[4/5] for.cond7: ; preds = %for.inc20, %for.end %4 = load i32, i32* %i6, align 4 %cmp8 = icmp ult i32 %4, 100 br i1 %cmp8, label %for.body9, label %for.end22 ; preds = % for.cond7%5 = load i32, i32* %i6, align 4%idxprom 10 = zext i 32 % 5 to i 64%arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10 %6 = load i32, i32* %arrayidx11, align 4 %7 = load i32, i32* %i6, align 4%idxprom 12 = zext i 32 % 7 to i 64%arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12 $\sqrt{8}$ = load i32, i32* %arrayidx13, align 4 %add = add i32 %6, %8 %9 = load i32, i32* %i6, align 4 %idxprom 14 = zext i 32 % 9 to i 64%arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14 store i32 %add, i32* %arrayidx15, align 4 %10 = load i32, i32*%i6, align 4% sub = sub i32 % 10. 1 %idxprom 16 = zext i 32 % sub to i 64 %arrayidx17 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom16 %11 = load i32, i32* %arrayidx17, align 4 %12 = load i32, i32* %i6, align 4%idxprom 18 = zext i 32 % 12 to i 64%arrayidx19 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom18 store i32 %11, i32* %arrayidx19, align 4

[0/1]

br label %for.inc20

for.body9:

