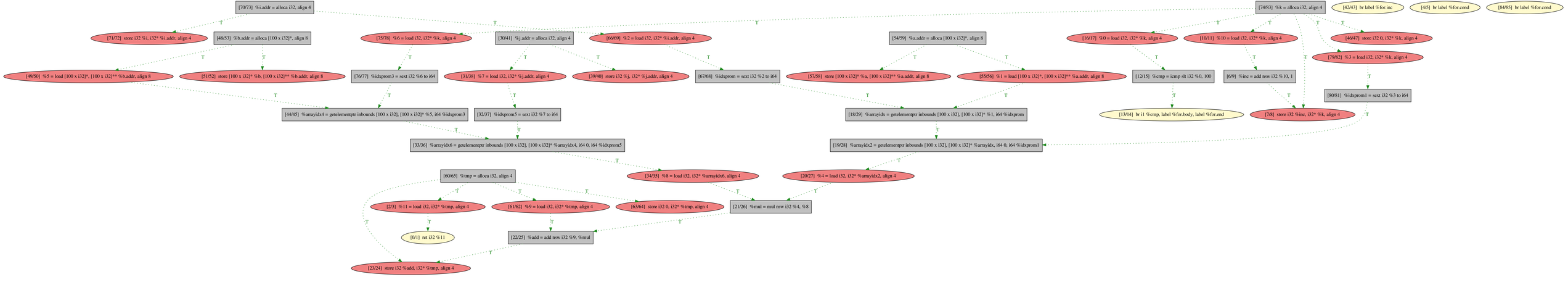
[70/73] %i.addr = alloca i32, align 4
[74/83] %k = alloca i32, align 4
[42/43] br label %for.inc
[4/5] br label %for.cond
[84/85] br label %for.cond
[71/72] store i32 %i, i32* %i.addr, align 4
[48/53] %b.addr = alloca [100 x i32]*, align 8
[75/78] %6 = load i32, i32* %k, align 4
[30/41] %j.addr = alloca i32, align 4
[66/69] %2 = load i32, i32* %i.addr, align 4
[54/59] %a.addr = alloca [100 x i32]*, align 8
[16/17] %0 = load i32, i32* %k, align 4
[10/11] %10 = load i32, i32* %k, align 4
[46/47] store i32 0, i32* %k, align 4
[79/82] %3 = load i32, i32* %k, align 4
[49/50] %5 = load [100 x i32]*, [100 x i32]** %b.addr, align 8
[51/52] store [100 x i32]* %b, [100 x i32]** %b.addr, align 8
[76/77] %idxprom3 = sext i32 %6 to i64
[31/38] %7 = load i32, i32* %j.addr, align 4
[39/40] store i32 %j, i32* %j.addr, align 4
[67/68] %idxprom = sext i32 %2 to i64
[57/58] store [100 x i32]* %a, [100 x i32]** %a.addr, align 8
[55/56] %1 = load [100 x i32]*, [100 x i32]** %a.addr, align 8
[12/15] %cmp = icmp slt i32 %0, 100
[6/9] %inc = add nsw i32 %10, 1
[80/81] %idxprom1 = sext i32 %3 to i64
[44/45] %arrayidx4 = getelementptr inbounds [100 x i32], [100 x i32]* %5, i64 %idxprom3
[32/37] %idxprom5 = sext i32 %7 to i64
[18/29] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %1, i64 %idxprom
[13/14] br i1 %cmp, label %for.body, label %for.end
[7/8] store i32 %inc, i32* %k, align 4
[33/36] %arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx4, i64 0, i64 %idxprom5
[19/28] %arrayidx2 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom1
[60/65] %tmp = alloca i32, align 4
[34/35] %8 = load i32, i32* %arrayidx6, align 4
[20/27] %4 = load i32, i32* %arrayidx2, align 4
[2/3] %11 = load i32, i32* %tmp, align 4
[61/62] %9 = load i32, i32* %tmp, align 4
[63/64] store i32 0, i32* %tmp, align 4
[21/26] %mul = mul nsw i32 %4, %8
[0/1] ret i32 %11
[22/25] %add = add nsw i32 %9, %mul
[23/24] store i32 %add, i32* %tmp, align 4