```
br i1 %cmp20, label %for.body21, label %for.end36
                                                                                                                                                                       [3/4]
                                                                            for.body21:
                                                                                                                                                                                                         ; preds = \% for.cond19
                                                                                                                           \%10 = \text{load i}32, i32*\%i, align 4
                                                                                                                       %idxprom22 = sext i32 %10 to i64
%arrayidx23 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom22
                                                                                                                           %11 = \text{load i} 32, i 32* \% j, align 4
                                                                                                                       %idxprom24 = sext i32 %11 to i64
          %arrayidx25 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx23, i64 0, i64 %idxprom24
                                                                                                            %12 = load i32, i32* %arrayidx25, align 4
                                                                                                                            \%13 = \text{load i}32, i32*\%i, align 4
                                                                                                                       %idxprom26 = sext i32 %13 to i64
%arrayidx27 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom26
                                                                                                                           \% 14 = \text{load i} 32, i 32* \% i, align 4
                                                                                                                       %idxprom28 = sext i32 %14 to i64
          %arrayidx29 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx27, i64 0, i64 %idxprom28
                                                                                                            %15 = load i32, i32* %arrayidx29, align 4
                                                                                                                             %add = add nsw i32 %12, %15
                                                                                                                            %16 = load i32, i32*\%i, align 4
                                                                                                                       \%idxprom30 = sext i32 \% 16 to i64
% = \frac{100 \times 132}{100 \times 132} = \frac{100 \times 132}
                                                                                                                           %17 = \text{load i} 32, i 32* \% j, align 4
                                                                                                                       %idxprom 32 = sext i 32 \% 17 to i 64
          %arrayidx33 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx31, i64 0, i64 %idxprom32
                                                                                                            store i32 %add, i32* %arrayidx33, align 4
                                                                                                                                                 br label %for.inc34
```

for.cond19:

[2/5]

%9 = load i32, i32\* %j, align 4 %cmp20 = icmp slt i32 %9, 100

; preds = %for.inc34, %for.body18

[0/1]
for.inc34:
; preds = %for.body21
%18 = load i32, i32\* %j, align 4
%inc35 = add nsw i32 %18, 1
store i32 %inc35, i32\* %j, align 4
br label %for.cond19