[2/5]

for.cond1:

; preds = %for.inc, %for.body

%ix.0 = phi i32 [ 0, %for.body ], [ %inc, %for.inc ], !dbg !1317

call void @llvm.dbg.value(metadata i32 %ix.0, metadata !1312, metadata !DIExpression()), !dbg !1313 %cmp2 = icmp slt i32 %ix.0, 100, !dbg !1319

br i1 %cmp2, label %for.body3, label %for.end, !dbg !1320

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for.body3: ; preds = %for.cond1

%idxprom = sext i32 %iz.0 to i64, !dbg !1321

% arrayidx = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]] \* %x1, i64 0, i64 %idxprom, !dbg !1321 % arrayidx4 = getelementptr inbounds [100 x [100 x double]], [100 x [100 x double]] \* % arrayidx, i64 0, i64 0, !dbg !1321

Sounds [100 x [100 x double]], [100 x [100 x double]]\* % arrayidx, 164 0, 164 0, 168 !1321 % idxprom5 = sext i32 % ix.0 to i64, !dbg !1321

%arrayidx6 = getelementptr inbounds [100 x double], [100 x double]\* %arrayidx4, i64 0, i64 %idxprom5, !dbg !1321

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

%idxprom7 = sext i32 %iz.0 to i64, !dbg !1323

%arrayidx8 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]\* %y, i64 0, i64 %idxprom7, !dbg !1323

%arrayidx9 = getelementptr inbounds [100 x [100 x double]], [100 x [100 x double]]\* %arrayidx8, i64 0, i64 0, i64 0, id4 0, id4

%idxprom10 = sext i32 %ix.0 to i64, !dbg !1323

%arrayidx11 = getelementptr inbounds [100 x double], [100 x double]\* %arrayidx9, i64 0, i64 %idxprom10, !dbg !1323

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

%idxprom12 = sext i32 %iz.0 to i64, !dbg !1325

%arrayidx13 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]\* %y, i64 0, i64 %idxprom12, !dbg !1325

%arrayidx14 = getelementptr inbounds [100 x [100 x double]], [100 x [100 x double]]\* %arrayidx13, i64 0, i64 1, !dbg !1325

%idxprom15 = sext i32 %ix.0 to i64, !dbg !1325

%arrayidx16 = getelementptr inbounds [100 x double], [100 x double]\* %arrayidx14, i64 0, i64 %idxprom15, !dbg !1325

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

%idxprom17 = sext i32 %iz.0 to i64, !dbg !1327

%arrayidx18 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]\* %x1, i64 0, i64 %idxprom17, !dbg !1327

%arrayidx19 = getelementptr inbounds [100 x [100 x double]], [100 x [100 x double]]\* %arrayidx18, i64 0, i64 99, !dbg !1327

%idxprom20 = sext i32 %ix.0 to i64, !dbg !1327

%arrayidx21 = getelementptr inbounds [100 x double], [100 x double]\* %arrayidx19, i64 0, i64 %idxprom20, !dbg !1327

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

%idxprom22 = sext i32 %iz.0 to i64, !dbg !1328

%arrayidx23 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]\* %y, i64 0, i64 %idxprom22, !dbg !1328

%arrayidx24 = getelementptr inbounds [100 x [100 x double]], [100 x [100 x double]]\* %arrayidx23, i64 0, i64 2, !dbg !1328

%idxprom25 = sext i32 %ix.0 to i64, !dbg !1328

%arrayidx26 = getelementptr inbounds [100 x double], [100 x double]\* %arrayidx24, i64 0, i64 %idxprom25, !dbg !1328

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

br label %for.inc, !dbg !1330

[0/1]

for.inc:

; preds = % for.body3

%inc = add nsw i32 %ix.0, 1, !dbg !1331

call void @llvm.dbg.value(metadata i32 %inc, metadata !1312, metadata !DIExpression()), !dbg !1313 br label %for.cond1, !dbg !1332, !llvm.loop !1333