

~~$w_0 = a_0 + 0$~~

$x_0 = a_0 + 1$

~~$y_0 = a_0 + 1$~~

$z_0 = x_0 + x_0$

...

jump(L_0 , z_0 , b_0)

rename w_0 to a_0

$a_0 + 1$ in x_0

rename y_0 to x_0

$x_0 + x_0$ in z_0