for.cond: ; preds = %for.inc, %entry %1 = load i32, i32\* %i, align 4, !dbg !1292 %2 = load i32, i32\* %num.addr, align 4, !dbg !1294 %cmp = icmp ult i32 %1, %2, !dbg !1295 br i1 %cmp, label %for.body, label %for.end, !dbg !1296

for.body: ; preds = %for.cond %3 = load i64, i64\* %num\_p, align 8, !dbg !1297 %4 = load i64, i64\* %num\_pp, align 8, !dbg !1299 %add = add i64 %3, %4, !dbg !1300 store i64 %add, i64\* %fibb\_num, align 8, !dbg !1301 %5 = load i64, i64\* %num\_p, align 8, !dbg !1302 store i64 %5, i64\* %num\_pp, align 8, !dbg !1303 %6 = load i64, i64\* %fibb\_num, align 8, !dbg !1304 store i64 %6, i64\* %num\_p, align 8, !dbg !1305 br label %for.inc, !dbg !1306

for.inc: ; preds = %for.body %7 = load i32, i32\* %i, align 4, !dbg !1307 %inc = add i32 %7, 1, !dbg !1307 store i32 %inc, i32\* %i, align 4, !dbg !1307 br label %for.cond, !dbg !1308, !llvm.loop !1309