

store double %1, double\* %arrayidx26, align 8, !dbg !1329

%0 = load double, double\* %arrayidx6, align 8, !dbg !1321

%1 = load double, double\* %arrayidx21, align 8, !dbg !1327

store double 0.000000e+00, double\* %arrayidx16, align 8, !dbg !1326

store double %0, double\* %arrayidx11, align 8, !dbg !1324