

[1/2] %10 = load i32, i32* %i4, align 4, !dbg !1339

[0/7] store i32 %inc12, i32* %i4, align 4, !dbg !1342

[3/4] %11 = load i32, i32* %i4, align 4, !dbg !1342

[5/6] %7 = load i32, i32* %i4, align 4, !dbg !1332

[8/9] store i32* %8, i32** %arrayidx10, align 8, !dbg !1340

[10/11] %9 = load i32**, i32*** %b, align 8, !dbg !1338