

```
return (1+2)*(3/4)*(5+6)
```

```
t0 := Add 1, 2
```

```
t1 := Div 3, 4
```

```
t2 := Mul t0, t1
```

```
t3 := Add 5, 6
```

```
t4 := Mul t2, t3
```

```
Return t4
```

BB0

Constant-Folding!

```
t0 := Assign 3  
t1 := Assign 0  
t2 := Mul t0, t1  
t3 := Assign 11  
t4 := Mul t2, t3  
Return t4
```

BB0

Constant-Value Propagation!

```
t0 := Assign 3  
t1 := Assign 0  
t2 := Mul 3, 0  
t3 := Assign 11  
t4 := Mul t2, 11  
Return t4
```

BB0

Constant-Folding!

```
t0 := Assign 3  
t1 := Assign 0  
t2 := Assign 0  
t3 := Assign 11  
t4 := Mul t2, 11  
Return t4
```

BB0

Constant-Value Propagation!

```
t0 := Assign 3  
t1 := Assign 0  
t2 := Assign 0  
t3 := Assign 11  
t4 := Mul 0, 11  
Return t4
```

BB0

Constant-Folding!

t0 := Assign 3

t1 := Assign 0

t2 := Assign 0

t3 := Assign 11

t4 := Assign 0

Return t4

BB0

Constant-Value Propagation!

```
t0 := Assign 3  
t1 := Assign 0  
t2 := Assign 0  
t3 := Assign 11  
t4 := Assign 0  
Return 0
```

BB0

t0 := Assign 3	← dead var t0
t1 := Assign 0	← dead var t1
t2 := Assign 0	← dead var t2
t3 := Assign 11	← dead var t3
t4 := Assign 0	← dead var t4
Return 0	<i>BB0</i>

t0 := Assign 3

t1 := Assign 0

t2 := Assign 0

t3 := Assign 11

t4 := Assign 0

Return 0

BB0