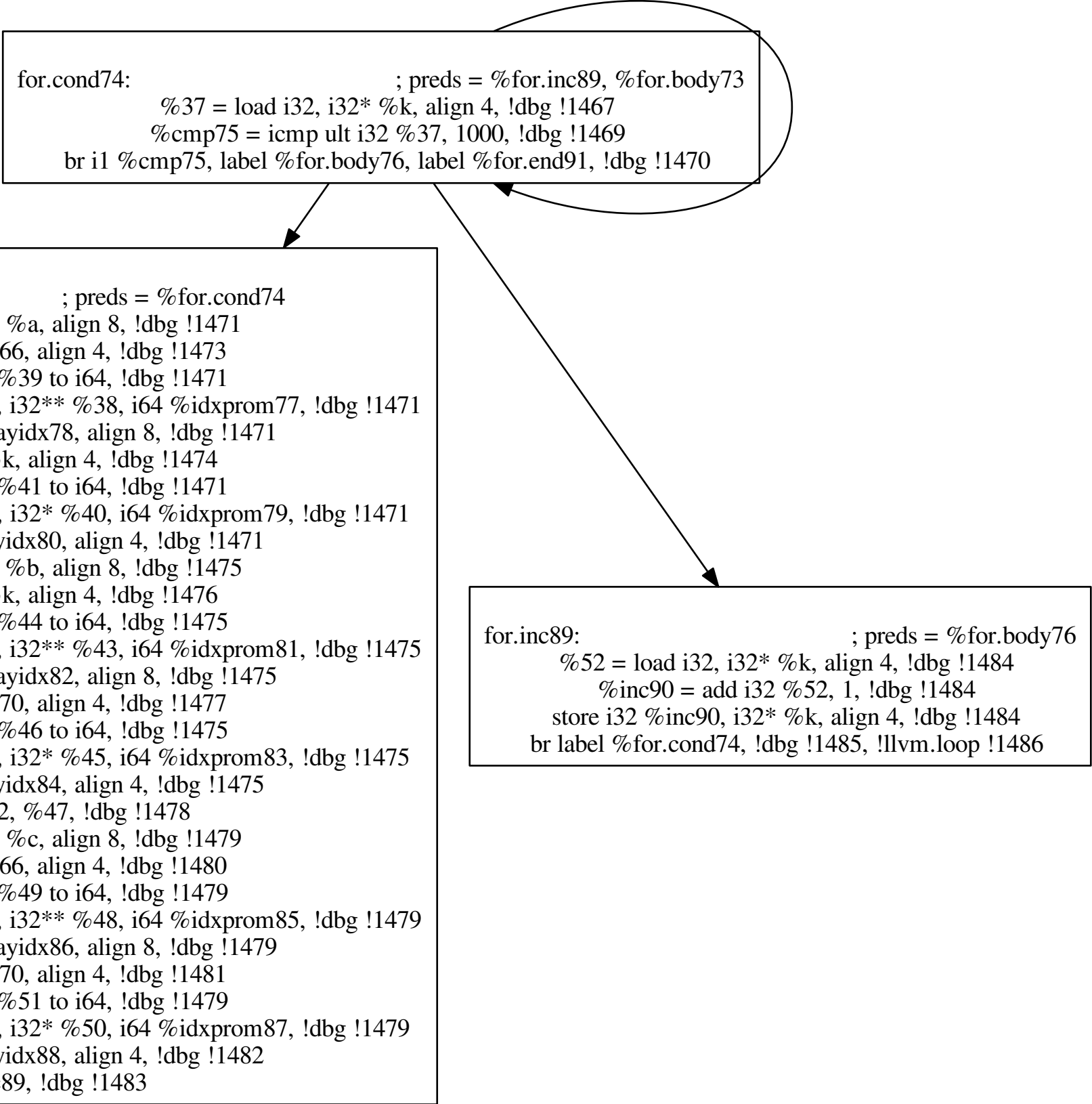


```
for.cond74:                                ; preds = %for.inc89, %for.body73
    %37 = load i32, i32* %k, align 4, !dbg !1467
    %cmp75 = icmp ult i32 %37, 1000, !dbg !1469
    br i1 %cmp75, label %for.body76, label %for.end91, !dbg !1470
```



```
for.body76:                                ; preds = %for.cond74
    %38 = load i32**, i32*** %a, align 8, !dbg !1471
    %39 = load i32, i32* %i66, align 4, !dbg !1473
    %idxprom77 = zext i32 %39 to i64, !dbg !1471
    %arrayidx78 = getelementptr inbounds i32*, i32** %38, i64 %idxprom77, !dbg !1471
    %40 = load i32*, i32** %arrayidx78, align 8, !dbg !1471
    %41 = load i32, i32* %k, align 4, !dbg !1474
    %idxprom79 = zext i32 %41 to i64, !dbg !1471
    %arrayidx80 = getelementptr inbounds i32, i32* %40, i64 %idxprom79, !dbg !1471
    %42 = load i32, i32* %arrayidx80, align 4, !dbg !1471
    %43 = load i32**, i32*** %b, align 8, !dbg !1475
    %44 = load i32, i32* %k, align 4, !dbg !1476
    %idxprom81 = zext i32 %44 to i64, !dbg !1475
    %arrayidx82 = getelementptr inbounds i32*, i32** %43, i64 %idxprom81, !dbg !1475
    %45 = load i32*, i32** %arrayidx82, align 8, !dbg !1475
    %46 = load i32, i32* %j70, align 4, !dbg !1477
    %idxprom83 = zext i32 %46 to i64, !dbg !1475
    %arrayidx84 = getelementptr inbounds i32, i32* %45, i64 %idxprom83, !dbg !1475
    %47 = load i32, i32* %arrayidx84, align 4, !dbg !1475
    %mul = mul i32 %42, %47, !dbg !1478
    %48 = load i32**, i32*** %c, align 8, !dbg !1479
    %49 = load i32, i32* %i66, align 4, !dbg !1480
    %idxprom85 = zext i32 %49 to i64, !dbg !1479
    %arrayidx86 = getelementptr inbounds i32*, i32** %48, i64 %idxprom85, !dbg !1479
    %50 = load i32*, i32** %arrayidx86, align 8, !dbg !1479
    %51 = load i32, i32* %j70, align 4, !dbg !1481
    %idxprom87 = zext i32 %51 to i64, !dbg !1479
    %arrayidx88 = getelementptr inbounds i32, i32* %50, i64 %idxprom87, !dbg !1479
    store i32 %mul, i32* %arrayidx88, align 4, !dbg !1482
    br label %for.inc89, !dbg !1483
```

```
for.inc89:                                ; preds = %for.body76
    %52 = load i32, i32* %k, align 4, !dbg !1484
    %inc90 = add i32 %52, 1, !dbg !1484
    store i32 %inc90, i32* %k, align 4, !dbg !1484
    br label %for.cond74, !dbg !1485, !llvm.loop !1486
```