```
entry:
     %global_state = getelementptr inbounds %struct.jpeg_compress_struct,
    ... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 4
     \%0 = \text{load i} 32, \text{i} 32* \% \text{global\_state}, \text{align 4}, \text{!tbaa !} 3
     %cmp = icmp eq i32 %0, 100
     br i1 %cmp, label %if.end, label %if.then, !prof!11
                     T
                                                          F
            if.end:
            %tobool = icmp eq i32 %write_all_tables, 0
            br i1 %tobool, label %if.end5, label %if.then4, !prof!18
if.end5:
%err6 = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 0
%4 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err6, align 8,
...!tbaa!12
%reset_error_mgr = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %4, i64 0, i32 4
%5 = load void (%struct.jpeg_common_struct*)*, void
... (%struct.jpeg_common_struct*)** %reset_error_mgr, align 8, !tbaa !19
%6 = bitcast %struct.jpeg_compress_struct* %cinfo to
... %struct.jpeg_common_struct*
tail call void %5(%struct.jpeg_common_struct* %6) #3
%dest = getelementptr inbounds %struct.jpeg compress struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 5
%7 = load %struct.jpeg_destination_mgr*, %struct.jpeg_destination_mgr**
... %dest, align 8, !tbaa !20
%init_destination = getelementptr inbounds %struct.jpeg_destination_mgr,
... %struct.jpeg_destination_mgr* %7, i64 0, i32 2
%8 = load void (%struct.jpeg_compress_struct*)*, void
... (%struct.jpeg_compress_struct*)** %init_destination, align 8, !tbaa !21
tail call void %8(%struct.jpeg_compress_struct* nonnull %cinfo) #3
tail call void @jinit_compress_master(%struct.jpeg_compress_struct* nonnull
... %cinfo) #3
%master = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 51
%9 = load %struct.jpeg_comp_master*, %struct.jpeg_comp_master** %master,
... align 8, !tbaa !23
%prepare_for_pass = getelementptr inbounds %struct.jpeg_comp_master,
... %struct.jpeg_comp_master* %9, i64 0, i32 0
%10 = load void (%struct.jpeg_compress_struct*)*, void
... (%struct.jpeg_compress_struct*)** %prepare_for_pass, align 8, !tbaa !24
tail call void %10(%struct.jpeg_compress_struct* nonnull %cinfo) #3
%next_scanline = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 36
store i32 0, i32* %next_scanline, align 8, !tbaa !26
%raw_data_in = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 23
%11 = load i32, i32* %raw_data_in, align 8, !tbaa !27
%tobool7 = icmp ne i32 %11, 0
%cond = select i1 %tobool7, i32 102, i32 101
store i32 %cond, i32* %global_state, align 4, !tbaa !3
```

ret void