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for.cond6: ; preds = %for.inc17, %for.body5  
    %19 = load i32, i32\* %j, align 4, !dbg !1343  
    %20 = load i32, i32\* %hsize.addr, align 4, !dbg !1345  
    %cmp7 = icmp ult i32 %19, %20, !dbg !1346  
    br i1 %cmp7, label %for.body8, label %for.end19, !dbg !1347

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for.body8: ; preds = %for.cond6  
    %21 = load i32\*\*, i32\*\*\* %a.addr, align 8, !dbg !1348  
    %22 = load i32, i32\* %i, align 4, !dbg !1350  
    %idxprom9 = zext i32 %22 to i64, !dbg !1348  
    %arrayidx10 = getelementptr inbounds i32\*, i32\*\* %21, i64 %idxprom9, !dbg !1348  
    %23 = load i32\*, i32\*\* %arrayidx10, align 8, !dbg !1348  
    %24 = load i32, i32\* %j, align 4, !dbg !1351  
    %idxprom11 = zext i32 %24 to i64, !dbg !1348  
    %arrayidx12 = getelementptr inbounds i32, i32\* %23, i64 %idxprom11, !dbg !1348  
    %25 = load i32, i32\* %arrayidx12, align 4, !dbg !1348  
    %26 = load i32\*\*, i32\*\*\* %b, align 8, !dbg !1352  
    %27 = load i32, i32\* %i, align 4, !dbg !1353  
    %idxprom13 = zext i32 %27 to i64, !dbg !1352  
    %arrayidx14 = getelementptr inbounds i32\*, i32\*\* %26, i64 %idxprom13, !dbg !1352  
    %28 = load i32\*, i32\*\* %arrayidx14, align 8, !dbg !1352  
    %29 = load i32, i32\* %j, align 4, !dbg !1354  
    %idxprom15 = zext i32 %29 to i64, !dbg !1352  
    %arrayidx16 = getelementptr inbounds i32, i32\* %28, i64 %idxprom15, !dbg !1352  
    store i32 %25, i32\* %arrayidx16, align 4, !dbg !1355  
    br label %for.inc17, !dbg !1356

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for.inc17: ; preds = %for.body8  
    %30 = load i32, i32\* %j, align 4, !dbg !1357  
    %inc18 = add i32 %30, 1, !dbg !1357  
    store i32 %inc18, i32\* %j, align 4, !dbg !1357  
    br label %for.cond6, !dbg !1358, !llvm.loop !1359