```llvm
entry:
 %sample_range_limit = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 61
 %0 = load i8*, i8** %sample_range_limit, align 8, !tbaa !2
 %add.ptr = getelementptr inbounds i8, i8* %0, i64 128
 %dct_table = getelementptr inbounds %struct.jpeg_component_info,
... %struct.jpeg_component_info* %compptr, i64 0, i32 20
 %1 = bitcast i8** %dct_table to i32**
 %2 = load i32*, i32** %1, align 8, !tbaa !10
 %3 = load i16, i16* %coef_block, align 2, !tbaa !12
 %conv = sext i16 %3 to i32
 %4 = load i32, i32* %2, align 4, !tbaa !13
 %mul = mul nsw i32 %conv, %4
 %conv214 = zext i32 %mul to i64
 %add = add nuw nsw i64 %conv214, 4
 %shr12 = lshr i64 %add, 3
 %and = and i64 %shr12, 1023
 %arrayidx4 = getelementptr inbounds i8, i8* %add.ptr, i64 %and
 %5 = load i8, i8* %arrayidx4, align 1, !tbaa !14
 %idxprom5 = zext i32 %output_col to i64
 %6 = load i8*, i8** %output_buf, align 8, !tbaa !15
 %arrayidx7 = getelementptr inbounds i8, i8* %6, i64 %idxprom5
 store i8 %5, i8* %arrayidx7, align 1, !tbaa !14
 ret void
```

CFG for 'jpeg_idct_1x1' function