```
entry:
 %mem = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_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 !9
 %call = tail call i8* %1(%struct.jpeg_common_struct* %cinfo, i32 0, i64 280)
... #1
 %2 = bitcast i8* %call to %struct.JHUFF_TBL*
 %sent_table = getelementptr inbounds i8, i8* %call, i64 276
 %3 = bitcast i8* %sent_table to i32*
 store i32 0, i32* %3, align 4, !tbaa !12
 ret %struct.JHUFF_TBL* %2
```

CFG for 'jpeg_alloc_huff_table' function