```
entry:
%dest1.i.i = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5
%0 = load %struct.jpeg_destination_mgr*, %struct.jpeg_destination_mgr**
... %dest1.i.i, align 8, !tbaa !3
%next_output_byte.i.i = getelementptr inbounds %struct.jpeg_destination_mgr,
... %struct.jpeg_destination_mgr* %0, i64 0, i32 0
%1 = load i8*, i8** %next_output_byte.i.i, align 8, !tbaa !11
%incdec.ptr.i.i = getelementptr inbounds i8, i8* %1, i64 1
store i8* %incdec.ptr.i.i, i8** %next_output_byte.i.i, align 8, !tbaa !11
store i8 -1, i8* %1, align 1, !tbaa !14
% free in buffer.i.i = getelementptr inbounds % struct.jpeg_destination_mgr,
... %struct.jpeg_destination_mgr* %0, i64 0, i32 1
%2 = load i64, i64* %free_in_buffer.i.i, align 8, !tbaa !15
\% dec.i.i = add i64 %2, -1
store i64 %dec.i.i, i64* %free_in_buffer.i.i, align 8, !tbaa !15
%cmp.i.i = icmp eq i64 %dec.i.i, 0
br i1 %cmp.i.i, label %if.then.i.i, label %emit_byte.exit.i, !prof !16
emit_byte.exit.i:
%7 = load %struct.jpeg_destination_mgr*, %struct.jpeg_destination_mgr**
... %dest1.i.i, align 8, !tbaa !3
%next_output_byte.i3.i = getelementptr inbounds
... %struct.jpeg_destination_mgr, %struct.jpeg_destination_mgr* %7, i64 0, i32 0
%8 = load i8*, i8** %next_output_byte.i3.i, align 8, !tbaa !11
%incdec.ptr.i4.i = getelementptr inbounds i8, i8* %8, i64 1
store i8* %incdec.ptr.i4.i, i8** %next_output_byte.i3.i, align 8, !tbaa !11
store i8 -39, i8* %8, align 1, !tbaa !14
%free_in_buffer.i5.i = getelementptr inbounds %struct.jpeg_destination_mgr,
... %struct.jpeg_destination_mgr* %7, i64 0, i32 1
%9 = load i64, i64* %free_in_buffer.i5.i, align 8, !tbaa !15
\%dec.i6.i = add i64 \%9, -1
store i64 %dec.i6.i, i64* %free_in_buffer.i5.i, align 8, !tbaa !15
%cmp.i7.i = icmp eq i64 %dec.i6.i, 0
br i1 %cmp.i7.i, label %if.then.i11.i, label %emit_marker.exit, !prof !16
                               emit_marker.exit:
```

ret void