[2/5]
for.cond143:   ; preds = %for.inc155, %for.body141
%86 = load i32, i32* %i142, align 4, !dbg !1568
%cmp144 = icmp ult i32 %86, 50, !dbg !1570
br i1 %cmp144, label %for.body145, label %for.end157, !dbg !1571

[3/4]
for.body145:   ; preds = %for.cond143
%87 = load i32**, i32*** %c, align 8, !dbg !1572
%88 = load i32, i32* %i142, align 4, !dbg !1574
%idxprom146 = zext i32 %88 to i64, !dbg !1572
%arrayidx147 = getelementptr inbounds i32*, i32** %87, i64 %idxprom146, !dbg !1572
%89 = load i32*, i32** %arrayidx147, align 8, !dbg !1572
%90 = load i32, i32* %j138, align 4, !dbg !1575
%idxprom148 = zext i32 %90 to i64, !dbg !1572
%arrayidx149 = getelementptr inbounds i32, i32* %89, i64 %idxprom148, !dbg !1572
%91 = load i32**, i32*** %c, align 8, !dbg !1576
%92 = load i32, i32* %i142, align 4, !dbg !1577
%sub150 = sub i32 99, %92, !dbg !1578
%idxprom151 = zext i32 %sub150 to i64, !dbg !1576
%arrayidx152 = getelementptr inbounds i32*, i32** %91, i64 %idxprom151, !dbg !1576
%93 = load i32*, i32** %arrayidx152, align 8, !dbg !1576
%94 = load i32, i32* %j138, align 4, !dbg !1579
%idxprom153 = zext i32 %94 to i64, !dbg !1576
%arrayidx154 = getelementptr inbounds i32, i32* %93, i64 %idxprom153, !dbg !1576
call void @_Z4swapRjS_(i32* dereferenceable(4) %arrayidx149, i32* dereferenceable(4) %arrayidx154), !dbg !1580
br label %for.inc155, !dbg !1581

[0/1]
for.inc155:   ; preds = %for.body145
%95 = load i32, i32* %i142, align 4, !dbg !1582
%inc156 = add i32 %95, 1, !dbg !1582
store i32 %inc156, i32* %i142, align 4, !dbg !1582
br label %for.cond143, !dbg !1583, !llvm.loop !1584