

[4/21] %10 = load i32, i32* %i6, align 4

[0/3] %11 = load i32, i32* %arrayidx17, align 4

[22/25] %8 = load i32, i32* %arrayidx13, align 4

[26/27] store i32 0, i32* %retval, align 4

[28/39] %2 = load i32, i32* %i, align 4

[40/45] store i32 %rem, i32* %arrayidx, align 4