%mem = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1 %0 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8, ... !tbaa !3 %alloc_small = getelementptr inbounds %struct.jpeg_memory_mgr, ... %struct.jpeg_memory_mgr* %0, i64 0, i32 0 %1 = load i8* (%struct.jpeg_common_struct*, i32, i64)*, i8* ... (%struct.jpeg common struct*, i32, i64)** %alloc small, align 8, !tbaa !11 %2 = bitcast %struct.jpeg_compress_struct* %cinfo to ... %struct.jpeg_common_struct* %call = tail call i8* %1(%struct.jpeg_common_struct* %2, i32 1, i64 96) #3 %fdct1 = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 58 %3 = bitcast %struct.jpeg_forward_dct** %fdct1 to i8** store i8* %call, i8** %3, align 8, !tbaa !14 %start_pass2 = bitcast i8* %call to void (%struct.jpeg_compress_struct*)** store void (%struct.jpeg_compress_struct*)* @start_pass_fdctmgr, void ... (%struct.jpeg_compress_struct*)** %start_pass2, align 8, !tbaa !15 %dct_method = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 28 %4 = load i32, i32* %dct_method, align 4, !tbaa !18 switch i32 %4, label %sw.default [i32 0, label %sw.bb i32 1, label %sw.bb4 i32 2, label %sw.bb8], !prof !19 def 2 0 for.cond.preheader: %divisors = getelementptr inbounds i8, i8* %call, i64 24 %float divisors = getelementptr inbounds i8, i8* %call, i64 64 %13 = bitcast i8* %divisors to <2 x i32*>* store <2 x i32*> zeroinitializer, <2 x i32*>* %13, align 8, !tbaa !27 %14 = bitcast i8* % float divisors to <2 x float*>*store <2 x float*> zeroinitializer, <2 x float*>* %14, align 8, !tbaa !27 %arrayidx.2 = getelementptr inbounds i8, i8* %call, i64 40 %arrayidx13.2 = getelementptr inbounds i8, i8* %call, i64 80

CFG for 'jinit_forward_dct' function

store <2 x i32*> zeroinitializer, <2 x i32*>* %15, align 8, !tbaa !27

store <2 x float*> zeroinitializer, <2 x float*>* %16, align 8, !tbaa !27

%15 = bitcast i8* %arrayidx.2 to <2 x i32*>*

ret void

%16 = bitcast i8* %arrayidx13.2 to <2 x float*>*