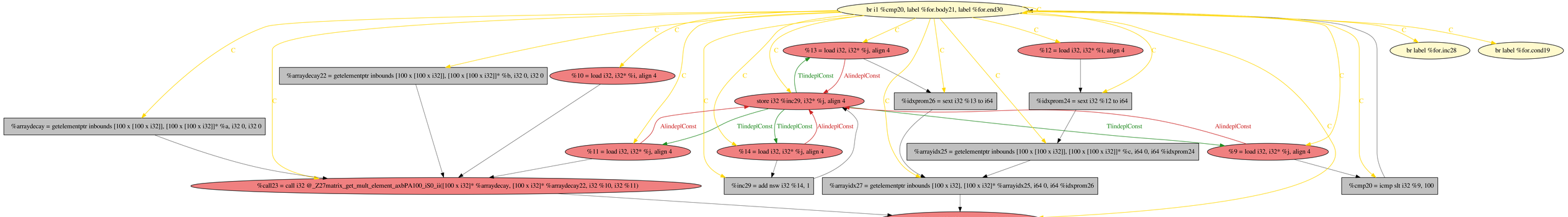
br i1 %cmp20, label %for.body21, label %for.end30
br label %for.inc28
br label %for.cond19
%13 = load i32, i32* %j, align 4
%12 = load i32, i32* %i, align 4
%arraydecay22 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i32 0, i32 0
%10 = load i32, i32* %i, align 4
TIindepConst
AIindepConst
store i32 %inc29, i32* %j, align 4
%idxprom26 = sext i32 %13 to i64
%idxprom24 = sext i32 %12 to i64
%arraydecay = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i32 0, i32 0
AIindepConst
TIindepConst
TIindepConst
AIindepConst
TIindepConst
AIindepConst
%11 = load i32, i32* %j, align 4
%14 = load i32, i32* %j, align 4
%arrayidx25 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom24
%9 = load i32, i32* %j, align 4
%call23 = call i32 @_Z27matrix_get_mult_element_axbPA100_iS0_ii([100 x i32]* %arraydecay, [100 x i32]* %arraydecay22, i32 %10, i32 %11)
%inc29 = add nsw i32 %14, 1
%arrayidx27 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx25, i64 0, i64 %idxprom26
%cmp20 = icmp slt i32 %9, 100
store i32 %call23, i32* %arrayidx27, align 4
C