entry: %coef1 = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 54 %0 = bitcast %struct.jpeg_c_coef_controller** %coef1 to .. %struct.my_coef_controller** %1 = load %struct.my_coef_controller*, %struct.my_coef_controller** %0, ... align 8, !tbaa !2 %cmp = icmp eq i32 %pass_mode, 2 br i1 %cmp, label %if.end, label %if.then if.else.i: %iMCU_row_num.i = getelementptr inbounds %struct.my_coef_controller, ... %struct.my_coef_controller* %5, i64 0, i32 1 %7 = load i32, i32* %iMCU_row_num.i, align 8, !tbaa !15 %total_iMCU_rows.i = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 40 if.then.i: %8 = load i32, i32* %total_iMCU_rows.i, align 8, !tbaa !20 %MCU_rows_per_iMCU_row.i = getelementptr inbounds % sub.i = add i32 %8, -1 %struct.my_coef_controller, %struct.my_coef_controller* %5, i64 0, i32 4 %cmp2.i = icmp ult i32 %7, %sub.i store i32 1, i32* %MCU_rows_per_iMCU_row.i, align 4, !tbaa !19 %arrayidx.i = getelementptr inbounds %struct.jpeg_compress_struct, br label %start iMCU row.exit .. %struct.jpeg compress struct* %cinfo, i64 0, i32 42, i64 0 %9 = load %struct.jpeg component info*, %struct.jpeg component info** ... %arrayidx.i, align 8, !tbaa !21 br i1 %cmp2.i, label %if.then3.i, label %if.else5.i F if.then3.i: %v_samp_factor.i = getelementptr inbounds %struct.jpeg_component_info, ... %struct.jpeg_component_info* %9, i64 0, i32 3 %10 = load i32, i32* %v_samp_factor.i, align 4, !tbaa !22 %MCU_rows_per_iMCU_row4.i = getelementptr inbounds ... %struct.my_coef_controller, %struct.my_coef_controller* %5, i64 0, i32 4 store i32 %10, i32* %MCU_rows_per_iMCU_row4.i, align 4, !tbaa !19 br label %start_iMCU_row.exit start_iMCU_row.exit: %mcu_ctr.i = getelementptr inbounds %struct.my_coef_controller, ... %struct.my_coef_controller* %5, i64 0, i32 2 store i32 0, i32* %mcu_ctr.i, align 4, !tbaa !25 %MCU_vert_offset.i = getelementptr inbounds %struct.my_coef_controller, ... %struct.my_coef_controller* %5, i64 0, i32 3 store i32 0, i32* %MCU_vert_offset.i, align 8, !tbaa !26 ret void