tail call void @jinit_c_master_control(%struct.jpeg_compress_struct* %cinfo, ... i32 0) #2 %raw_data_in = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 23 %0 = load i32, i32* %raw_data_in, align 8, !tbaa !3 %tobool = icmp eq i32 %0, 0 br i1 %tobool, label %if.then, label %if.end, !prof!11 F if.end: tail call void @jinit_forward_dct(%struct.jpeg_compress_struct* nonnull ... %cinfo) #2 %arith code = getelementptr inbounds %struct.jpeg compress struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 24 %1 = load i32, i32* %arith_code, align 4, !tbaa !12 %tobool1 = icmp eq i32 %1, 0 br i1 %tobool1, label %if.else, label %if.then2, !prof!11 T F if.end8: %num_scans = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg compress struct* %cinfo, i64 0, i32 21 %6 = load i32, i32* %num_scans, align 8, !tbaa !20 %cmp = icmp sgt i32 %6, 1 br i1 %cmp, label %lor.end, label %lor.rhs, !prof!11 lor.end: %8 = phi i1 [true, %if.end8], [%tobool9, %lor.rhs] % lor.ext = zext i1 % 8 to i32tail call void @jinit_c_coef_controller(%struct.jpeg_compress_struct* ... nonnull %cinfo, i32 %lor.ext) #2 tail call void @jinit_c_main_controller(%struct.jpeg_compress_struct* ... nonnull %cinfo, i32 0) #2 tail call void @jinit_marker_writer(%struct.jpeg_compress_struct* nonnull ... %cinfo) #2 %mem = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1 %9 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8, ...!tbaa!22 %realize_virt_arrays = getelementptr inbounds %struct.jpeg_memory_mgr, ... %struct.jpeg_memory_mgr* %9, i64 0, i32 6 %realize_virt_arrays10 = bitcast {}** %realize_virt_arrays to void ... (%struct.jpeg_common_struct*)** %10 = load void (%struct.jpeg_common_struct*)*, void ... (%struct.jpeg_common_struct*)** %realize_virt_arrays10, align 8, !tbaa !23 %11 = bitcast %struct.jpeg_compress_struct* %cinfo to ... %struct.jpeg_common_struct* tail call void %10(%struct.jpeg_common_struct* %11) #2 %marker = getelementptr inbounds %struct.jpeg_compress_struct, ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 55 %12 = load %struct.jpeg_marker_writer*, %struct.jpeg_marker_writer** ... %marker, align 8, !tbaa !25 %write_file_header = getelementptr inbounds %struct.jpeg_marker_writer, ... %struct.jpeg_marker_writer* %12, i64 0, i32 1 %write_file_header11 = bitcast {}** %write_file_header to void ... (%struct.jpeg_compress_struct*)** %13 = load void (%struct.jpeg_compress_struct*)*, void ... (%struct.jpeg_compress_struct*)** %write_file_header11, align 8, !tbaa !26 tail call void %13(%struct.jpeg_compress_struct* nonnull %cinfo) #2 ret void