

[4/5]
for.cond26: ; preds = %for.inc37, %for.body25
 %34 = load i32, i32* %j, align 4, !dbg !1378
 %35 = load i32, i32* %hsize.addr, align 4, !dbg !1380
 %cmp27 = icmp ult i32 %34, %35, !dbg !1381
 br i1 %cmp27, label %for.body28, label %for.end39, !dbg !1382

[2/3]
for.body28: ; preds = %for.cond26
 %36 = load i32**, i32*** %b, align 8, !dbg !1383
 %37 = load i32, i32* %i, align 4, !dbg !1385
 %idxprom29 = zext i32 %37 to i64, !dbg !1383
 %arrayidx30 = getelementptr inbounds i32*, i32** %36, i64 %idxprom29, !dbg !1383
 %38 = load i32*, i32** %arrayidx30, align 8, !dbg !1383
 %39 = load i32, i32* %j, align 4, !dbg !1386
 %sub = sub i32 %39, 1, !dbg !1387
 %idxprom31 = zext i32 %sub to i64, !dbg !1383
 %arrayidx32 = getelementptr inbounds i32, i32* %38, i64 %idxprom31, !dbg !1383
 %40 = load i32, i32* %arrayidx32, align 4, !dbg !1383
 %41 = load i32**, i32*** %b, align 8, !dbg !1388
 %42 = load i32, i32* %i, align 4, !dbg !1389
 %idxprom33 = zext i32 %42 to i64, !dbg !1388
 %arrayidx34 = getelementptr inbounds i32*, i32** %41, i64 %idxprom33, !dbg !1388
 %43 = load i32*, i32** %arrayidx34, align 8, !dbg !1388
 %44 = load i32, i32* %j, align 4, !dbg !1390
 %idxprom35 = zext i32 %44 to i64, !dbg !1388
 %arrayidx36 = getelementptr inbounds i32, i32* %43, i64 %idxprom35, !dbg !1388
 %45 = load i32, i32* %arrayidx36, align 4, !dbg !1391
 %add = add i32 %45, %40, !dbg !1391
 store i32 %add, i32* %arrayidx36, align 4, !dbg !1391
 br label %for.inc37, !dbg !1392

[0/1]
for.inc37: ; preds = %for.body28
 %46 = load i32, i32* %j, align 4, !dbg !1393
 %inc38 = add i32 %46, 1, !dbg !1393
 store i32 %inc38, i32* %j, align 4, !dbg !1393
 br label %for.cond26, !dbg !1394, !llvm.loop !1395