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```
for.end39:                                ; preds = %for.cond26
    %47 = load i32**, i32*** %b, align 8, !dbg !1397
    %48 = load i32, i32* %i, align 4, !dbg !1398
    %idxprom40 = zext i32 %48 to i64, !dbg !1397
    %arrayidx41 = getelementptr inbounds i32*, i32** %47, i64 %idxprom40, !dbg !1397
    %49 = load i32*, i32** %arrayidx41, align 8, !dbg !1397
    %50 = load i32, i32* %j, align 4, !dbg !1399
    %sub42 = sub i32 %50, 1, !dbg !1400
    %idxprom43 = zext i32 %sub42 to i64, !dbg !1397
    %arrayidx44 = getelementptr inbounds i32, i32* %49, i64 %idxprom43, !dbg !1397
    %51 = load i32, i32* %arrayidx44, align 4, !dbg !1397
    %52 = load i32, i32* %total, align 4, !dbg !1401
    %add45 = add i32 %52, %51, !dbg !1401
    store i32 %add45, i32* %total, align 4, !dbg !1401
    br label %for.inc46, !dbg !1402
```

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```
for.cond23:                                ; preds = %for.inc46, %for.end22
    %32 = load i32, i32* %i, align 4, !dbg !1369
    %33 = load i32, i32* %vsize.addr, align 4, !dbg !1371
    %cmp24 = icmp ult i32 %32, %33, !dbg !1372
    br i1 %cmp24, label %for.body25, label %for.end48, !dbg !1373
```

[0/1]

```
for.inc46:                                ; preds = %for.end39
    %53 = load i32, i32* %i, align 4, !dbg !1403
    %inc47 = add i32 %53, 1, !dbg !1403
    store i32 %inc47, i32* %i, align 4, !dbg !1403
    br label %for.cond23, !dbg !1404, !llvm.loop !1405
```

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```
for.body25:                                ; preds = %for.cond23
    store i32 1, i32* %j, align 4, !dbg !1374
    br label %for.cond26, !dbg !1377
```