```
entry:
 %master1 = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 73
 %0 = bitcast %struct.jpeg_decomp_master** %master1 to
... %struct.my_decomp_master**
 %1 = load %struct.my_decomp_master*, %struct.my_decomp_master** %0, align 8,
... !tbaa !2
 %quantize_colors = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 19
 %2 = load i32, i32* %quantize_colors, align 4, !tbaa !10
 %tobool = icmp eq i32 %2, 0
 br i1 %tobool, label %if.end, label %if.then
```

T	F

```
if.then:
 %cquantize = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 83
 %3 = load %struct.jpeg_color_quantizer*, %struct.jpeg_color_quantizer**
... %cquantize, align 8, !tbaa !11
 %finish_pass = getelementptr inbounds %struct.jpeg_color_quantizer,
... %struct.jpeg_color_quantizer* %3, i64 0, i32 2
 %finish_pass2 = bitcast {}** %finish_pass to void
... (%struct.jpeg_decompress_struct*)**
 %4 = load void (%struct.jpeg_decompress_struct*)*, void
... (%struct.jpeg_decompress_struct*)** %finish_pass2, align 8, !tbaa !12
 tail call void %4(%struct.jpeg_decompress_struct* nonnull %cinfo) #3
 br label %if.end
```

```
if.end:
 %pass_number = getelementptr inbounds %struct.my_decomp_master,
... %struct.my_decomp_master* %1, i64 0, i32 1
 %5 = load i32, i32* %pass_number, align 8, !tbaa !14
 %inc = add nsw i32 %5, 1
 store i32 %inc, i32* %pass_number, align 8, !tbaa !14
 ret void
```

CFG for 'finish_output_pass' function