x:
  do {
                                      entry:
     x = sre random();
  } while (x == 0.0);
                                      %0 = alloca double
                                      %1 = bitcast i32 0 to i32
  return -log(x);
                                      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:
                                                     do.end:
                                                     %5 = load double, double* %0
                           br label %do.body
                                                     %6 = call double @log(double %5)
%7 = fsub double -0.0e+0, %6
                                                      ret double %7
```