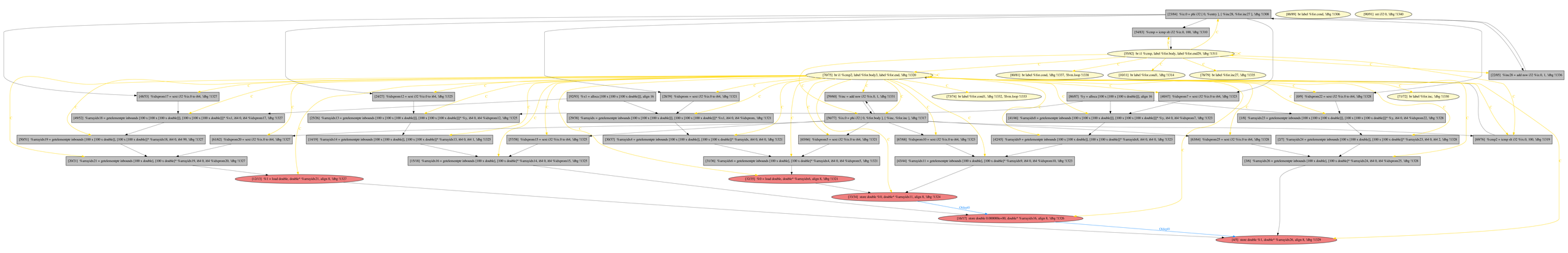
[23/84] %i.0 = phi i32 [0, %entry], [%inc28, %for.inc27], !dbg !1308
[86/89] br label %for.cond, !dbg !1306
[90/91] ret i32 0, !dbg !1340
[54/83] %cmp = icmp slt i32 %i.0, 100, !dbg !1310
[55/82] br i1 %cmp, label %for.body, label %for.end29, !dbg !1311
[70/75] br i1 %cmp2, label %for.body3, label %for.end, !dbg !1320
[80/81] br label %for.cond, !dbg !1337, !llvm.loop !1338
[10/11] br label %for.cond1, !dbg !1314
[76/79] br label %for.inc27, !dbg !1335
[22/85] %inc28 = add nsw i32 %i.0, 1, !dbg !1336
[48/53] %idxprom17 = sext i32 %i.0 to i64, !dbg !1327
[24/77] %idxprom12 = sext i32 %i.0 to i64, !dbg !1325
[92/93] %x1 = alloca [100 x [100 x [100 x double]]], align 16
[28/39] %idxprom = sext i32 %i.0 to i64, !dbg !1321
[59/60] %inc = add nsw i32 %i.0, 1, !dbg !1331
[73/74] br label %for.cond1, !dbg !1332, !llvm.loop !1333
[86/87] %y = alloca [100 x [100 x [100 x double]]], align 16
[40/47] %idxprom7 = sext i32 %i.0 to i64, !dbg !1323
[69] %idxprom22 = sext i32 %i.0 to i64, !dbg !1328
[71/72] br label %for.inc, !dbg !1330
[49/52] %arrayidx18 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %x1, i64 0, i64 %idxprom17, !dbg !1327
[25/26] %arrayidx13 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %x1, i64 0, i64 %idxprom12, !dbg !1325
[29/38] %arrayidx = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %x1, i64 0, i64 %idxprom, !dbg !1321
[56/77] %i.0 = phi i32 [0, %for.body], [%inc, %for.inc], !dbg !1317
[41/46] %arrayidx6 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %y, i64 0, i64 %idxprom7, !dbg !1323
[18] %arrayidx23 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %y, i64 0, i64 %idxprom22, !dbg !1328
[50/51] %arrayidx19 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %arrayidx18, i64 0, i64 99, !dbg !1327
[61/62] %idxprom20 = sext i32 %i.0 to i64, !dbg !1327
[14/19] %arrayidx14 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %arrayidx13, i64 0, i64 1, !dbg !1325
[57/58] %idxprom15 = sext i32 %i.0 to i64, !dbg !1325
[30/37] %arrayidx4 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %arrayidx, i64 0, i64 0, !dbg !1321
[65/66] %idxprom5 = sext i32 %i.0 to i64, !dbg !1321
[67/68] %idxprom10 = sext i32 %i.0 to i64, !dbg !1323
[42/45] %arrayidx0 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %arrayidx8, i64 0, i64 0, !dbg !1323
[63/64] %idxprom25 = sext i32 %i.0 to i64, !dbg !1328
[2/7] %arrayidx24 = getelementptr inbounds [100 x [100 x [100 x double]]], [100 x [100 x [100 x double]]]* %arrayidx23, i64 0, i64 2, !dbg !1328
[68/76] %cmp2 = icmp slt i32 %i.0, 100, !dbg !1319
[29/21] %arrayidx21 = getelementptr inbounds [100 x double], [100 x double]* %arrayidx19, i64 0, i64 %idxprom20, !dbg !1327
[15/18] %arrayidx16 = getelementptr inbounds [100 x double], [100 x double]* %arrayidx14, i64 0, i64 %idxprom15, !dbg !1325
[31/36] %arrayidx1 = getelementptr inbounds [100 x double], [100 x double]* %arrayidx4, i64 0, i64 %idxprom5, !dbg !1321
[43/44] %arrayidx11 = getelementptr inbounds [100 x double], [100 x double]* %arrayidx9, i64 0, i64 %idxprom10, !dbg !1323
[36] %arrayidx26 = getelementptr inbounds [100 x double], [100 x double]* %arrayidx24, i64 0, i64 %idxprom25, !dbg !1328
[12/13] %1 = load double, double* %arrayidx21, align 8, !dbg !1327
[32/35] %0 = load double, double* %arrayidx6, align 8, !dbg !1321
[33/34] store double %0, double* %arrayidx11, align 8, !dbg !1324
0xfffffff0
[16/17] store double 0.000000e+00, double* %arrayidx16, align 8, !dbg !1326
0xfffffff0
[4/5] store double %1, double* %arrayidx26, align 8, !dbg !1329