```
entry:
 %mem1 = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 1
 %0 = bitcast %struct.jpeg_memory_mgr** %mem1 to %struct.my_memory_mgr**
 %1 = load %struct.my_memory_mgr*, %struct.my_memory_mgr** %0, align 8, !tbaa
... !3
 %cmp = icmp eq i32 %pool_id, 1
 br i1 %cmp, label %if.end, label %if.then, !prof !9
```
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```
if.then:
 %err = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 0
 %2 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !10
 %msg_code = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 5
 store i32 12, i32* %msg_code, align 8, !tbaa !11
 %arrayidx = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 6, i32 0, i64 0
 store i32 %pool_id, i32* %arrayidx, align 4, !tbaa !14
 %3 = bitcast %struct.jpeg_error_mgr* %2 to void
... (%struct.jpeg_common_struct*)**
 %4 = load void (%struct.jpeg_common_struct*)*, void
... (%struct.jpeg_common_struct*)** %3, align 8, !tbaa !15
 tail call void %4(%struct.jpeg_common_struct* nonnull %cinfo) #5
 br label %if.end
```

```
if.end:
 %call = tail call i8* @alloc_small(%struct.jpeg_common_struct* nonnull
... %cinfo, i32 %pool_id, i64 152)
 %5 = bitcast i8* %call to %struct.jvirt_barray_control*
 %mem_buffer = bitcast i8* %call to [64 x i16]***
 store [64 x i16]** null, [64 x i16]*** %mem_buffer, align 8, !tbaa !16
 %rows_in_array = getelementptr inbounds i8, i8* %call, i64 8
 %6 = bitcast i8* %rows_in_array to i32*
 store i32 %numrows, i32* %6, align 8, !tbaa !19
 %blocksperrow5 = getelementptr inbounds i8, i8* %call, i64 12
 %7 = bitcast i8* %blocksperrow5 to i32*
 store i32 %blocksperrow, i32* %7, align 4, !tbaa !20
 %maxaccess6 = getelementptr inbounds i8, i8* %call, i64 16
 %8 = bitcast i8* %maxaccess6 to i32*
 store i32 %maxaccess, i32* %8, align 8, !tbaa !21
 %pre_zero7 = getelementptr inbounds i8, i8* %call, i64 36
 %9 = bitcast i8* %pre_zero7 to i32*
 store i32 %pre_zero, i32* %9, align 4, !tbaa !22
 %b_s_open = getelementptr inbounds i8, i8* %call, i64 44
 %10 = bitcast i8* %b_s_open to i32*
 store i32 0, i32* %10, align 4, !tbaa !23
 %virt_barray_list = getelementptr inbounds %struct.my_memory_mgr,
... %struct.my_memory_mgr* %1, i64 0, i32 4
 %11 = bitcast %struct.jvirt_barray_control** %virt_barray_list to i64*
 %12 = load i64, i64* %11, align 8, !tbaa !24
 %next = getelementptr inbounds i8, i8* %call, i64 48
 %13 = bitcast i8* %next to i64*
 store i64 %12, i64* %13, align 8, !tbaa !27
 %14 = bitcast %struct.jvirt_barray_control** %virt_barray_list to i8**
 store i8* %call, i8** %14, align 8, !tbaa !24
 ret %struct.jvirt_barray_control* %5
```

CFG for 'request_virt_barray' function