

%0 = load i32, i32\* %arrayidx6, align 4, !dbg !1317

store i32 %sub, i32\* %arrayidx14, align 4, !dbg !1321

%1 = load i32, i32\* %arrayidx22, align 4, !dbg !1322

store i32 %sub23, i32\* %arrayidx31, align 4, !dbg !1325

