

[16/17] %8 = load i32, i32* %arrayidx13, align 4

[0/11] %10 = load i32, i32* %i6, align 4

[14/15] %6 = load i32, i32* %arrayidx11, align 4

[12/13] store i32 %add, i32* %arrayidx15, align 4