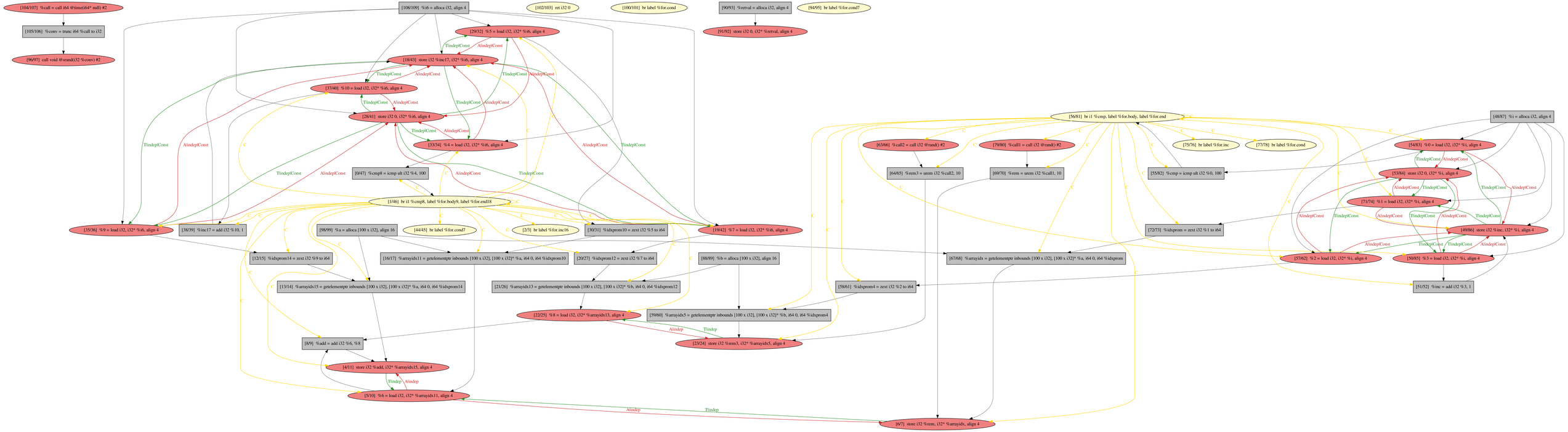
[104/107] %call = call i64 @time(i64* null) #2
[105/106] %conv = trunc i64 %call to i32
[96/97] call void @srand(i32 %conv) #2
[108/109] %6 = alloca i32, align 4
[102/103] ret i32 0
[100/101] br label %for.cond
[90/93] %retval = alloca i32, align 4
[94/95] br label %for.cond7
[91/92] store i32 0, i32* %retval, align 4
[29/32] %5 = load i32, i32* %6, align 4
[18/43] store i32 %inc17, i32* %6, align 4
[37/40] %10 = load i32, i32* %6, align 4
[26/41] store i32 0, i32* %6, align 4
[33/34] %4 = load i32, i32* %6, align 4
[0/47] %cmp8 = icmp ult i32 %4, 100
[1/46] br i1 %cmp8, label %for.body9, label %for.end18
[35/36] %9 = load i32, i32* %6, align 4
[38/39] %inc17 = add i32 %10, 1
[98/99] %a = alloca [100 x i32], align 16
[44/45] br label %for.cond7
[2/3] br label %for.inc16
[30/31] %idxprom10 = zext i32 %5 to i64
[19/42] %7 = load i32, i32* %6, align 4
[12/15] %idxprom14 = zext i32 %9 to i64
[16/17] %arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
[20/27] %idxprom12 = zext i32 %7 to i64
[88/89] %b = alloca [100 x i32], align 16
[13/14] %arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom14
[21/26] %arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
[22/25] %8 = load i32, i32* %arrayidx13, align 4
[59/60] %arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4
[23/24] store i32 %rem3, i32* %arrayidx5, align 4
[8/9] %add = add i32 %6, %8
[4/11] store i32 %add, i32* %arrayidx15, align 4
[5/10] %6 = load i32, i32* %arrayidx11, align 4
[6/7] store i32 %rem, i32* %arrayidx, align 4
[56/81] br i1 %cmp, label %for.body, label %for.end
[48/87] %i = alloca i32, align 4
[63/66] %call2 = call i32 @rand() #2
[79/80] %call1 = call i32 @rand() #2
[75/76] br label %for.inc
[77/78] br label %for.cond
[54/83] %0 = load i32, i32* %i, align 4
[64/65] %rem3 = urem i32 %call2, 10
[69/70] %rem = urem i32 %call1, 10
[55/82] %cmp = icmp ult i32 %0, 100
[53/84] store i32 0, i32* %i, align 4
[71/74] %1 = load i32, i32* %i, align 4
[72/73] %idxprom = zext i32 %1 to i64
[49/86] store i32 %inc, i32* %i, align 4
[67/68] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
[57/62] %2 = load i32, i32* %i, align 4
[50/85] %3 = load i32, i32* %i, align 4
[58/61] %idxprom4 = zext i32 %2 to i64
[51/52] %inc = add i32 %3, 1
TIndepConst
AIndepConst
C
Aindep
Tindep