[2/5] for.cond74: ; preds = %for.inc89, %for.body73 %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

```
[3/4]
                                                ; preds = \% for.cond74
           for.body76:
                 %38 = load i32**, i32*** %a, align 8, !dbg !1471
                  %39 = load i32, i32* %i66, align 4, !dbg !1473
                  %idxprom77 = zext i32 %39 to i64, !dbg !1471
%arrayidx78 = getelementptr inbounds i32*, i32** %38, i64 %idxprom77, !dbg !1471
              %40 = load i32*, i32** %arrayidx78, align 8, !dbg !1471
                   %41 = load i32, i32* %k, align 4, !dbg !1474
                  %idxprom79 = zext i32 %41 to i64, !dbg !1471
 %arrayidx80 = getelementptr inbounds i32, i32* %40, i64 %idxprom79, !dbg !1471
               %42 = load i32, i32* %arrayidx80, align 4, !dbg !1471
                 %43 = load i32**, i32*** %b, align 8, !dbg !1475
                   %44 = load i32, i32* %k, align 4, !dbg !1476
                  %idxprom81 = zext i32 %44 to i64, !dbg !1475
%arrayidx82 = getelementptr inbounds i32*, i32** %43, i64 %idxprom81, !dbg !1475
              %45 = load i32*, i32** %arrayidx82, align 8, !dbg !1475
                  %46 = load i32, i32* %j70, align 4, !dbg !1477
                  %idxprom83 = zext i32 %46 to i64, !dbg !1475
 %arrayidx84 = getelementptr inbounds i32, i32* %45, i64 %idxprom83, !dbg !1475
               %47 = load i32, i32* %arrayidx84, align 4, !dbg !1475
                      %mul = mul i32 %42, %47, !dbg !1478
                 %48 = \text{load } i32**, i32*** \%c, align 8, !dbg !1479
                  %49 = load i32, i32* %i66, align 4, !dbg !1480
                  \%idxprom85 = zext i32 \%49 to i64, !dbg !1479
%arrayidx86 = getelementptr inbounds i32*, i32** %48, i64 %idxprom85, !dbg !1479
              %50 = load i32*, i32** %arrayidx86, align 8, !dbg !1479
                  %51 = load i32, i32* %j70, align 4, !dbg !1481
                  %idxprom87 = zext i32 %51 to i64, !dbg !1479
 %arrayidx88 = getelementptr inbounds i32, i32* %50, i64 %idxprom87, !dbg !1479
               store i32 %mul, i32* %arrayidx88, align 4, !dbg !1482
```

br label %for.inc89, !dbg !1483

[0/1]
for.inc89: ; preds = %for.body76
%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.cond74, !dbg !1485, !llvm.loop !1486