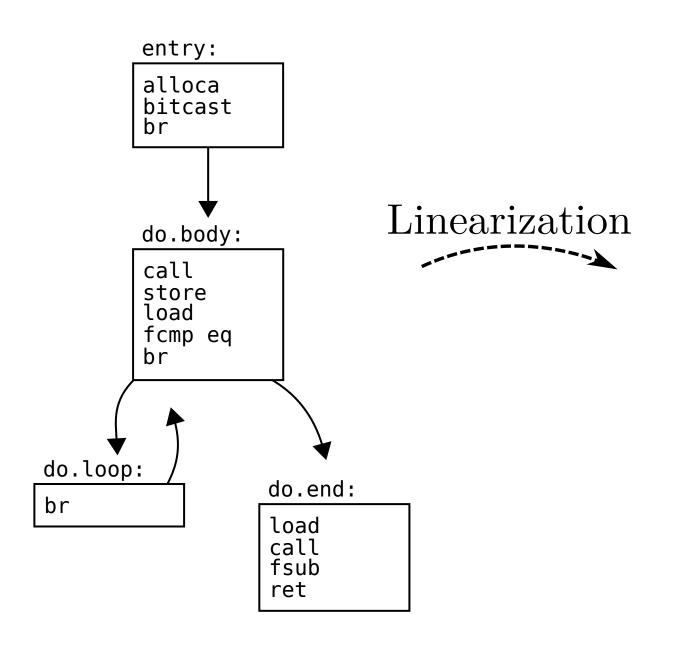
## Our Technique



## entry:

alloca bitcast br

## do.body:

call store load fcmp eq br

## do.loop:

br