

[4/5]
for.cond26: ; preds = %for.inc37, %for.body25
%34 = load i32, i32* %j, align 4, !dbg !1378
%35 = load i32, i32* %hsize.addr, align 4, !dbg !1380
%cmp27 = icmp ult i32 %34, %35, !dbg !1381
br i1 %cmp27, label %for.body28, label %for.end39, !dbg !1382

[0/1]
for.inc37: ; preds = %for.body28
%46 = load i32, i32* %j, align 4, !dbg !1393
%inc38 = add i32 %46, 1, !dbg !1393
store i32 %inc38, i32* %j, align 4, !dbg !1393
br label %for.cond26, !dbg !1394, !llvm.loop !1395

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for.body28: ; preds = %for.cond26
%36 = load i32**, i32*** %b, align 8, !dbg !1383
%37 = load i32, i32* %i, align 4, !dbg !1385
%idxprom29 = zext i32 %37 to i64, !dbg !1383
%arrayidx30 = getelementptr inbounds i32*, i32** %36, i64 %idxprom29, !dbg !1383
%38 = load i32*, i32** %arrayidx30, align 8, !dbg !1383
%39 = load i32, i32* %j, align 4, !dbg !1386
%sub = sub i32 %39, 1, !dbg !1387
%idxprom31 = zext i32 %sub to i64, !dbg !1383
%arrayidx32 = getelementptr inbounds i32, i32* %38, i64 %idxprom31, !dbg !1383
%40 = load i32, i32* %arrayidx32, align 4, !dbg !1383
%41 = load i32**, i32*** %b, align 8, !dbg !1388
%42 = load i32, i32* %i, align 4, !dbg !1389
%idxprom33 = zext i32 %42 to i64, !dbg !1388
%arrayidx34 = getelementptr inbounds i32*, i32** %41, i64 %idxprom33, !dbg !1388
%43 = load i32*, i32** %arrayidx34, align 8, !dbg !1388
%44 = load i32, i32* %j, align 4, !dbg !1390
%idxprom35 = zext i32 %44 to i64, !dbg !1388
%arrayidx36 = getelementptr inbounds i32, i32* %43, i64 %idxprom35, !dbg !1388
%45 = load i32, i32* %arrayidx36, align 4, !dbg !1391
%add = add i32 %45, %40, !dbg !1391
store i32 %add, i32* %arrayidx36, align 4, !dbg !1391
br label %for.inc37, !dbg !1392