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%0:
%1 = alloca float, align 4
%2 = alloca float, align 4
%3 = alloca [1760 x float], align 4
%4 = alloca [1760 x i8], align 1
%5 = bitcast float* %1 to i8*
call void @llvm.lifetime.start.p0i8(i64 4, i8* nonnull %5) #10
store float 0.000000e+00, float* %1, align 4, !tbaa !10
%6 = bitcast float* %2 to i8*
call void @llvm.lifetime.start.p0i8(i64 4, i8* nonnull %6) #10
store float 0.000000e+00, float* %2, align 4, !tbaa !10
%7 = bitcast [1760 x float]* %3 to i8*
call void @llvm.lifetime.start.p0i8(i64 7040, i8* nonnull %7) #10
%8 = getelementptr inbounds [1760 x i8], [1760 x i8]* %4, i64 0, i64 0
call void @llvm.lifetime.start.p0i8(i64 1760, i8* nonnull %8) #10
%9 = call i32 (i8*, ...) @printf(i8* nonnull dereferenceable(1)
... getelementptr inbounds ([5 x i8], [5 x i8]* @.str.1, i64 0, i64 0))
%10 = getelementptr inbounds [1760 x float], [1760 x float]* %3, i64 0, i64 0
%11 = call fastcc i32 @main_loop(float* nonnull %1, float* nonnull %2, i8*
... nonnull %8, float* nonnull %10)
%12 = icmp eq i32 %11, 0
br i1 %12, label %15, label %13

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%15:
15:
call fastcc void @wait()
%16 = call fastcc i32 @main_loop(float* nonnull %1, float* nonnull %2, i8*
... nonnull %8, float* nonnull %10)
%17 = icmp eq i32 %16, 0
br i1 %17, label %15, label %13, !llvm.loop !14

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%13:
13:
%14 = phi i32 [ %11, %0 ], [ %16, %15 ]
call void @llvm.lifetime.end.p0i8(i64 1760, i8* nonnull %8) #10
call void @llvm.lifetime.end.p0i8(i64 7040, i8* nonnull %7) #10
call void @llvm.lifetime.end.p0i8(i64 4, i8* nonnull %6) #10
call void @llvm.lifetime.end.p0i8(i64 4, i8* nonnull %5) #10
ret i32 %14

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CFG for 'main' function