; preds = %for.inc17, %for.body3 for.cond4: %2 = load i32, i32\* %k, align 4, !dbg !984 %cmp5 = icmp slt i32 %2, 10, !dbg !986 br i1 %cmp5, label %for.body6, label %for.end19, !dbg !987 [11/12] [2/3]for.inc17: ; preds = % for .end [9/10] for.body6: for.cond7: ; preds = %for.inc, %for.body6 preds = % for . cond4 %9 = load i32, i32\* %k, align 4, !dbg !1012 for.end: call void @llvm.dbg.declare(metadata i32\* %m, metadata !988, metadata !DIExpression()), !dbg !991 %3 = load i32, i32\* %m, align 4, !dbg !993 ; preds = % for.cond7 %inc18 = add nsw i32 %9, 1, !dbg !1012 %cmp8 = icmp slt i32 %3, 5, !dbg !995 br label %for.inc17, !dbg !1011 store i32 0, i32\* %m, align 4, !dbg !991 store i32 %inc18, i32\* %k, align 4, !dbg !1012 br i1 %cmp8, label %for.body9, label %for.end, !dbg !996 br label %for.cond7, !dbg !992 br label %for.cond4, !dbg !1013, !llvm.loop !1014 for.body9: ; preds = % for.cond7%call10 = call i32 @rand() #3, !dbg !997 %rem = srem i32 %call10, 10, !dbg !999 %4 = load i32, i32\* %i, align 4, !dbg !1000 %idxprom = sext i32 %4 to i64, !dbg !1001 %arrayidx = getelementptr inbounds [100 x [10 x [10 x [5 x i32]]]], [100 x [10 x [10 x [5 x i32]]]]\* %a, i64 0, i64 %idxprom, !dbg !1001 [0/1] %5 = load i32, i32\* %j, align 4, !dbg !1002 for.inc: ; preds = % for.body9 %idxprom11 = sext i32 %5 to i64, !dbg !1001 %8 = load i32, i32\* %m, align 4, !dbg !1007 %arrayidx12 = getelementptr inbounds [10 x [10 x [5 x i32]]], [10 x [10 x [5 x i32]]]\* %arrayidx, i64 0, i64 %idxprom11, !dbg !1001 %inc = add nsw i32 %8, 1, !dbg !1007

store i32 %inc, i32\* %m, align 4, !dbg !1007

br label %for.cond7, !dbg !1008, !llvm.loop !1009

%6 = load i32, i32\* %k, align 4, !dbg !1003

%idxprom13 = sext i32 %6 to i64, !dbg !1001