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

split25:
%61 = getelementptr inbounds [100 x %struct.test_struct], ptr %2, i64 0, i64 ... %58
%62 = getelementptr inbounds %struct.test_struct, ptr %61, i32 0, i32 1 store ptr %9, ptr %62, align 8 br label %10, !llvm.loop !37

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

ifBlock26:

call void @exit(i32 1)

br label %split25