```
entry:
%mem = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1
store %struct.jpeg_memory_mgr* null, %struct.jpeg_memory_mgr** %mem, align
... 8, !tbaa !3
%cmp = icmp eq i32 %version, 61
br i1 %cmp, label %if.end, label %if.then, !prof!11
                   T
                                                              F
     if.end:
     %cmp8 = icmp eq i64 %structsize, 496
     br i1 %cmp8, label %if.end.if.end22_crit_edge, label %if.then9, !prof!11
  if.end22:
  %.pre-phi = phi %struct.jpeg_common_struct* [ %.pre,
  ... %if.end.if.end22 crit edge ], [ %5, %if.then9 ]
  %6 = bitcast %struct.jpeg_compress_struct* %cinfo to i64*
  %7 = load i64, i64* %6, align 8, !tbaa !12
  %8 = bitcast %struct.jpeg_compress_struct* %cinfo to i8*
  tail call void @llvm.memset.p0i8.i64(i8* %8, i8 0, i64 496, i32 1, i1 false)
  store i64 %7, i64* %6, align 8, !tbaa !12
  %is_decompressor = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 3
  store i32 0, i32* %is_decompressor, align 8, !tbaa !18
  tail call void @jinit_memory_mgr(%struct.jpeg_common_struct* %.pre-phi) #4
  %progress = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 2
  store %struct.jpeg_progress_mgr* null, %struct.jpeg_progress_mgr**
  ... %progress, align 8, !tbaa !19
  %dest = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5
  store %struct.jpeg_destination_mgr* null, %struct.jpeg_destination_mgr**
  ... %dest, align 8, !tbaa !20
  %comp_info = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 14
  %input_gamma = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 10
  %9 = bitcast %struct.jpeg_component_info** %comp_info to i8*
  call void @llvm.memset.p0i8.i64(i8* %9, i8 0, i64 104, i32 8, i1 false)
  store double 1.000000e+00, double* %input_gamma, align 8, !tbaa !21
  %global_state = getelementptr inbounds %struct.jpeg_compress_struct,
  ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 4
  store i32 100, i32* %global_state, align 4, !tbaa !22
```

ret void