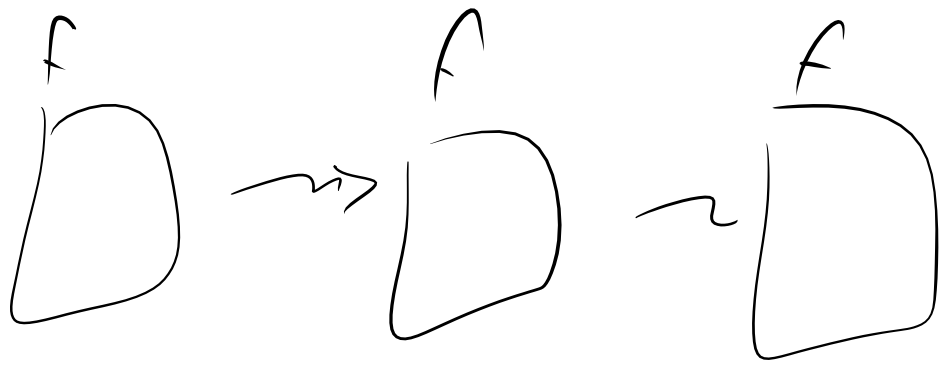
```
f(x):
    a = x*2
    if x <= 0: return 3
    else: return f(x-1) + a
```



Stack

Push x

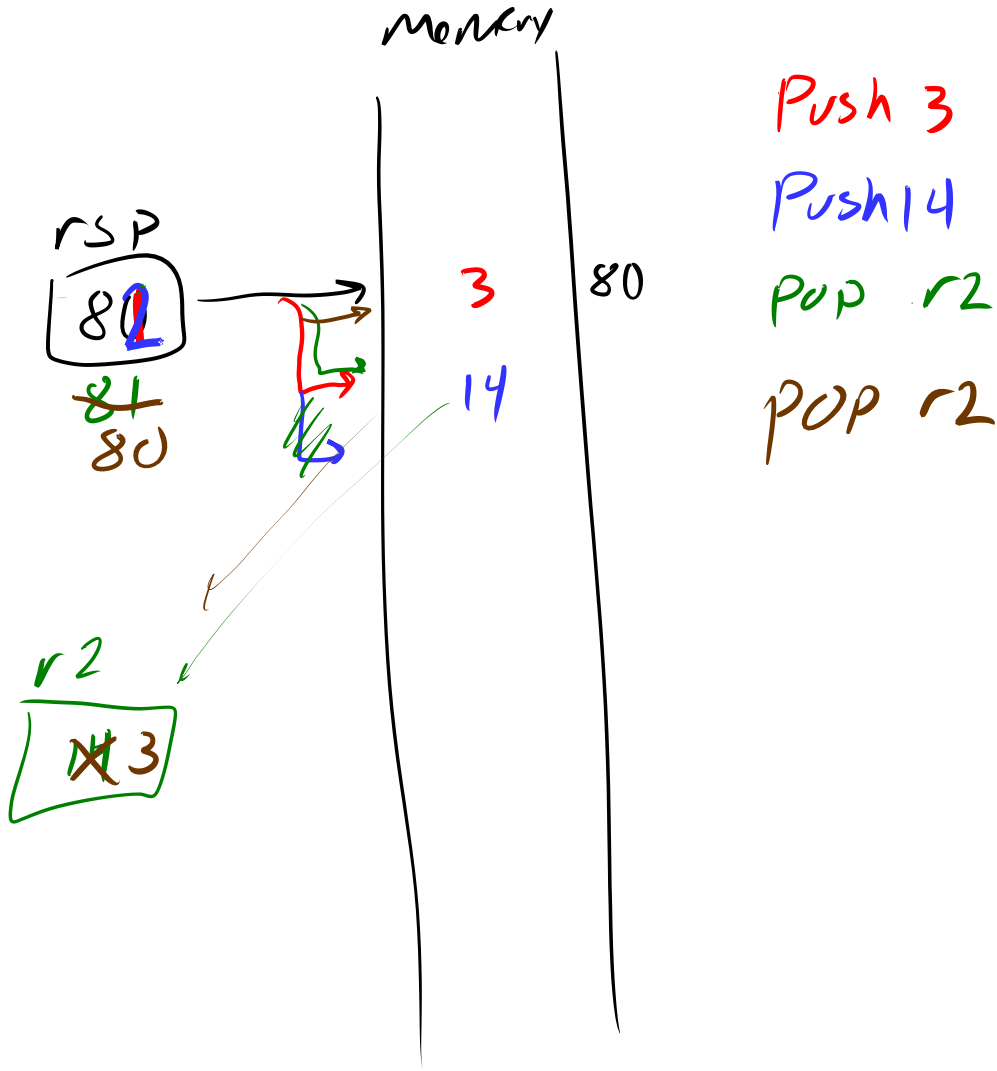
M[rsp] = x

rsp += 1

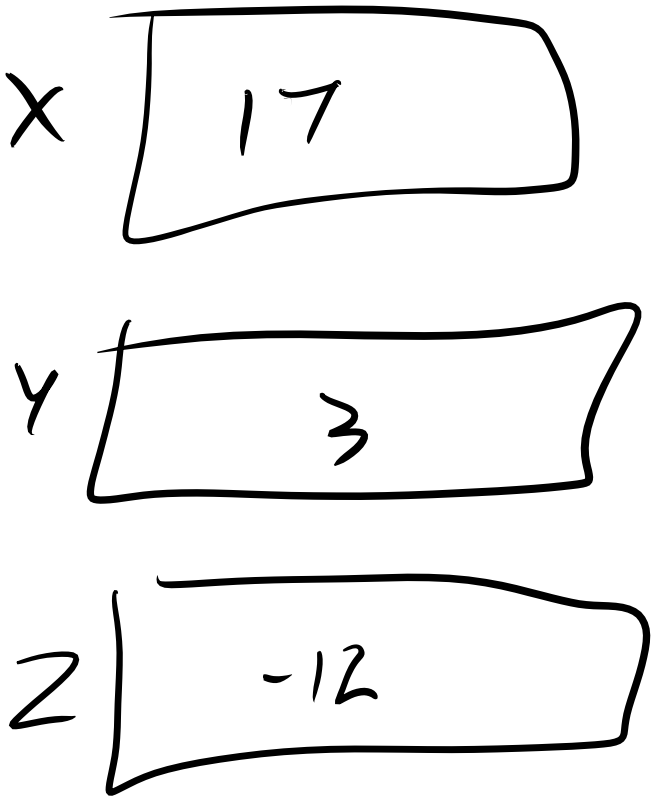
Pop x

rsp -= 1

x = M[rsp]



```
push(3)
push(17)
x = pop()
push(-11)
push(-12)
push(3)
y = pop()
z = pop()
```



x > y

```
Push x
push y
push(pop + pop)
```