```
%0:
            %pgocount = load i64, ptr getelementptr inbounds ([3 x i64], ptr
           ... @ profc test func, i32 0, i32 2), align 8
           %1 = add i64 \%pgocount, 1
            store i64 %1, ptr getelementptr inbounds ([3 x i64], ptr @ profc test func,
           ... i32 0, i32 2), align 8
            %2 = alloca [100 x %struct.test struct], align 16
            %3 = alloca i32, align 4
            %4 = alloca i32, align 4
            %5 = alloca ptr, align 8
            store i32 1, ptr %3, align 4
            store i32 0, ptr %4, align 4
            %6 = load i32, ptr %3, align 4
            \%7 = \text{sub nsw i} 32 \%6, 1
            \%8 = \text{sext i} 32 \%7 \text{ to i} 64
            \%9 = icmp slt i64 \%8, 0
            br i1 %9, label %ifBlock, label %split
                              Τ
                                                                         F
                ifBlock:
                 %78 = call i32 (ptr, ...) @printf(ptr @str)
                 call void @exit(i32 1)
                 br label %split
                                split:
                                %10 = icmp slt i64 99, %8
                                br i1 %10, label %ifBlock2, label %split1
                                          Τ
                                                                 F
                ifBlock2:
                 %79 = call i32 (ptr, ...) @printf(ptr @str.1)
                 call void @exit(i32 1)
                 br label %split1
            split1:
            ^{\circ}11 = getelementptr inbounds [100 x %struct.test_struct], ptr %2, i64 0, i64
            %12 = getelementptr inbounds %struct.test struct, ptr %11, i32 0, i32 1
            %13 = load ptr, ptr %12, align 8
            store ptr %13, ptr %5, align 8
            br label %14
                               %14:
                                %15 = load i32, ptr %3, align 4
                                %16 = \text{sub nsw i} 32 \%15, 1
                                %17 = icmp \text{ ne } i32 \%16, 0
                                br i1 %17, label %18, label %31, !prof !36
                                                                  F
      %18:
      18:
      %pgocount1 = load i64, ptr getelementptr inbounds ([3 x i64], ptr
      ... @ profc test func, i32 0, i32 1), align 8
      %19 = add i64 \% pgocount1, 1
      store i64 %19, ptr getelementptr inbounds ([3 x i64], ptr
      ... @ profc test func, i32 0, i32 1), align 8
      \%20 = load i32, ptr %4, align 4
      %21 = load i32, ptr %3, align 4
      %22 = \text{sdiv i} 32 \% 21, 2
      %23 = \text{sub nsw i} 32 \%22, 1
      %24 = \text{sext i} 32 \% 23 \text{ to i} 64
      %25 = icmp slt i64 \%24, 0
      br i1 %25, label %ifBlock4, label %split3
                                                            F
  ifBlock4:
   %80 = call i32 (ptr, ...) @printf(ptr @str.2)
   call void @exit(i32 1)
   br label %split3
                        split3:
                         %26 = icmp slt i64 99, %24
                         br i1 %26, label %ifBlock6, label %split5
         ifBlock6:
         %81 = call i32 (ptr, ...) @printf(ptr @str.3)
         call void @exit(i32 1)
          br label %split5
split5:
%27 = getelementptr inbounds [100 x %struct.test struct], ptr %2, i64 0, i64
... %24
%28 = getelementptr inbounds %struct.test struct, ptr %27, i32 0, i32 2
%29 = load i32, ptr %28, align 8
%30 = icmp sgt i32 %20, %29
br label %31
                                                %31:
                                                31:
                                                 %32 = phi i1 [ false, %14 ], [ %30, %split5 ]
                                                 br i1 %32, label %33, label %77, !prof !36
                                                           Τ
                      %33:
                      33:
                      %pgocount2 = load i64, ptr @__profc_test_func, align 8
                       %34 = add i64 \%pgocount2, 1
                       store i64 %34, ptr @__profc_test_func, align 8
                       %35 = load i32, ptr \sqrt{3}, align 4
                                                                                        %77:
                                                                                        77:
                       %36 = sdiv i32 \%35, 2
                                                                                        ret void
                       %37 = \text{sub nsw i}32 \%36, 1
                       %38 = \text{sext i} 32 \% 37 \text{ to i} 64
                       %39 = icmp slt i64 %38, 0
                      br i1 %39, label %ifBlock8, label %split7
                                                                   F
              ifBlock8:
              \%82 = \text{call i32 (ptr, ...)} @printf(ptr @str.4)
              call void @exit(i32 1)
              br label %split7
                          split7:
                           %40 = icmp slt i64 99, %38
                          br i1 %40, label %ifBlock10, label %split9
                                                            F
           ifBlock10:
            %83 = call i32 (ptr, ...) @printf(ptr @str.5)
            call void @exit(i32 1)
            br label %split9
    split9:
    %41 = getelementptr inbounds [100 x %struct.test struct], ptr %2, i64 0, i64
    ... %38
    %42 = getelementptr inbounds %struct.test struct, ptr %41, i32 0, i32 1
    %43 = load ptr, ptr %42, align 8
    %44 = load i32, ptr %3, align 4
    %45 = \text{sub nsw i} 32 \%44, 1
    %46 = \text{sext i} 32 \% 45 \text{ to i} 64
    %47 = icmp slt i64 %46, 0
    br i1 %47, label %ifBlock12, label %split11
                                                                    F
     ifBlock12:
      %84 = call i32 (ptr, ...) @printf(ptr @str.6)
      call void @exit(i32 1)
      br label %split11
                      split11:
                      \frac{1}{9}48 = icmp slt i64 99, %46
                      br i1 %48, label %ifBlock14, label %split13
                                                         F
        ifBlock14:
        %85 = call i32 (ptr, ...) @printf(ptr @str.7)
        call void @exit(i32 1)
        br label %split13
    split13:
    \%49 = \text{getelementptr inbounds} [100 \times \%\text{struct.test\_struct}], \text{ ptr } \%2, \text{ i64 } 0, \text{ i64}
    ... %46
    %50 = getelementptr inbounds %struct.test struct, ptr %49, i32 0, i32 1
    store ptr %43, ptr %50, align 8
    %51 = load i32, ptr %3, align 4
    %52 = \text{sdiv i} 32 \% 51, 2
    %53 = \text{sub nsw i} 32 \% 52, 1
    %54 = \text{sext i} 32 \% 53 \text{ to i} 64
    %55 = icmp slt i64 \%54, 0
    br i1 %55, label %ifBlock16, label %split15
                                                                    F
     ifBlock16:
      %86 = call i32 (ptr, ...) @printf(ptr @str.8)
      call void @exit(i32 1)
      br label %split15
                      split15:
                      %56 = icmp slt i64 99, %54
                      br i1 %56, label %ifBlock18, label %split17
                                                         F
        ifBlock18:
        %87 = call i32 (ptr, ...) @printf(ptr @str.9)
        call void @exit(i32 1)
        br label %split17
      split17:
       \%57 = getelementptr inbounds [100 x %struct.test struct], ptr %2, i64 0, i64
      ... %54
       %58 = getelementptr inbounds %struct.test struct, ptr %57, i32 0, i32 0
       %59 = load ptr, ptr %58, align 8
       \%60 = load i32, ptr \%3, align 4
       %61 = sub nsw i32 %60, 1
       \%62 = \text{sext i} 32 \%61 \text{ to i} 64
       \%63 = icmp slt i64 \%62, 0
       br i1 %63, label %ifBlock20, label %split19
                                                                      F
              ifBlock20:
              %88 = call i32 (ptr, ...) @printf(ptr @str.10)
              call void @exit(i32 1)
              br label %split19
                   split19:
                   \%64 = icmp slt i64 99, \%62
                   br i1 %64, label %ifBlock22, label %split21
                                                      F
   ifBlock22:
    %89 = call i32 (ptr, ...) @printf(ptr @str.11)
    call void @exit(i32 1)
    br label %split21
      split21:
       %65 = getelementptr inbounds [100 x %struct.test struct], ptr %2, i64 0, i64
       ... %62
       %66 = getelementptr inbounds %struct.test struct, ptr %65, i32 0, i32 0
       store ptr %59, ptr %66, align 8 %67 = load i32, ptr %3, align 4
       \%68 = \text{sdiv i} 32 \%67, 2
       store i32 %68, ptr %3, align 4
       %69 = load ptr, ptr %5, align 8
       \%70 = \text{load i}32, ptr \%3, align 4
       \%71 = \text{sub nsw i} 32 \%70, 1
       \%72 = \text{sext i} 32 \%71 \text{ to i} 64
       %73 = icmp slt i64 \%72, 0
       br i1 %73, label %ifBlock24, label %split23
                                                                      F
          ifBlock24:
           %90 = call i32 (ptr, ...) @printf(ptr @str.12)
           call void @exit(i32 1)
           br label %split23
               split23:
               \%74 = \text{icmp slt } i64 99, \%72
               br i1 %74, label %ifBlock26, label %split25
                                                  F
                         Τ
```

%91 = call i32 (ptr, ...) @printf(ptr @str.13)

 $\%75 = \text{getelementptr inbounds} [100 \times \%\text{struct.test struct}], \text{ ptr } \%2, \text{ } i64 \text{ } 0, \text{ } i64$

%76 = getelementptr inbounds %struct.test struct, ptr %75, i32 0, i32 1

ifBlock26:

split25:

... %72

call void @exit(i32 1)

br label %split25