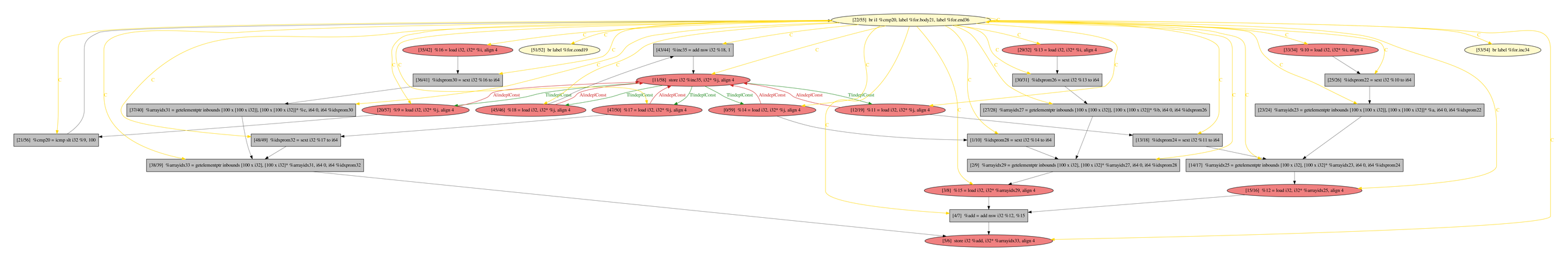
[22/55] br i1 %cmp20, label %for.body21, label %for.end36
[35/42] %16 = load i32, i32* %i, align 4
[51/52] br label %for.cond19
[43/44] %inc35 = add nsw i32 %18, 1
[29/32] %13 = load i32, i32* %i, align 4
[33/34] %10 = load i32, i32* %i, align 4
[53/54] br label %for.inc34
[36/41] %idxprom30 = sext i32 %16 to i64
[11/58] store i32 %inc35, i32* %j, align 4
[30/31] %idxprom26 = sext i32 %13 to i64
[25/26] %idxprom22 = sext i32 %10 to i64
[37/40] %arrayidx31 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %c, i64 0, i64 %idxprom30
[20/57] %9 = load i32, i32* %j, align 4
[45/46] %18 = load i32, i32* %j, align 4
[47/50] %17 = load i32, i32* %j, align 4
[0/59] %14 = load i32, i32* %j, align 4
[12/19] %11 = load i32, i32* %j, align 4
[27/28] %arrayidx27 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom26
[23/24] %arrayidx23 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom22
AindeptConst
TindeptConst
[21/56] %cmp20 = icmp slt i32 %9, 100
[48/49] %idxprom32 = sext i32 %17 to i64
[1/10] %idxprom28 = sext i32 %14 to i64
[13/18] %idxprom24 = sext i32 %11 to i64
[38/39] %arrayidx33 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx31, i64 0, i64 %idxprom32
[2/9] %arrayidx29 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx27, i64 0, i64 %idxprom28
[14/17] %arrayidx25 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx23, i64 0, i64 %idxprom24
[3/8] %15 = load i32, i32* %arrayidx29, align 4
[15/16] %12 = load i32, i32* %arrayidx25, align 4
[4/7] %add = add nsw i32 %12, %15
[5/6] store i32 %add, i32* %arrayidx33, align 4
C