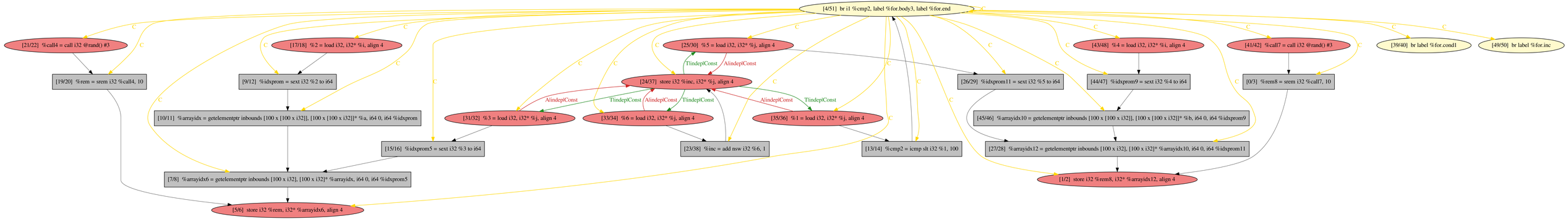
[4/51] br i1 %cmp2, label %for.body3, label %for.end
[21/22] %call4 = call i32 @rand() #3
[17/18] %2 = load i32, i32* %i, align 4
[25/30] %5 = load i32, i32* %j, align 4
[43/48] %4 = load i32, i32* %i, align 4
[41/42] %call7 = call i32 @rand() #3
[39/40] br label %for.cond1
[49/50] br label %for.inc
[19/20] %rem = srem i32 %call4, 10
[9/12] %idxprom = sext i32 %2 to i64
[24/37] store i32 %inc, i32* %j, align 4
[26/29] %idxprom11 = sext i32 %5 to i64
[44/47] %idxprom9 = sext i32 %4 to i64
[0/3] %rem8 = srem i32 %call7, 10
[10/11] %arrayidx = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %a, i64 0, i64 %idxprom
[31/32] %3 = load i32, i32* %j, align 4
[33/34] %6 = load i32, i32* %j, align 4
[35/36] %1 = load i32, i32* %j, align 4
[45/46] %arrayidx10 = getelementptr inbounds [100 x [100 x i32]], [100 x [100 x i32]]* %b, i64 0, i64 %idxprom9
[15/16] %idxprom5 = sext i32 %3 to i64
[23/38] %inc = add nsw i32 %6, 1
[13/14] %cmp2 = icmp slt i32 %1, 100
[27/28] %arrayidx12 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx10, i64 0, i64 %idxprom11
[7/8] %arrayidx6 = getelementptr inbounds [100 x i32], [100 x i32]* %arrayidx, i64 0, i64 %idxprom5
[1/2] store i32 %rem8, i32* %arrayidx12, align 4
[5/6] store i32 %rem, i32* %arrayidx6, align 4
TIindepConst
AIindepConst
C