



~~$w_0 = a_0 + 0$~~

$x_0 = a_0 + 1$

$y_0 = a_0 + 1$

$z_0 = x_0 + y_0$

...

jump(L_0 , z_0 , b_0)

rename w_0 to a_0

$a_0 + 1$ in x_0