

[0/3] %1 = load i32, i32* %arrayidx22, align 4, !dbg !1322

[4/7] store i32 %sub23, i32* %arrayidx31, align 4, !dbg !1325

[1/2] store i32 %sub, i32* %arrayidx14, align 4, !dbg !1321

[5/6] %0 = load i32, i32* %arrayidx6, align 4, !dbg !1317

