```
[4/5]
           for.end39:
                                               ; preds = \% for.cond26
                 %47 = load i32**, i32*** %b, align 8, !dbg !1397
                   %48 = load i32, i32* %i, align 4, !dbg !1398
                  %idxprom40 = zext i32 %48 to i64, !dbg !1397
%arrayidx41 = getelementptr inbounds i32*, i32** %47, i64 %idxprom40, !dbg !1397
              %49 = load i32*, i32** %arrayidx41, align 8, !dbg !1397
                   %50 = load i32, i32* %j, align 4, !dbg !1399
                       %sub42 = sub i32 %50, 1, !dbg !1400
                 %idxprom43 = zext i32 %sub42 to i64, !dbg !1397
 %arrayidx44 = getelementptr inbounds i32, i32* %49, i64 %idxprom43, !dbg !1397
               %51 = load i32, i32* %arrayidx44, align 4, !dbg !1397
                  %52 = load i32, i32* %total, align 4, !dbg !1401
                     %add45 = add i32 %52, %51, !dbg !1401
                 store i32 %add45, i32* %total, align 4, !dbg !1401
                          br label %for.inc46, !dbg !1402
```

[6/7]; preds = %for.inc46, %for.end22 for.cond23: %32 = load i32, i32* %i, align 4, !dbg !1369 %33 = load i32, i32* %vsize.addr, align 4, !dbg !1371 %cmp24 = icmp ult i32 %32, %33, !dbg !1372 br i1 %cmp24, label %for.body25, label %for.end48, !dbg !1373 [0/1]for.inc46: ; preds = %for.end39 [2/3]%53 = load i32, i32* %i, align 4, !dbg !1403 for.body25: ; preds = % for.cond23 %inc47 = add i32 %53, 1, !dbg !1403 store i32 1, i32* %j, align 4, !dbg !1374 store i32 %inc47, i32* %i, align 4, !dbg !1403 br label %for.cond26, !dbg !1377

br label %for.cond23, !dbg !1404, !llvm.loop !1405