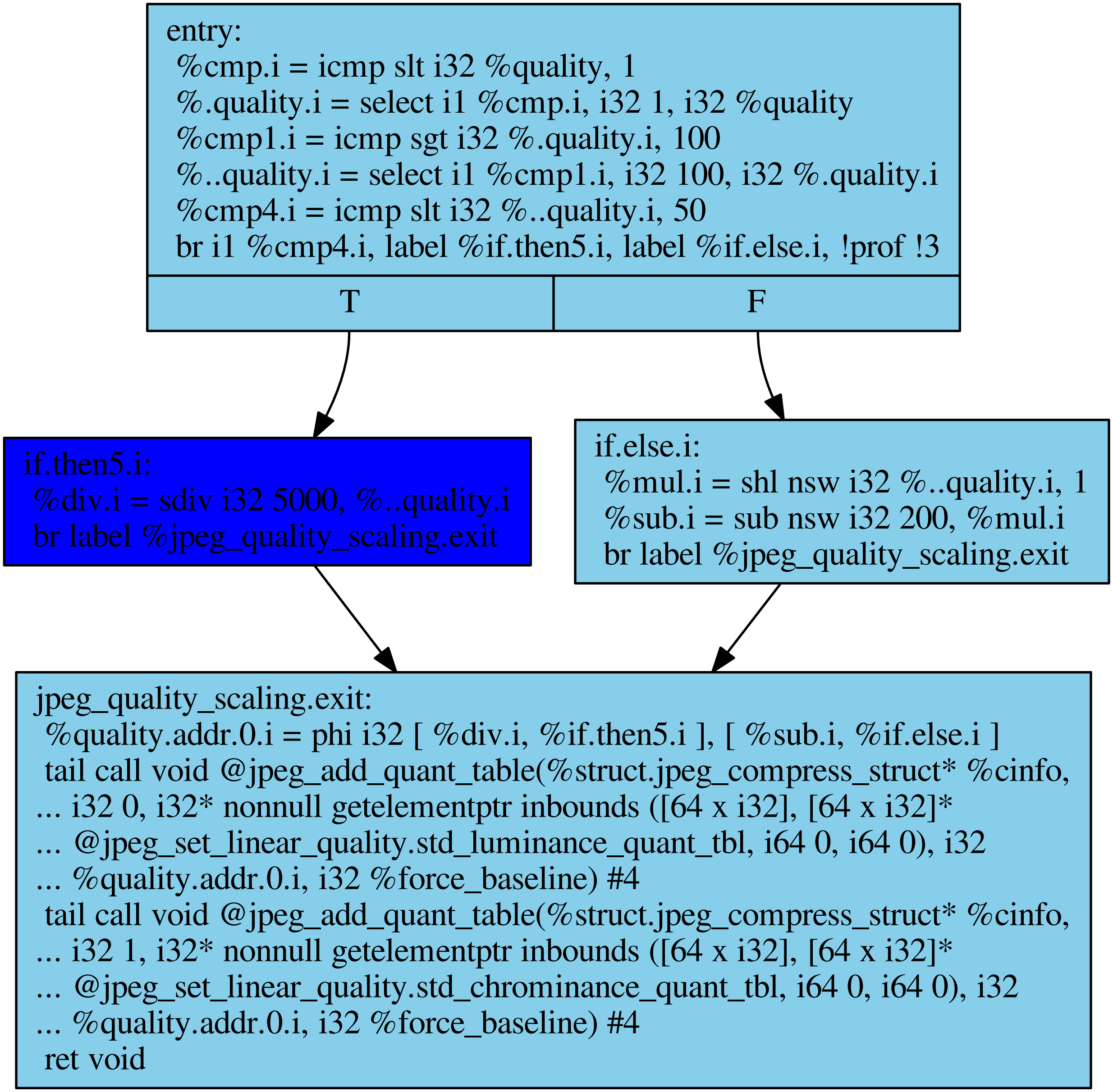

```
entry:
 %cmp.i = icmp slt i32 %quality, 1
 %.quality.i = select i1 %cmp.i, i32 1, i32 %quality
 %cmp1.i = icmp sgt i32 %.quality.i, 100
 %..quality.i = select i1 %cmp1.i, i32 100, i32 %.quality.i
 %cmp4.i = icmp slt i32 %..quality.i, 50
 br i1 %cmp4.i, label %if.then5.i, label %if.else.i, !prof !3
```

```
if.then5.i:
 %div.i = sdiv i32 5000, %..quality.i
 br label %jpeg_quality_scaling.exit
```

```
if.else.i:
 %mul.i = shl nsw i32 %..quality.i, 1
 %sub.i = sub nsw i32 200, %mul.i
 br label %jpeg_quality_scaling.exit
```

```
jpeg_quality_scaling.exit:
 %quality.addr.0.i = phi i32 [ %div.i, %if.then5.i ], [ %sub.i, %if.else.i ]
 tail call void @jpeg_add_quant_table(%struct.jpeg_compress_struct* %cinfo,
... i32 0, i32* nonnull getelementptr inbounds ([64 x i32], [64 x i32]*
... @jpeg_set_linear_quality.std_luminance_quant_tbl, i64 0, i64 0), i32
... %quality.addr.0.i, i32 %force_baseline) #4
 tail call void @jpeg_add_quant_table(%struct.jpeg_compress_struct* %cinfo,
... i32 1, i32* nonnull getelementptr inbounds ([64 x i32], [64 x i32]*
... @jpeg_set_linear_quality.std_chrominance_quant_tbl, i64 0, i64 0), i32
... %quality.addr.0.i, i32 %force_baseline) #4
 ret void
```

CFG for 'jpeg_set_quality' function