

%0 = load i32, i32* %arrayidx6, align 4, !dbg !1317

%1 = load i32, i32* %arrayidx22, align 4, !dbg !1322

store i32 %sub, i32* %arrayidx14, align 4, !dbg !1321

store i32 %sub23, i32* %arrayidx31, align 4, !dbg !1325