```
[2/5]
for.cond: ; preds = %for.inc, %entry
%1 = load i32, i32* %i, align 4, !dbg !1292
%2 = load i32, i32* %num.addr, align 4, !dbg !1294
%cmp = icmp ult i32 %1, %2, !dbg !1295
br i1 %cmp, label %for.body, label %for.end, !dbg !1296
```

[3/4]

for.body: ; preds = %for.cond

%3 = load i64, i64* %num_p, align 8, !dbg !1297

%4 = load i64, i64* %num_pp, align 8, !dbg !1299

%add = add i64 %3, %4, !dbg !1300

store i64 %add, i64* %fibb_num, align 8, !dbg !1301

%5 = load i64, i64* %num_p, align 8, !dbg !1302

store i64 %5, i64* %num_pp, align 8, !dbg !1303

%6 = load i64, i64* %fibb_num, align 8, !dbg !1304

store i64 %6, i64* %num_p, align 8, !dbg !1305

br label %for.inc, !dbg !1306

[0/1]
for.inc: ; preds = %for.body
%7 = load i32, i32* %i, align 4, !dbg !1307
%inc = add i32 %7, 1, !dbg !1307
store i32 %inc, i32* %i, align 4, !dbg !1307
br label %for.cond, !dbg !1308, !llvm.loop !1309