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%0:
%1 = alloca i32, align 4
%A = alloca i32*, align 8
%B = alloca i32*, align 8
%x = alloca i32, align 4
%y = alloca i32, align 4
store i32 0, i32* %1, align 4
call void @llvm.dbg.declare(metadata i32** %A, metadata !11, metadata !13),
... !dbg !14
%2 = call noalias i8* @malloc(i64 10) #4, !dbg !15
call void @map2check_malloc(i8* %2, i64 10), !dbg !15
%3 = bitcast i8* %2 to i32*, !dbg !15
%bitcast = bitcast i32** %A to i8*
%bitcast2 = bitcast i32* %3 to i8*
store i32* %3, i32** %A, align 8, !dbg !14
call void @map2check_add_store_pointer(i8* %bitcast, i8* %bitcast2, i32 11,
... i8* getelementptr inbounds ([2 x i8], [2 x i8]* @2, i32 0, i32 0), i32 6),
... !dbg !16
call void @llvm.dbg.declare(metadata i32** %B, metadata !17, metadata !13),
... !dbg !16
%4 = call noalias i8* @malloc(i64 10) #4, !dbg !18
call void @map2check_malloc(i8* %4, i64 10), !dbg !18
%5 = bitcast i8* %4 to i32*, !dbg !18
%bitcast3 = bitcast i32** %B to i8*
%bitcast4 = bitcast i32* %5 to i8*
store i32* %5, i32** %B, align 8, !dbg !16
call void @map2check_add_store_pointer(i8* %bitcast3, i8* %bitcast4, i32 11,
... i8* getelementptr inbounds ([2 x i8], [2 x i8]* @3, i32 0, i32 0), i32 7),
... !dbg !19
call void @llvm.dbg.declare(metadata i32* %x, metadata !20, metadata !13),
... !dbg !19
%6 = call i32 (...) @map2check_non_det_int(), !dbg !21
store i32 %6, i32* %x, align 4, !dbg !19
call void @llvm.dbg.declare(metadata i32* %y, metadata !22, metadata !13),
... !dbg !23
%7 = load i32, i32* %x, align 4, !dbg !24
%8 = mul nsw i32 %7, 7, !dbg !25
%9 = sub nsw i32 %8, 15, !dbg !26
store i32 %9, i32* %y, align 4, !dbg !23
%10 = load i32, i32* %y, align 4, !dbg !27
%11 = icmp sgt i32 %10, 14, !dbg !29
br i1 %11, label %12, label %14, !dbg !30
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%12:

%13 = load i32*, i32** %A, align 8, !dbg !31
%bitcast5 = bitcast i32** %B to i8*
%bitcast6 = bitcast i32* %13 to i8*
store i32* %13, i32** %B, align 8, !dbg !33
call void @map2check_add_store_pointer(i8* %bitcast5, i8* %bitcast6, i32 12,
... i8* getelementptr inbounds ([2 x i8], [2 x i8]* @4, i32 0, i32 0), i32 12),
... !dbg !34
br label %14, !dbg !34
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%14:

%15 = load i32*, i32** %A, align 8, !dbg !35
%16 = bitcast i32* %15 to i8*, !dbg !35
%bitcast_map2check = bitcast i32** %A to i8*
call void @map2check_free(i8* getelementptr inbounds ([2 x i8], [2 x i8]*
... @0, i32 0, i32 0), i8* %bitcast_map2check, i32 11, i32 15), !dbg !36
call void @free(i8* %16) #4, !dbg !36
%17 = load i32*, i32** %B, align 8, !dbg !37
%18 = bitcast i32* %17 to i8*, !dbg !37
%bitcast_map2check1 = bitcast i32** %B to i8*
call void @map2check_free(i8* getelementptr inbounds ([2 x i8], [2 x i8]*
... @1, i32 0, i32 0), i8* %bitcast_map2check1, i32 11, i32 16), !dbg !38
call void @free(i8* %18) #4, !dbg !38
call void @map2check_free_list_log(), !dbg !39
ret i32 0, !dbg !39
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CFG for 'main' function