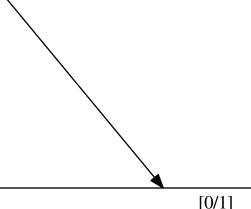
```
%34 = load i32, i32* %j, align 4, !dbg !1378
                                                     %35 = load i32, i32* %hsize.addr, align 4, !dbg !1380
                                                         %cmp27 = icmp ult i32 %34, %35, !dbg !1381
                                                br i1 %cmp27, label %for.body28, label %for.end39, !dbg !1382
                                      [2/3]
                                                ; 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
%arravidx30 = getelementptr inbounds i32*, i32** %36, i64 %idxprom29, !dbg !1383
              %38 = load i32*, i32** %arrayidx30, align 8, !dbg !1383
                    %39 = \text{load i} 32, i 32* \% 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
```

for.cond26:

for.body28:

[4/5]



; preds = %for.inc37, %for.body25

for.inc37: : preds = % for.body 28%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