

[4/5] %0 = load i32, i32* %arrayidx6, align 4, !dbg !1317

[6/7] store i32 %sub, i32* %arrayidx14, align 4, !dbg !1321

[0/1] %1 = load i32, i32* %arrayidx22, align 4, !dbg !1322

[2/3] store i32 %sub23, i32* %arrayidx31, align 4, !dbg !1325