```
entry:
 %0 = bitcast %struct.cjpeg_source_struct* %sinfo to
 ... %struct.gif_source_struct*
 %colormap1 = getelementptr inbounds %struct.cjpeg_source_struct,
 ... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 1
 %1 = bitcast i32 (%struct.jpeg_compress_struct*,
 ... %struct.cjpeg_source_struct*)** %colormap1 to i8***
 %2 = load i8**, i8*** %1, align 8, !tbaa !3
 %image_width = getelementptr inbounds %struct.jpeg_compress_struct,
 ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 6
 %3 = load i32, i32* %image_width, align 8, !tbaa !10
 %cmp26 = icmp eq i32 %3, 0
 br i1 %cmp26, label %for.end, label %for.body.lr.ph
```
| T | F |

```
for.body.lr.ph:
 %buffer = getelementptr inbounds %struct.cjpeg_source_struct,
 ... %struct.cjpeg_source_struct* %sinfo, i64 0, i32 4
 %4 = load i8**, i8*** %buffer, align 8, !tbaa !14
 %5 = load i8*, i8** %4, align 8, !tbaa !15
 %arrayidx5 = getelementptr inbounds i8*, i8** %2, i64 1
 %arrayidx9 = getelementptr inbounds i8*, i8** %2, i64 2
 br label %for.body
```

```
for.body:
 %ptr.028 = phi i8* [ %5, %for.body.lr.ph ], [ %incdec.ptr11, %for.body ]
 %col.027 = phi i32 [ %3, %for.body.lr.ph ], [ %dec, %for.body ]
 %call = tail call fastcc i32 @LZWReadByte(%struct.gif_source_struct* %0)
 %idxprom = sext i32 %call to i64
 %6 = load i8*, i8** %2, align 8, !tbaa !15
 %arrayidx3 = getelementptr inbounds i8, i8* %6, i64 %idxprom
 %7 = load i8, i8* %arrayidx3, align 1, !tbaa !16
 %incdec.ptr = getelementptr inbounds i8, i8* %ptr.028, i64 1
 store i8 %7, i8* %ptr.028, align 1, !tbaa !16
 %8 = load i8*, i8** %arrayidx5, align 8, !tbaa !15
 %arrayidx6 = getelementptr inbounds i8, i8* %8, i64 %idxprom
 %9 = load i8, i8* %arrayidx6, align 1, !tbaa !16
 %incdec.ptr7 = getelementptr inbounds i8, i8* %ptr.028, i64 2
 store i8 %9, i8* %incdec.ptr, align 1, !tbaa !16
 %10 = load i8*, i8** %arrayidx9, align 8, !tbaa !15
 %arrayidx10 = getelementptr inbounds i8, i8* %10, i64 %idxprom
 %11 = load i8, i8* %arrayidx10, align 1, !tbaa !16
 %incdec.ptr11 = getelementptr inbounds i8, i8* %ptr.028, i64 3
 store i8 %11, i8* %incdec.ptr7, align 1, !tbaa !16
 %dec = add i32 %col.027, -1
 %cmp = icmp eq i32 %dec, 0
 br i1 %cmp, label %for.end.loopexit, label %for.body
```
| T | F |

```
for.end.loopexit:
 br label %for.end
```

```
for.end:
 ret i32 1
```

CFG for 'get_pixel_rows' function