```
entry:
 tail call void @jpeg_add_quant_table(%struct.jpeg_compress_struct* %cinfo,
... i32 0, i32* getelementptr inbounds ([64 x i32], [64 x i32]*
... @jpeg_set_linear_quality.std_luminance_quant_tbl, i64 0, i64 0), i32
... %scale_factor, i32 %force_baseline)
 tail call void @jpeg_add_quant_table(%struct.jpeg_compress_struct* %cinfo,
... i32 1, i32* getelementptr inbounds ([64 x i32], [64 x i32]*
... @jpeg_set_linear_quality.std_chrominance_quant_tbl, i64 0, i64 0), i32
... %scale_factor, i32 %force_baseline)
 ret void
```

CFG for 'jpeg_set_linear_quality' function