[2/5]

for.cond6:   ; preds = %for.inc17, %for.body5
%19 = load i32, i32* %j, align 4, !dbg !1343
%20 = load i32, i32* %hsize.addr, align 4, !dbg !1345
%cmp7 = icmp ult i32 %19, %20, !dbg !1346
br i1 %cmp7, label %for.body8, label %for.end19, !dbg !1347

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for.body8:   ; preds = %for.cond6
%21 = load i32**, i32*** %a.addr, align 8, !dbg !1348
%22 = load i32, i32* %i, align 4, !dbg !1350
%idxprom9 = zext i32 %22 to i64, !dbg !1348
%arrayidx10 = getelementptr inbounds i32*, i32** %21, i64 %idxprom9, !dbg !1348
%23 = load i32*, i32** %arrayidx10, align 8, !dbg !1348
%24 = load i32, i32* %j, align 4, !dbg !1351
%idxprom11 = zext i32 %24 to i64, !dbg !1348
%arrayidx12 = getelementptr inbounds i32, i32* %23, i64 %idxprom11, !dbg !1348
%25 = load i32, i32* %arrayidx12, align 4, !dbg !1348
%26 = load i32**, i32*** %b, align 8, !dbg !1352
%27 = load i32, i32* %i, align 4, !dbg !1353
%idxprom13 = zext i32 %27 to i64, !dbg !1352
%arrayidx14 = getelementptr inbounds i32*, i32** %26, i64 %idxprom13, !dbg !1352
%28 = load i32*, i32** %arrayidx14, align 8, !dbg !1352
%29 = load i32, i32* %j, align 4, !dbg !1354
%idxprom15 = zext i32 %29 to i64, !dbg !1352
%arrayidx16 = getelementptr inbounds i32, i32* %28, i64 %idxprom15, !dbg !1352
store i32 %25, i32* %arrayidx16, align 4, !dbg !1355
br label %for.inc17, !dbg !1356

[0/1]

for.inc17:   ; preds = %for.body8
%30 = load i32, i32* %j, align 4, !dbg !1357
%inc18 = add i32 %30, 1, !dbg !1357
store i32 %inc18, i32* %j, align 4, !dbg !1357
br label %for.cond6, !dbg !1358, !llvm.loop !1359