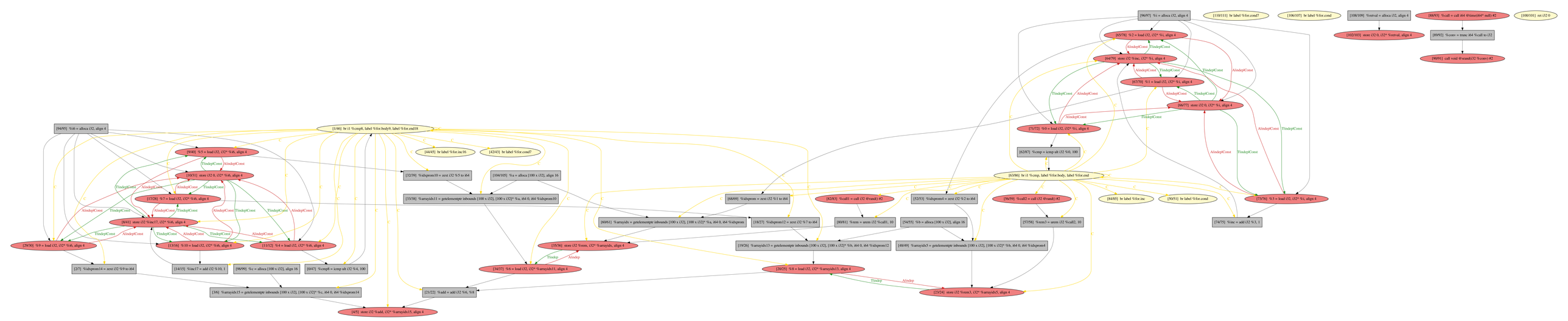
[96/97] %i = alloca i32, align 4
[110/111] br label %for.cond7
[106/107] br label %for.cond
[108/109] %retval = alloca i32, align 4
[86/93] %call = call i64 @time(i64* null) #2
[100/101] ret i32 0
[95/78] %2 = load i32, i32* %i, align 4
[102/103] store i32 0, i32* %retval, align 4
[89/92] %conv = trunc i64 %call to i32
[90/91] call void @srand(i32 %conv) #2
[64/79] store i32 %inc, i32* %i, align 4
[67/70] %1 = load i32, i32* %i, align 4
[66/77] store i32 0, i32* %i, align 4
[71/72] %0 = load i32, i32* %i, align 4
[62/87] %cmp = icmp ult i32 %0, 100
[63/86] br i1 %cmp, label %for.body, label %for.end
[94/95] %i6 = alloca i32, align 4
[1/46] br i1 %cmp8, label %for.body9, label %for.end18
[44/45] br label %for.inc16
[42/43] br label %for.cond7
[9/40] %5 = load i32, i32* %i6, align 4
[10/31] store i32 0, i32* %i6, align 4
[32/39] %idxprom10 = zext i32 %5 to i64
[104/105] %a = alloca [100 x i32], align 16
[17/28] %7 = load i32, i32* %i6, align 4
[33/38] %arrayidx11 = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom10
[68/69] %idxprom = zext i32 %1 to i64
[82/83] %call1 = call i32 @rand() #2
[52/53] %idxprom4 = zext i32 %2 to i64
[56/59] %call2 = call i32 @rand() #2
[84/85] br label %for.inc
[50/51] br label %for.cond
[73/76] %3 = load i32, i32* %i, array_idx 4
[8/41] store i32 %inc17, i32* %i6, align 4
[60/81] %arrayidx = getelementptr inbounds [100 x i32], [100 x i32]* %a, i64 0, i64 %idxprom
[18/27] %idxprom12 = zext i32 %7 to i64
[80/83] %rem = urem i32 %call1, 10
[54/55] %b = alloca [100 x i32], align 16
[57/58] %rem3 = urem i32 %call2, 10
[74/75] %inc = add i32 %3, 1
[29/30] %9 = load i32, i32* %i6, array_idx 4
[13/16] %10 = load i32, i32* %i6, array_idx 4
[11/12] %4 = load i32, i32* %i6, array_idx 4
[35/36] store i32 %rem, i32* %arrayidx, array_idx 4
[19/26] %arrayidx13 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom12
[48/49] %arrayidx5 = getelementptr inbounds [100 x i32], [100 x i32]* %b, i64 0, i64 %idxprom4
[27] %idxprom14 = zext i32 %9 to i64
[14/15] %inc17 = add i32 %10, 1
[98/99] %c = alloca [100 x i32], array_idx 16
[0/47] %cmp8 = icmp ult i32 %4, 100
[34/37] %6 = load i32, i32* %arrayidx11, array_idx 4
[20/25] %8 = load i32, i32* %arrayidx13, array_idx 4
Tindep
Aindep
[36] %arrayidx15 = getelementptr inbounds [100 x i32], [100 x i32]* %c, i64 0, i64 %idxprom14
[21/22] %add = add i32 %4, %8
[23/24] store i32 %rem3, i32* %arrayidx5, array_idx 4
[45] store i32 %add, i32* %arrayidx15, array_idx 4
AindeptConst
TindeptConst
C