```
for.cond49:
                                                                                                                           ; preds = \% for.inc54, \% for.end48
                                                                                                    %54 = load i32, i32* %i, align 4, !dbg !1410
                                                                                                %55 = load i32, i32* %vsize.addr, align 4, !dbg !1412
                                                                                                   %cmp50 = icmp ult i32 %54, %55, !dbg !1413
                                                                                           br i1 %cmp50, label %for.body51, label %for.end56, !dbg !1414
                                                                                            for.body51:
                                                                                                                                 ; preds = \%for.cond49
                                                                                                 %56 = load i32**, i32*** %b, align 8, !dbg !1415
                                  [4/5]
                                                                                                    %57 = load i32, i32* %i, align 4, !dbg !1417
delete.end:
                                   ; preds = %delete.notnull, %for.body51
                                                                                                   %idxprom52 = zext i32 %57 to i64, !dbg !1415
                      br label %for.inc54, !dbg !1419
                                                                                %arrayidx53 = getelementptr inbounds i32*, i32** %56, i64 %idxprom52, !dbg !1415
                                                                                              %58 = load i32*, i32** %arrayidx53, align 8, !dbg !1415
                                                                                                    %isnull = icmp eq i32* %58, null, !dbg !1418
                                                                                          br i1 %isnull, label %delete.end, label %delete.notnull, !dbg !1418
                                                                                                                       [2/3]
                                                                                                                                ; preds = \% for.body51
                                                                                            delete.notnull:
                                                                                                     %59 = bitcast i32* %58 to i8*, !dbg !1418
                                                                                                    call void @_ZdaPv(i8* %59) #11, !dbg !1418
                                                                                                          br label %delete.end, !dbg !1418
```

[0/1]
for.inc54: ; preds = %delete.end
%60 = load i32, i32* %i, align 4, !dbg !1420
%inc55 = add i32 %60, 1, !dbg !1420
store i32 %inc55, i32* %i, align 4, !dbg !1420
br label %for.cond49, !dbg !1421, !llvm.loop !1422