```
%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
                                                                                                  [2/3]
                                                                       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
                     [0/1]
                                                                             %idxprom31 = zext i32 %sub to i64, !dbg !1383
                                                            %arrayidx32 = getelementptr inbounds i32, i32* %38, i64 %idxprom31, !dbg !1383
                              ; preds = \% for.body28
                                                                          %40 = load i32, i32* %arrayidx32, align 4, !dbg !1383
   %46 = load i32, i32* %j, align 4, !dbg !1393
                                                                            %41 = load i32**, i32*** %b, align 8, !dbg !1388
      %inc38 = add i32 %46, 1, !dbg !1393
                                                                               %42 = load i32, i32* %i, align 4, !dbg !1389
  store i32 %inc38, i32* %j, align 4, !dbg !1393
br label %for.cond26, !dbg !1394, !llvm.loop !1395
                                                                              %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

; preds = %for.inc37, %for.body25

[4/5]

for.cond26:

for.inc37: