

[3/4]

```
for.body23:                                ; preds = %for.cond21
```

```
%10 = load i32, i32* %i16, align 4
```

```
%idxprom24 = sext i32 %10 to i64
```

```
%arrayidx25 = getelementptr @inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom24
```

```
%11 = load i32, i32* %j20, align 4
```

```
%idxprom26 = sext i32 %11 to i64
```

```
%arrayidx27 = getelementptr @inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
```

```
%12 = load i32, i32* %arrayidx27, align 4
```

```
%13 = load i32, i32* %i16, align 4
```

```
%idxprom28 = sext i32 %13 to i64
```

```
%arrayidx29 = getelementptr @inbounds, [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom28
```

```
%14 = load i32, i32* %j20, align 4
```

```
%idxprom30 = sext i32 %14 to i64
```

```
%arrayidx31 = getelementptr @inbounds [100 x i32], [100 x i32]* %arrayidx29, i64 0, i64 %idxprom30
```

```
%15 = load i32, i32* %arrayidx31, align 4
```

```
%add = add nsw i32 %12, %15
```

```
%16 = load i32, i32* %i16, align 4
```

```
%idxprom32 = sext i32 %16 to i64
```

```
%arrayidx33 = getelementptr @inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom32
```

```
%17 = load i32, i32* %j20, align 4
```

```
%idxprom34 = sext i32 %17 to i64
```

```
%arrayidx35 = getelementptr @inbounds [100 x i32], [100 x i32]* %arrayidx33, i64 0, i64 %idxprom34
```

```
store i32 %add, i32* %arrayidx35, align 4
```

br label %for.inc36

[0/1]

```
for.inc36:                                ; preds = %for.body23
```

```
%18 = load i32, i32* %j20, align 4
```

```
%inc37 = add nsw i32 %18, 1
```

```
store i32 %inc37, i32* %j20, align 4
```

br label %for.cond21

[2/5]

[illegible]

```
%9 = load i32, i32* %j20, align 4
```

```
%cmp22 = icmp slt i32 %9, 100
```

br i1 %cmp22, label %for.body23, label %for.end38