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for.cond110:                                ; preds = %for.inc132, %for.body108
    %63 = load i32, i32* %j109, align 4, !dbg !1520
    %cmp111 = icmp ult i32 %63, 1500, !dbg !1522
    br i1 %cmp111, label %for.body112, label %for.end134, !dbg !1523
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for.body112:                                ; preds = %for.cond110
    %64 = load i32**, i32*** %c, align 8, !dbg !1524
    %65 = load i32, i32* %i105, align 4, !dbg !1526
    %idxprom113 = zext i32 %65 to i64, !dbg !1524
    %arrayidx114 = getelementptr inbounds i32*, i32** %64, i64 %idxprom113, !dbg !1524
    %66 = load i32*, i32** %arrayidx114, align 8, !dbg !1524
    %67 = load i32, i32* %j109, align 4, !dbg !1527
    %idxprom115 = zext i32 %67 to i64, !dbg !1524
    %arrayidx116 = getelementptr inbounds i32, i32* %66, i64 %idxprom115, !dbg !1524
    %68 = load i32, i32* %arrayidx116, align 4, !dbg !1524
    store i32 %68, i32* %tmp, align 4, !dbg !1528
    %69 = load i32**, i32*** %c, align 8, !dbg !1529
    %70 = load i32, i32* %i105, align 4, !dbg !1530
    %idxprom117 = zext i32 %70 to i64, !dbg !1529
    %arrayidx118 = getelementptr inbounds i32*, i32** %69, i64 %idxprom117, !dbg !1529
    %71 = load i32*, i32** %arrayidx118, align 8, !dbg !1529
    %72 = load i32, i32* %j109, align 4, !dbg !1531
    %sub = sub i32 3000, %72, !dbg !1532
    %sub119 = sub i32 %sub, 1, !dbg !1533
    %idxprom120 = zext i32 %sub119 to i64, !dbg !1529
    %arrayidx121 = getelementptr inbounds i32, i32* %71, i64 %idxprom120, !dbg !1529
    %73 = load i32, i32* %arrayidx121, align 4, !dbg !1529
    %74 = load i32**, i32*** %c, align 8, !dbg !1534
    %75 = load i32, i32* %i105, align 4, !dbg !1535
    %idxprom122 = zext i32 %75 to i64, !dbg !1534
    %arrayidx123 = getelementptr inbounds i32*, i32** %74, i64 %idxprom122, !dbg !1534
    %76 = load i32*, i32** %arrayidx123, align 8, !dbg !1534
    %77 = load i32, i32* %j109, align 4, !dbg !1536
    %idxprom124 = zext i32 %77 to i64, !dbg !1534
    %arrayidx125 = getelementptr inbounds i32, i32* %76, i64 %idxprom124, !dbg !1534
    store i32 %73, i32* %arrayidx125, align 4, !dbg !1537
    %78 = load i32, i32* %tmp, align 4, !dbg !1538
    %79 = load i32**, i32*** %c, align 8, !dbg !1539
    %80 = load i32, i32* %i105, align 4, !dbg !1540
    %idxprom126 = zext i32 %80 to i64, !dbg !1539
    %arrayidx127 = getelementptr inbounds i32*, i32** %79, i64 %idxprom126, !dbg !1539
    %81 = load i32*, i32** %arrayidx127, align 8, !dbg !1539
    %82 = load i32, i32* %j109, align 4, !dbg !1541
    %sub128 = sub i32 3000, %82, !dbg !1542
    %sub129 = sub i32 %sub128, 1, !dbg !1543
    %idxprom130 = zext i32 %sub129 to i64, !dbg !1539
    %arrayidx131 = getelementptr inbounds i32, i32* %81, i64 %idxprom130, !dbg !1539
    store i32 %78, i32* %arrayidx131, align 4, !dbg !1544
    br label %for.inc132, !dbg !1545
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for.inc132:                                ; preds = %for.body112
    %83 = load i32, i32* %j109, align 4, !dbg !1546
    %inc133 = add i32 %83, 1, !dbg !1546
    store i32 %inc133, i32* %j109, align 4, !dbg !1546
    br label %for.cond110, !dbg !1547, !llvm.loop !1548
```