entry: %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 112) #1 %main1 = getelementptr inbounds %struct.jpeg\_compress\_struct, ... %struct.jpeg\_compress\_struct\* %cinfo, i64 0, i32 52 %3 = bitcast %struct.jpeg\_c\_main\_controller\*\* %main1 to i8\*\* store i8\* %call, i8\*\* %3, align 8, !tbaa !14 %start\_pass = bitcast i8\* %call to void (%struct.jpeg\_compress\_struct\*, ... i32)\*\* store void (%struct.jpeg\_compress\_struct\*, i32)\* @start\_pass\_main, void ... (%struct.jpeg\_compress\_struct\*, i32)\*\* %start\_pass, align 8, !tbaa !15 %raw\_data\_in = getelementptr inbounds %struct.jpeg\_compress\_struct, ... %struct.jpeg\_compress\_struct\* %cinfo, i64 0, i32 23 %4 = load i32, i32\* %raw\_data\_in, align 8, !tbaa !18 %tobool = icmp eq i32 %4, 0 br i1 %tobool, label %if.end, label %cleanup, !prof!19 F T cleanup: ret void