```
[3/4]
for.body8:                                              ; preds = %for.cond6
    %21 = load i32**, i32*** %a.addr, align 8, !dbg !1348
      %22 = load i32, i32* %i, align 4, !dbg !1350
      %idxprom9 = zext i32 %22 to i64, !dbg !1348
%arrayidx10 = getelementptr inbounds i32*, i32** %21, i64 %idxprom9, !dbg !1348
      %23 = load i32*, i32** %arrayidx10, align 8, !dbg !1348
      %24 = load i32, i32* %j, align 4, !dbg !1351
      %idxprom11 = zext i32 %24 to i64, !dbg !1348
%arrayidx12 = getelementptr inbounds i32, i32* %23, i64 %idxprom11, !dbg !1348
      %25 = load i32, i32* %arrayidx12, align 4, !dbg !1348
      %26 = load i32**, i32*** %b, align 8, !dbg !1352
      %27 = load i32, i32* %i, align 4, !dbg !1353
      %idxprom13 = zext i32 %27 to i64, !dbg !1352
%arrayidx14 = getelementptr inbounds i32*, i32** %26, i64 %idxprom13, !dbg !1352
      %28 = load i32*, i32** %arrayidx14, align 8, !dbg !1352
      %29 = load i32, i32* %j, align 4, !dbg !1354
      %idxprom15 = zext i32 %29 to i64, !dbg !1352
%arrayidx16 = getelementptr inbounds i32, i32* %28, i64 %idxprom15, !dbg !1352
      store i32 %25, i32* %arrayidx16, align 4, !dbg !1355
      br label %for.inc17, !dbg !1356
```

```
[0/1]
for.inc17:                                              ; preds = %for.body8
    %30 = load i32, i32* %j, align 4, !dbg !1357
    %inc18 = add i32 %30, 1, !dbg !1357
    store i32 %inc18, i32* %j, align 4, !dbg !1357
    br label %for.cond6, !dbg !1358, !llvm.loop !1359
```

```
[2/5]
for.cond6:                                              ; preds = %for.inc17, %for.body5
    %19 = load i32, i32* %j, align 4, !dbg !1343
    %20 = load i32, i32* %hsize.addr, align 4, !dbg !1345
    %cmp7 = icmp ult i32 %19, %20, !dbg !1346
    br i1 %cmp7, label %for.body8, label %for.end19, !dbg !1347
```