## Post dominance root node for.end: %5 = load i32, i32\* %a, align 4%6 = load i 32, i 32\* % sum, align 4%call = call i32 @foo(i32 %5, i32 %6) store i32 %call, i32\* %c, align 4 %7 = load i 32, i 32\*%c, align 4%call1 = call i32 (i8\*, ...) @printf(i8\* getelementptr inbounds ([5 x i8], ... [5 x i8]\* @.str, i32 0, i32 0), i32 %7) ret i32 0 for.cond: %0 = load i 32, i 32\*% i, align 4%1 = load i32, i32\* %argc.addr, align 4%cmp = icmp slt i32 %0, %1 br i1 %cmp, label %for.body, label %for.end entry: %retval = alloca i32, align 4 %argc.addr = alloca i32, align 4 %argv.addr = alloca i8\*\*, align 8 %a = alloca i32, align 4 %sum = alloca i32, align 4 for.inc: %4 = load i32, i32\* %i, align 4%i = alloca i32, align 4 %inc = add nsw i32 %4, 1 %c = alloca i32, align 4 store i32 0, i32\* %retval, align 4 store i32 %inc, i32\* %i, align 4 store i32 %argc, i32\* %argc.addr, align 4 br label %for.cond store i8\*\* %argv, i8\*\*\* %argv.addr, align 8 store i32 0, i32\* %a, align 4 store i32 0, i32\* %sum, align 4 store i32 0, i32\* %i, align 4 br label %for.cond for.body: %2 = load i32, i32\* %i, align 4%3 = load i32, i32\* %sum, align 4%add = add nsw i32 %3, %2 store i32 %add, i32\* %sum, align 4 br label %for.inc

Post dominator tree for 'main' function