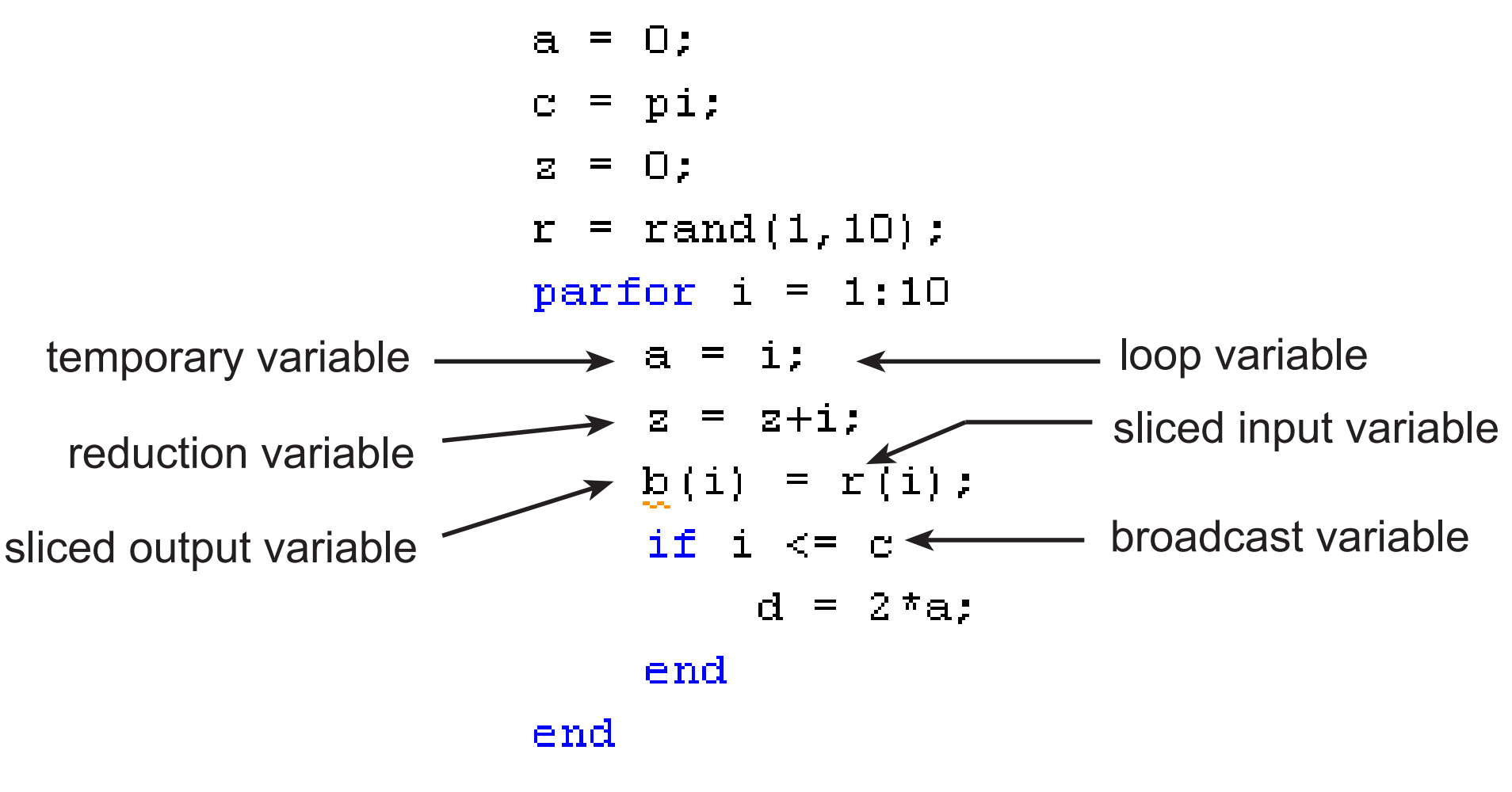
a = 0;
c = pi;
z = 0;
r = rand(1,10);
parfor i = 1:10
a = i;
z = z+i;
b(i) = r(i);
if i <= c
d = 2*a;
end
end
temporary variable
reduction variable
sliced output variable
loop variable
sliced input variable
broadcast variable