```
i0x1c mov ip 0
                                          fetch!
                                          instradr[PFS] = 28.
                                          instrtype[PFS] = INSTR OTHER,
                                             i0x20 add r2 r2 1
fetch!
instradr[PFS] = 32,
instrtype[PFS] = INSTR OTHER,
                                                       loop counter 1 < loop bound 1
         i0x24_cmp_r2_30
                                                       fetch!
                                                       instradr[PFS] = 72.
               LOOP BODY
                                                       instrtype[PFS] = INSTR BRANCH.
         i0x44_mov_r1_r0
                                                       loop counter 1++
fetch!
instradr[PFS] = 68.
instrtype[PFS] = INSTR OTHER,
                                             i0x48 bne 20
                                            loop counter 1 == loop bound 1
                                            fetch!
                                            instradr[PFS] = 72.
                                            instrtype[PFS] = INSTR_OTHER,
                                            loop\_counter\_1 = 0
                                            i0x4c pop Ir
```