

[8/9] store double %0, double* %arrayidx11, align 8, !dbg !1324

[4/5] %0 = load double, double* %arrayidx6, align 8, !dbg !1321

[2/3] %1 = load double, double* %arrayidx21, align 8, !dbg !1327

[6/7] store double 0.000000e+00, double* %arrayidx16, align 8, !dbg !1326

[0/1] store double %1, double* %arrayidx26, align 8, !dbg !1329