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 %2 = icmp ugt i32 %pool_id, 1 br i1 %2, label %if.end.thread, label %if.end, !prof !9 F if.end: %cmp6 = icmp eq i32 %pool id, 1 br i1 %cmp6, label %if.then7, label %if.end29, !prof!16 if.end.thread: %err = getelementptr inbounds %struct.jpeg_common_struct, ... %struct.jpeg_common_struct* %cinfo, i64 0, i32 0 %3 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8, ... !tbaa !10 if.then7: %msg_code = getelementptr inbounds %struct.jpeg_error_mgr, %virt_sarray_list = getelementptr inbounds %struct.my_memory_mgr, ... %struct.jpeg_error_mgr* %3, i64 0, i32 5 ... %struct.my_memory_mgr* %1, i64 0, i32 3 store i32 12, i32* %msg_code, align 8, !tbaa !11 %sptr.0119 = load %struct.jvirt_sarray_control*, %arrayidx = getelementptr inbounds %struct.jpeg_error_mgr, ... %struct.jvirt_sarray_control** %virt_sarray_list, align 8, !tbaa !17 ... %struct.jpeg_error_mgr* %3, i64 0, i32 6, i32 0, i64 0 %cmp8120 = icmp eq %struct.jvirt_sarray_control* %sptr.0119, null store i32 %pool_id, i32* %arrayidx, align 4, !tbaa !14 br i1 %cmp8120, label %for.end, label %for.body.preheader, !prof!18 %4 = bitcast %struct.jpeg_error_mgr* %3 to void ... (%struct.jpeg_common_struct*)** %5 = load void (%struct.jpeg_common_struct*)*, void ... (%struct.jpeg_common_struct*)** %4, align 8, !tbaa !15 tail call void %5(%struct.jpeg_common_struct* nonnull %cinfo) #5 br label %if.end29 for.end: store %struct.jvirt_sarray_control* null, %struct.jvirt_sarray_control** ... %virt_sarray_list, align 8, !tbaa !23 %virt_barray_list = getelementptr inbounds %struct.my_memory_mgr, ... %struct.my_memory_mgr* %1, i64 0, i32 4 %bptr.0116 = load %struct.jvirt_barray_control*, ... %struct.jvirt_barray_control** %virt_barray_list, align 8, !tbaa !17 %cmp15117 = icmp eq %struct.jvirt_barray_control* %bptr.0116, null br i1 %cmp15117, label %for.end27, label %for.body16.preheader, !prof !26 for.body16.preheader: br label %for.body16 for.body16: %bptr.0118 = phi %struct.jvirt_barray_control* [%bptr.0, %for.inc25], [... %bptr.0116, %for.body16.preheader] %b_s_open17 = getelementptr inbounds %struct.jvirt_barray_control, ... %struct.jvirt_barray_control* %bptr.0118, i64 0, i32 10 %8 = load i32, i32* %b_s_open17, align 4, !tbaa !27 %tobool18 = icmp eq i32 %8, 0 br i1 %tobool18, label %for.inc25, label %if.then19, !prof!29 for.inc25: %next26 = getelementptr inbounds %struct.jvirt_barray_control, ... %struct.jvirt_barray_control* %bptr.0118, i64 0, i32 11 %bptr.0 = load %struct.jvirt_barray_control*, %struct.jvirt_barray_control** ... %next26, align 8, !tbaa !17 %cmp15 = icmp eq %struct.jvirt_barray_control* %bptr.0, null br i1 %cmp15, label %for.end27.loopexit, label %for.body16, !prof !26 for.end27.loopexit: br label %for.end27 for.end27: store %struct.jvirt_barray_control* null, %struct.jvirt_barray_control** ... %virt_barray_list, align 8, !tbaa !31 br label %if.end29 if.end29: %idxprom = sext i32 %pool_id to i64 %arrayidx30 = getelementptr inbounds %struct.my_memory_mgr, ... %struct.my_memory_mgr* %1, i64 0, i32 2, i64 %idxprom %10 = load %union.large_pool_struct*, %union.large_pool_struct** ... %arrayidx30, align 8, !tbaa !17 store %union.large_pool_struct* null, %union.large_pool_struct** ... %arrayidx30, align 8, !tbaa !17 %cmp34114 = icmp eq %union.large_pool_struct* %10, null br i1 %cmp34114, label %while.end, label %while.body.lr.ph, !prof !32 while.body.lr.ph: %total_space_allocated = getelementptr inbounds %struct.my_memory_mgr, %struct.my_memory_mgr* %1, i64 0, i32 5 br label %while.body while.body: %lhdr_ptr.0115 = phi %union.large_pool_struct* [%10, %while.body.lr.ph], [... %11, %while.body] %next35 = getelementptr inbounds %union.large_pool_struct, ... %union.large_pool_struct* %lhdr_ptr.0115, i64 0, i32 0, i32 0 %11 = load %union.large_pool_struct*, %union.large_pool_struct** %next35, ... align 8, !tbaa !33 %bytes_used = getelementptr inbounds %union.large_pool_struct, ... %union.large_pool_struct* %lhdr_ptr.0115, i64 0, i32 0, i32 1 %12 = load i64, i64* %bytes_used, align 8, !tbaa !35 %bytes_left = getelementptr inbounds %union.large_pool_struct, ... %union.large_pool_struct* %lhdr_ptr.0115, i64 0, i32 0, i32 2 %13 = load i64, i64* %bytes_left, align 8, !tbaa !36 %add = add i64 %12, 24 %add38 = add i64 %add, %13 %14 = bitcast %union.large_pool_struct* %lhdr_ptr.0115 to i8* tail call void @jpeg_free_large(%struct.jpeg_common_struct* %cinfo, i8* %14, .. i64 %add38) #5 %15 = load i64, i64* %total_space_allocated, align 8, !tbaa !37 %sub = sub i64 %15, %add38 store i64 %sub, i64* %total_space_allocated, align 8, !tbaa !37 %cmp34 = icmp eq %union.large_pool_struct* %11, null br i1 %cmp34, label %while.end.loopexit, label %while.body, !prof!32 while.end.loopexit: br label %while.end while.end: %arrayidx40 = getelementptr inbounds %struct.my_memory_mgr, ... %struct.my_memory_mgr* %1, i64 0, i32 1, i64 %idxprom %16 = load %union.small_pool_struct*, %union.small_pool_struct** ... %arrayidx40, align 8, !tbaa !17 store %union.small_pool_struct* null, %union.small_pool_struct** ... %arrayidx40, align 8, !tbaa !17 %cmp45112 = icmp eq %union.small_pool_struct* %16, null br i1 %cmp45112, label %while.end57, label %while.body46.lr.ph, !prof !38 F while.body46.lr.ph: %total space allocated55 = getelementptr inbounds %struct.my memory mgr, ... %struct.my_memory_mgr* %1, i64 0, i32 5 br label %while.body46 while.body46: %shdr_ptr.0113 = phi %union.small_pool_struct* [%16, %while.body46.lr.ph], .. [%17, %while.body46] %next48 = getelementptr inbounds %union.small_pool_struct, ... %union.small_pool_struct* %shdr_ptr.0113, i64 0, i32 0, i32 0 %17 = load %union.small_pool_struct*, %union.small_pool_struct** %next48, ... align 8, !tbaa !33 %bytes_used50 = getelementptr inbounds %union.small_pool_struct, ... %union.small_pool_struct* %shdr_ptr.0113, i64 0, i32 0, i32 1 %18 = load i64, i64* %bytes_used50, align 8, !tbaa !35 %bytes_left52 = getelementptr inbounds %union.small_pool_struct, ... %union.small_pool_struct* %shdr_ptr.0113, i64 0, i32 0, i32 2 %19 = load i64, i64* %bytes_left52, align 8, !tbaa !36 %add53 = add i64 %18, 24 %add54 = add i64 %add53, %19 %20 = bitcast %union.small_pool_struct* %shdr_ptr.0113 to i8* tail call void @jpeg_free_small(%struct.jpeg_common_struct* %cinfo, i8* %20, ... i64 %add54) #5 %21 = load i64, i64* %total_space_allocated55, align 8, !tbaa !37 %sub56 = sub i64 %21, %add54 store i64 %sub56, i64* %total_space_allocated55, align 8, !tbaa !37 %cmp45 = icmp eq %union.small_pool_struct* %17, null br i1 %cmp45, label %while.end57.loopexit, label %while.body46, !prof !38 while.end57.loopexit: br label %while.end57

while.end57: ret void