

```

define ptx_kernel void @sum_kernel(float* %a, float* %b, float* %c) ←
  nounwind {
entry:
  %0 = load i32* getelementptr inbounds (%struct.uint3* @threadIdx, i64 0, ←
    i32 0), align 4
  %1 = load i32* getelementptr inbounds (%struct.uint3* @blockIdx, i64 0, ←
    i32 0), align 4
  %2 = load i32* getelementptr inbounds (%struct.uint3* @blockDim, i64 0, ←
    i32 0), align 4
  %mul = mul i32 %2, %1
  %add = add i32 %mul, %0
  %idxprom = sext i32 %add to i64
  %arrayidx = getelementptr inbounds float* %a, i64 %idxprom
  %3 = load float* %arrayidx, align 4
  %arrayidx2 = getelementptr inbounds float* %b, i64 %idxprom
  %4 = load float* %arrayidx2, align 4
  %add3 = fadd float %3, %4
  %arrayidx5 = getelementptr inbounds float* %c, i64 %idxprom
  store float %add3, float* %arrayidx5, align 4
  ret void
}

```