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```
for.body28:                                ; preds = %for.cond26
    %36 = load i32**, i32*** %b, align 8, !dbg !1383
    %37 = load i32, i32* %i, align 4, !dbg !1385
    %idxprom29 = zext i32 %37 to i64, !dbg !1383
    %arrayidx30 = getelementptr inbounds i32*, i32** %36, i64 %idxprom29, !dbg !1383
    %38 = load i32*, i32** %arrayidx30, align 8, !dbg !1383
    %39 = load i32, i32* %j, align 4, !dbg !1386
    %sub = sub i32 %39, 1, !dbg !1387
    %idxprom31 = zext i32 %sub to i64, !dbg !1383
    %arrayidx32 = getelementptr inbounds i32, i32* %38, i64 %idxprom31, !dbg !1383
    %40 = load i32, i32* %arrayidx32, align 4, !dbg !1383
    %41 = load i32**, i32*** %b, align 8, !dbg !1388
    %42 = load i32, i32* %i, align 4, !dbg !1389
    %idxprom33 = zext i32 %42 to i64, !dbg !1388
    %arrayidx34 = getelementptr inbounds i32*, i32** %41, i64 %idxprom33, !dbg !1388
    %43 = load i32*, i32** %arrayidx34, align 8, !dbg !1388
    %44 = load i32, i32* %j, align 4, !dbg !1390
    %idxprom35 = zext i32 %44 to i64, !dbg !1388
    %arrayidx36 = getelementptr inbounds i32, i32* %43, i64 %idxprom35, !dbg !1388
    %45 = load i32, i32* %arrayidx36, align 4, !dbg !1391
    %add = add i32 %45, %40, !dbg !1391
    store i32 %add, i32* %arrayidx36, align 4, !dbg !1391
    br label %for.inc37, !dbg !1392
```

[0/1]

```
for.inc37:                                ; preds = %for.body28
    %46 = load i32, i32* %j, align 4, !dbg !1393
    %inc38 = add i32 %46, 1, !dbg !1393
    store i32 %inc38, i32* %j, align 4, !dbg !1393
    br label %for.cond26, !dbg !1394, !llvm.loop !1395
```

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```
for.cond26:                                ; preds = %for.inc37, %for.body25
    %34 = load i32, i32* %j, align 4, !dbg !1378
    %35 = load i32, i32* %hsize.addr, align 4, !dbg !1380
    %cmp27 = icmp ult i32 %34, %35, !dbg !1381
    br i1 %cmp27, label %for.body28, label %for.end39, !dbg !1382
```