

entry:

```
%approx_x.addr = alloca %struct.Complex*, align 8
store %struct.Complex* %approx_x, %struct.Complex** %approx_x.addr, align 8
%0 = load %struct.Complex** %approx_x.addr, align 8
%real = getelementptr inbounds %struct.Complex* %0, i32 0, i32 0
%1 = load float* %real, align 4
%2 = load %struct.Complex** %approx_x.addr, align 8
%real1 = getelementptr inbounds %struct.Complex* %2, i32 0, i32 0
%3 = load float* %real1, align 4
%mul = fmul float %1, %3
%4 = load %struct.Complex** %approx_x.addr, align 8
%imag = getelementptr inbounds %struct.Complex* %4, i32 0, i32 1
%5 = load float* %imag, align 4
%6 = load %struct.Complex** %approx_x.addr, align 8
%imag2 = getelementptr inbounds %struct.Complex* %6, i32 0, i32 1
%7 = load float* %imag2, align 4
%mul3 = fmul float %5, %7
%add = fadd float %mul, %mul3
%conv = fpext float %add to double
%call = call double @sqrt(double %conv) #3
%conv4 = fptrunc double %call to float
ret float %conv4
```

CFG for '_Z3absPK7Complex' function