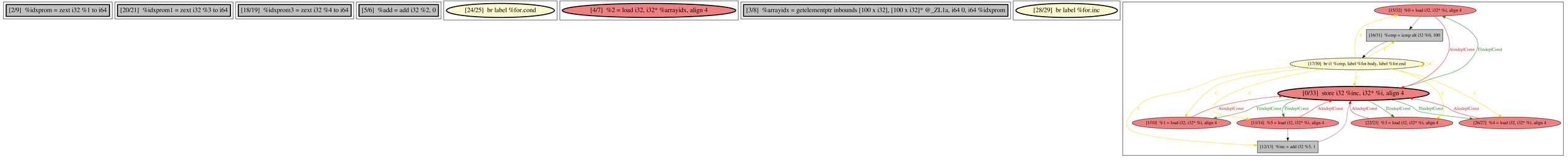
[2/9] %idxprom = zext i32 %1 to i64
[20/21] %idxprom1 = zext i32 %3 to i64
[18/19] %idxprom3 = zext i32 %4 to i64
[5/6] %add = add i32 %2, 0
[24/25] br label %for.cond
[4/7] %2 = load i32, i32* %arrayidx, align 4
[3/8] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* @_ZL1a, i64 0, i64 %idxprom
[28/29] br label %for.inc
[15/32] %0 = load i32, i32* %i, align 4
[16/31] %cmp = icmp slt i32 %0, 100
[17/30] br i1 %cmp, label %for.body, label %for.end
[0/33] store i32 %inc, i32* %i, align 4
[1/10] %1 = load i32, i32* %i, align 4
[11/14] %5 = load i32, i32* %i, align 4
[22/23] %3 = load i32, i32* %i, align 4
[26/27] %4 = load i32, i32* %i, align 4
[12/13] %inc = add i32 %5, 1
C
AIndeptConst
TIndeptConst