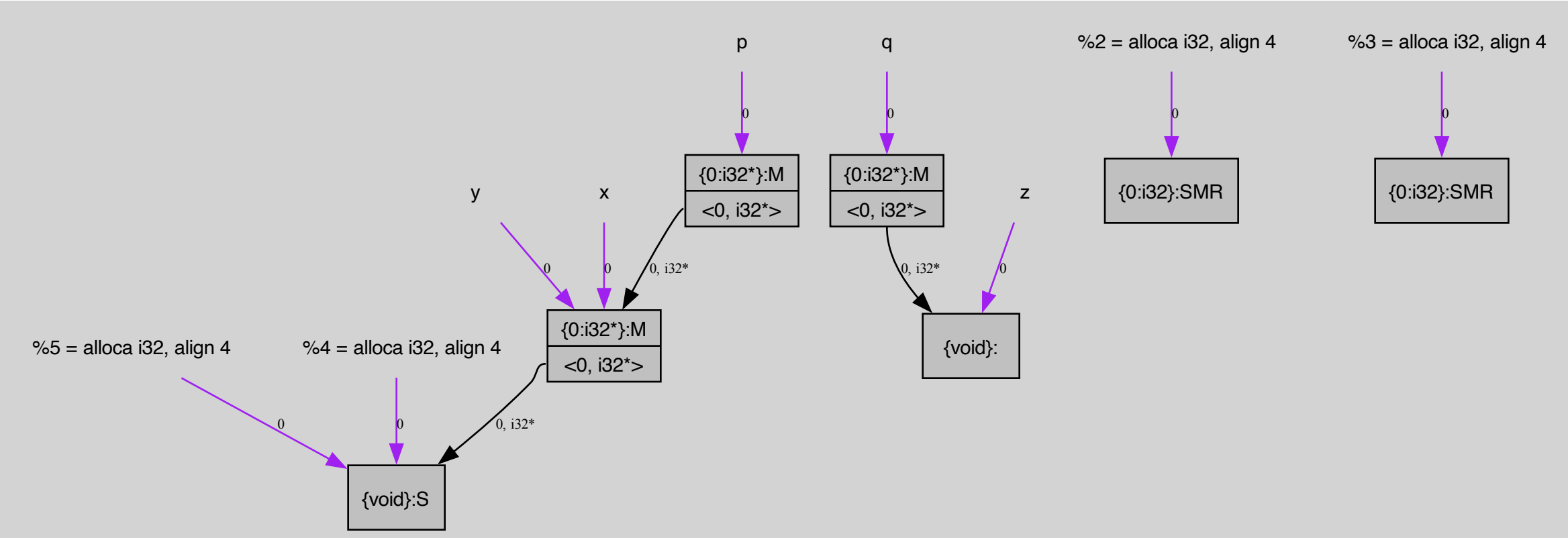
p
q
%2 = alloca i32, align 4
%3 = alloca i32, align 4
0
0
0
0
{0:i32*}:M
<0, i32*>
{0:i32*}:M
<0, i32*>
{0:i32}:SMR
{0:i32}:SMR
y
x
z
0
0
0, i32*
0, i32*
0
{0:i32*}:M
<0, i32*>
{void}:
%5 = alloca i32, align 4
%4 = alloca i32, align 4
0
0
0, i32*
{void}:S