[2/5]

for.cond5:   ; preds = %for.inc11, %for.end
  %7 = load i32, i32* %i4, align 4, !dbg !1332
  %cmp6 = icmp ult i32 %7, 1000, !dbg !1334
  br i1 %cmp6, label %for.body7, label %for.end13, !dbg !1335

[3/4]

for.body7:   ; preds = %for.cond5
  %call8 = call i8* @_Znam(i64 12000) #10, !dbg !1336
  %8 = bitcast i8* %call8 to i32*, !dbg !1336
  %9 = load i32**, i32*** %b, align 8, !dbg !1338
  %10 = load i32, i32* %i4, align 4, !dbg !1339
  %idxprom9 = zext i32 %10 to i64, !dbg !1338
  %arrayidx10 = getelementptr inbounds i32*, i32** %9, i64 %idxprom9, !dbg !1338
  store i32* %8, i32** %arrayidx10, align 8, !dbg !1340
  br label %for.inc11, !dbg !1341

[0/1]

for.inc11:   ; preds = %for.body7
  %11 = load i32, i32* %i4, align 4, !dbg !1342
  %inc12 = add i32 %11, 1, !dbg !1342
  store i32 %inc12, i32* %i4, align 4, !dbg !1342
  br label %for.cond5, !dbg !1343, !llvm.loop !1344