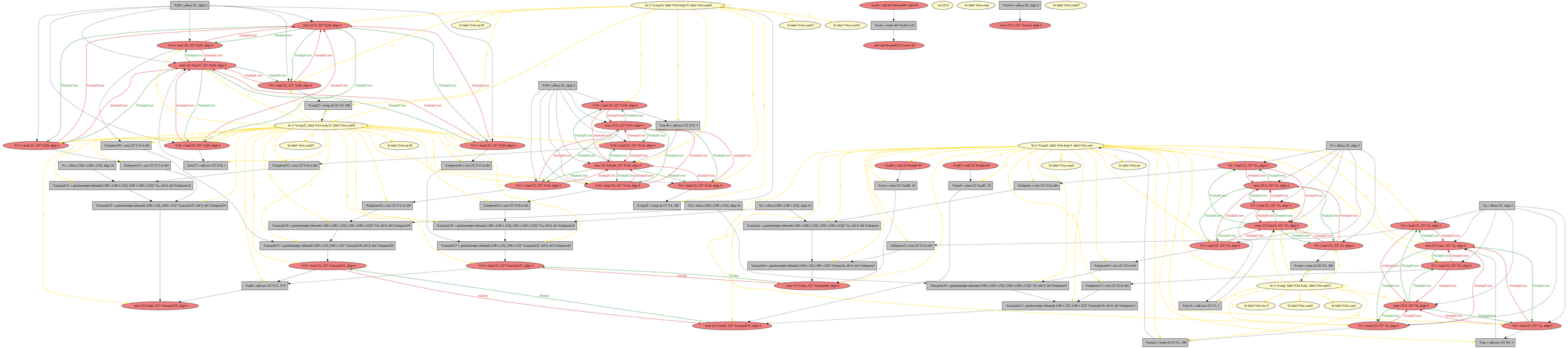
%20 = alloca i32, align 4
store i32 0, i32* %20, align 4
%14 = load i32, i32* %20, align 4
store i32 %inc37, i32* %20, align 4
%9 = load i32, i32* %20, align 4
%comp22 = icmp sh i32 %9, 100
br i1 %cmp22, label %for.body23, label %for.end38
%17 = load i32, i32* %20, align 4
%idxprom30 = sext i32 %14 to i64
%18 = load i32, i32* %20, align 4
%11 = load i32, i32* %20, align 4
br label %for.cond21
br label %for.inc36
%c = alloca [100 x [100 x i32]], align 16
%idxprom34 = sext i32 %17 to i64
%inc37 = add nsw i32 %18, 1
%idxprom32 = sext i32 %16 to i64
%idxprom26 = sext i32 %11 to i64
%arrayidx33 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom32
%arrayidx35 = getelementptr inbounds [100 x [32], [100 x i32]* %arrayidx33, i64 0, i64 %idxprom34]
%idxprom28 = sext i32 %13 to i64
%idxprom24 = sext i32 %10 to i64
%arrayidx29 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom28
%arrayidx25 = getelementptr inbounds [100 x [32], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
%arrayidx31 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx29, i64 0, i64 %idxprom30
%arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
%15 = load i32, i32* %arrayidx31, align 4
%12 = load i32, i32* %arrayidx27, align 4
%add = add nsw i32 %12, %15
store i32 %add, i32* %arrayidx35, align 4
br i1 %cmp18, label %for.body19, label %for.end41
br label %for.inc39
%16 = alloca i32, align 4
%19 = load i32, i32* %16, align 4
store i32 0, i32* %16, align 4
%inc40 = add nsw i32 %19, 1
%16 = load i32, i32* %16, align 4
store i32 %inc40, i32* %16, align 4
%13 = load i32, i32* %16, align 4
%10 = load i32, i32* %16, align 4
%8 = load i32, i32* %16, align 4
%cmp18 = icmp sh i32 %8, 100
%b = alloca [100 x [100 x i32]], align 16
%a = alloca [100 x [100 x i32]], align 16
%arrayidx = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom
%arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5
%arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
%arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11
store i32 %sub, i32* %arrayidx12, align 4
%call = call i64 @time(i64* null) #3
br label %for.cond
%rand = call i32 @rand() #3
%call7 = call i32 @rand() #3
%sub = srem i32 %call6, 10
%mul8 = srem i32 %call7, 10
%idxprom = sext i32 %2 to i64
%idxprom3 = sext i32 %3 to i64
%idxprom9 = sext i32 %4 to i64
%idxprom11 = sext i32 %5 to i64
br i1 %cmp2, label %for.body3, label %for.end
%i = alloca i32, align 4
%2 = load i32, i32* %i, align 4
store i32 0, i32* %i, align 4
%7 = load i32, i32* %i, align 4
store i32 %inc14, i32* %i, align 4
%4 = load i32, i32* %i, align 4
%0 = load i32, i32* %i, align 4
%cmp = icmp sh i32 %0, 100
br i1 %cmp, label %for.body, label %for.end15
br label %for.inc13
br label %for.cond1
br label %for.cond
%inc14 = add nsw i32 %7, 1
%cmp2 = icmp sh i32 %1, 100
%3 = load i32, i32* %j, align 4
store i32 %inc, i32* %j, align 4
%5 = load i32, i32* %j, align 4
store i32 0, i32* %j, align 4
%1 = load i32, i32* %j, align 4
%6 = load i32, i32* %j, align 4
%inc = add nsw i32 %6, 1
%call6 = call i32 @time(i64* null) #3
int i32 0
br label %for.cond
%retval = alloca i32, align 4
br label %for.cond17
store i32 0, i32* %retval, align 4
%conv = trunc i64 %call to i32
call void @srand(i32 %conv) #3
br label %for.cond17
br label %for.cond23
AlsodepConst
TlsdepConst
Alsdep
Tlsdep