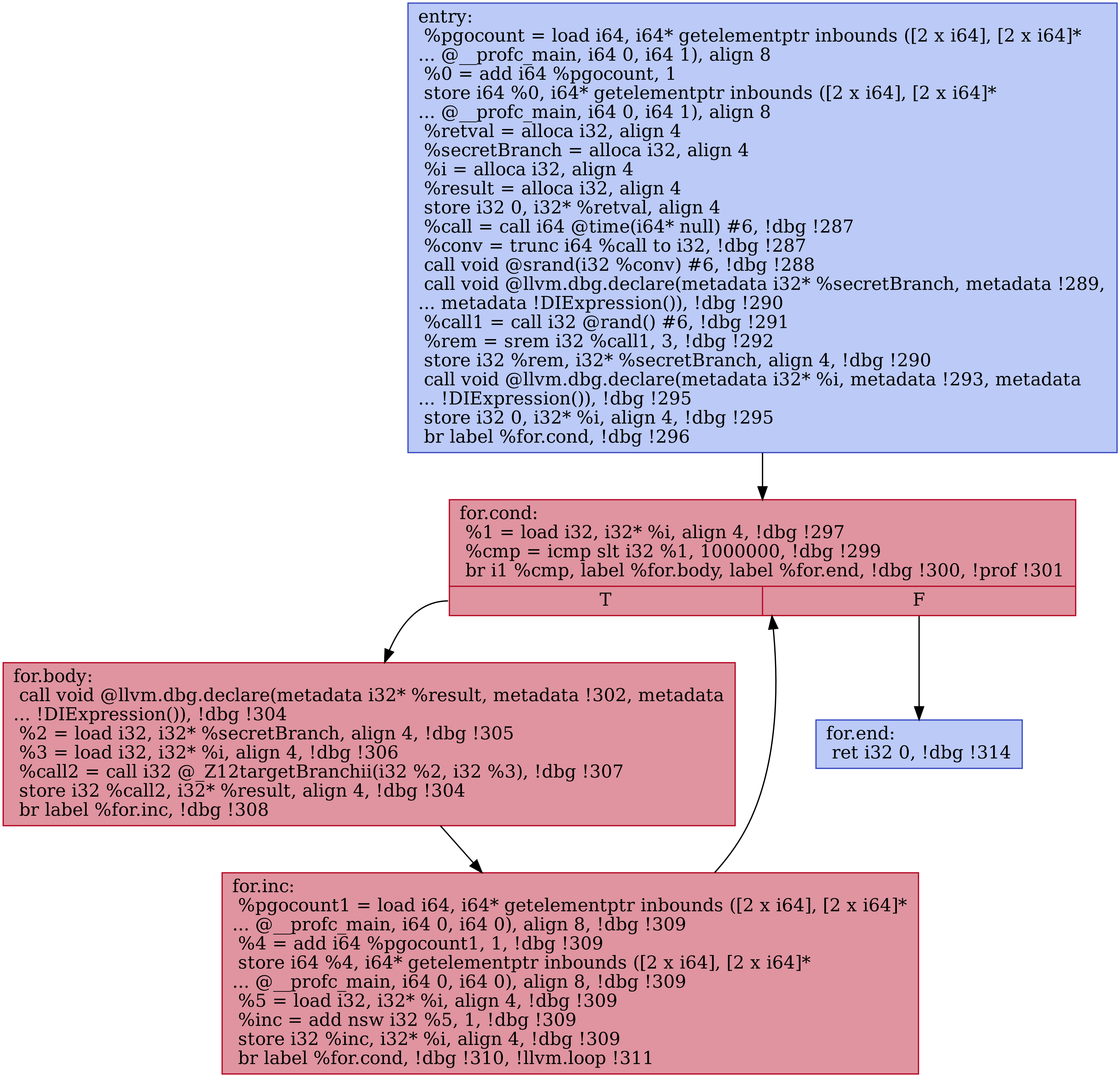

```
entry:
 %pgocount = load i64, i64* getelementptr inbounds ([2 x i64], [2 x i64]*
... @__profc_main, i64 0, i64 1), align 8
 %0 = add i64 %pgocount, 1
 store i64 %0, i64* getelementptr inbounds ([2 x i64], [2 x i64]*
... @__profc_main, i64 0, i64 1), align 8
 %retval = alloca i32, align 4
 %secretBranch = alloca i32, align 4
 %i = alloca i32, align 4
 %result = alloca i32, align 4
 store i32 0, i32* %retval, align 4
 %call = call i64 @time(i64* null) #6, !dbg !287
 %conv = trunc i64 %call to i32, !dbg !287
 call void @srand(i32 %conv) #6, !dbg !288
 call void @llvm.dbg.declare(metadata i32* %secretBranch, metadata !289,
... metadata !DIExpression()), !dbg !290
 %call1 = call i32 @rand() #6, !dbg !291
 %rem = srem i32 %call1, 3, !dbg !292
 store i32 %rem, i32* %secretBranch, align 4, !dbg !290
 call void @llvm.dbg.declare(metadata i32* %i, metadata !293, metadata
... !DIExpression()), !dbg !295
 store i32 0, i32* %i, align 4, !dbg !295
 br label %for.cond, !dbg !296
```

```
for.cond:
 %1 = load i32, i32* %i, align 4, !dbg !297
 %cmp = icmp slt i32 %1, 1000000, !dbg !299
 br i1 %cmp, label %for.body, label %for.end, !dbg !300, !prof !301
```

```
for.body:
 call void @llvm.dbg.declare(metadata i32* %result, metadata !302, metadata
... !DIExpression()), !dbg !304
 %2 = load i32, i32* %secretBranch, align 4, !dbg !305
 %3 = load i32, i32* %i, align 4, !dbg !306
 %call2 = call i32 @_Z12targetBranchii(i32 %2, i32 %3), !dbg !307
 store i32 %call2, i32* %result, align 4, !dbg !304
 br label %for.inc, !dbg !308
```

```
for.end:
 ret i32 0, !dbg !314
```

```
for.inc:
 %pgocount1 = load i64, i64* getelementptr inbounds ([2 x i64], [2 x i64]*
... @__profc_main, i64 0, i64 0), align 8, !dbg !309
 %4 = add i64 %pgocount1, 1, !dbg !309
 store i64 %4, i64* getelementptr inbounds ([2 x i64], [2 x i64]*
... @__profc_main, i64 0, i64 0), align 8, !dbg !309
 %5 = load i32, i32* %i, align 4, !dbg !309
 %inc = add nsw i32 %5, 1, !dbg !309
 store i32 %inc, i32* %i, align 4, !dbg !309
 br label %for.cond, !dbg !310, !llvm.loop !311
```

CFG for 'main' function