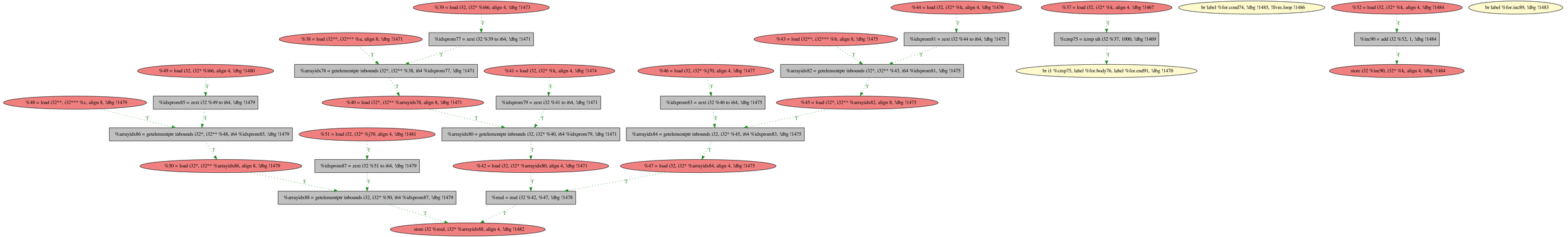
%39 = load i32, i32* %i66, align 4, !dbg !1473
%idxprom77 = zext i32 %39 to i64, !dbg !1471
%38 = load i32**, i32*** %a, align 8, !dbg !1471
%arrayidx78 = getelementptr inbounds i32*, i32** %38, i64 %idxprom77, !dbg !1471
%49 = load i32, i32* %i66, align 4, !dbg !1480
%idxprom85 = zext i32 %49 to i64, !dbg !1479
%48 = load i32**, i32*** %c, align 8, !dbg !1479
%arrayidx86 = getelementptr inbounds i32*, i32** %48, i64 %idxprom85, !dbg !1479
%50 = load i32*, i32** %arrayidx86, align 8, !dbg !1479
%41 = load i32, i32* %k, align 4, !dbg !1474
%40 = load i32*, i32** %arrayidx78, align 8, !dbg !1471
%idxprom79 = zext i32 %41 to i64, !dbg !1471
%51 = load i32, i32* %j70, align 4, !dbg !1481
%arrayidx80 = getelementptr inbounds i32, i32* %40, i64 %idxprom79, !dbg !1471
%idxprom87 = zext i32 %51 to i64, !dbg !1479
%42 = load i32, i32* %arrayidx80, align 4, !dbg !1471
%arrayidx88 = getelementptr inbounds i32, i32* %50, i64 %idxprom87, !dbg !1479
%mul = mul i32 %42, %47, !dbg !1478
store i32 %mul, i32* %arrayidx88, align 4, !dbg !1482
%44 = load i32, i32* %k, align 4, !dbg !1476
%idxprom81 = zext i32 %44 to i64, !dbg !1475
%43 = load i32**, i32*** %b, align 8, !dbg !1475
%arrayidx82 = getelementptr inbounds i32*, i32** %43, i64 %idxprom81, !dbg !1475
%46 = load i32, i32* %j70, align 4, !dbg !1477
%idxprom83 = zext i32 %46 to i64, !dbg !1475
%45 = load i32*, i32** %arrayidx82, align 8, !dbg !1475
%arrayidx84 = getelementptr inbounds i32, i32* %45, i64 %idxprom83, !dbg !1475
%47 = load i32, i32* %arrayidx84, align 4, !dbg !1475
%37 = load i32, i32* %k, align 4, !dbg !1467
%cmp75 = icmp ult i32 %37, 1000, !dbg !1469
br i1 %cmp75, label %for.body76, label %for.end91, !dbg !1470
br label %for.cond74, !dbg !1485, !llvm.loop !1486
%52 = load i32, i32* %k, align 4, !dbg !1484
%inc90 = add i32 %52, 1, !dbg !1484
store i32 %inc90, i32* %k, align 4, !dbg !1484
br label %for.inc89, !dbg !1483
T