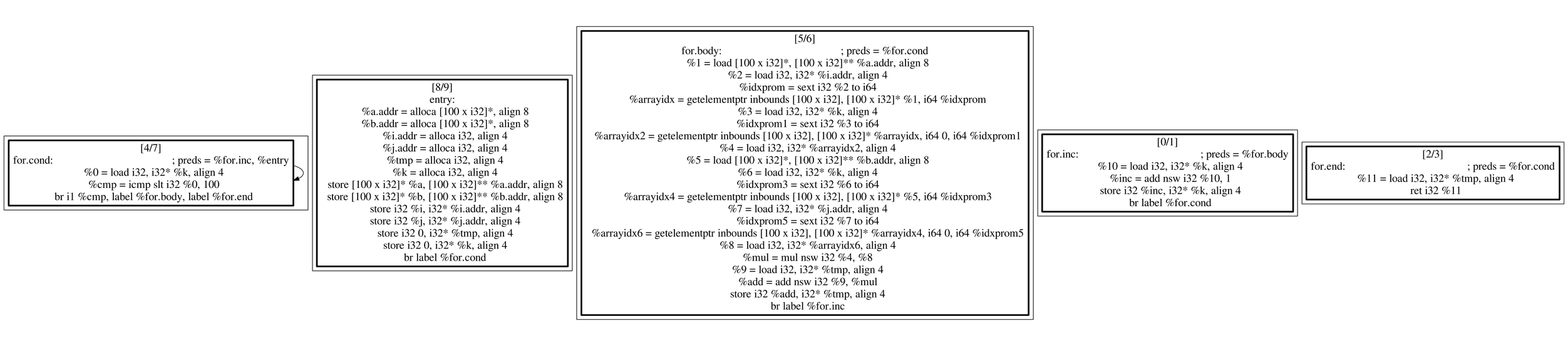
[4/7]
for.cond: ; preds = %for.inc, %entry
%0 = load i32, i32* %k, align 4
%cmp = icmp slt i32 %0, 100
br i1 %cmp, label %for.body, label %for.end
[8/9]
entry:
%a.addr = alloca [100 x i32]*, align 8
%b.addr = alloca [100 x i32]*, align 8
%i.addr = alloca i32, align 4
%j.addr = alloca i32, align 4
%tmp = alloca i32, align 4
%k = alloca i32, align 4
store [100 x i32]* %a, [100 x i32]** %a.addr, align 8
store [100 x i32]* %b, [100 x i32]** %b.addr, align 8
store i32 %i, i32* %i.addr, align 4
store i32 %j, i32* %j.addr, align 4
store i32 0, i32* %tmp, align 4
store i32 0, i32* %k, align 4
br label %for.cond
[5/6]
for.body: ; preds = %for.cond
%1 = load [100 x i32]*, [100 x i32]** %a.addr, align 8
%2 = load i32, i32* %i.addr, align 4
%idxprom = sext i32 %2 to i64
%arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %1, i64 %idxprom
%3 = load i32, i32* %k, align 4
%idxprom1 = sext i32 %3 to i64
%arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom1
%4 = load i32, i32* %arrayidx2, align 4
%5 = load [100 x i32]*, [100 x i32]** %b.addr, align 8
%6 = load i32, i32* %k, align 4
%idxprom3 = sext i32 %6 to i64
%arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* %5, i64 %idxprom3
%7 = load i32, i32* %j.addr, align 4
%idxprom5 = sext i32 %7 to i64
%arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx4, i64 0, i64 %idxprom5
%8 = load i32, i32* %arrayidx6, align 4
%mul = mul nsw i32 %4, %8
%9 = load i32, i32* %tmp, align 4
%add = add nsw i32 %9, %mul
store i32 %add, i32* %tmp, align 4
br label %for.inc
[0/1]
for.inc: ; preds = %for.body
%10 = load i32, i32* %k, align 4
%inc = add nsw i32 %10, 1
store i32 %inc, i32* %k, align 4
br label %for.cond
[2/3]
for.end: ; preds = %for.cond
%11 = load i32, i32* %tmp, align 4
ret i32 %11