```
entry:
 %this.addr = alloca %"class.std::vector"*, align 8
 %__n.addr = alloca i64, align 8
 store %"class.std::vector"* %this, %"class.std::vector"** %this.addr, align 8
 store i64 %__n, i64* %__n.addr, align 8
 %this1 = load %"class.std::vector"** %this.addr
 %0 = bitcast %"class.std::vector"* %this1 to %"struct.std::_Vector_base"*
 %_M_impl = getelementptr inbounds %"struct.std::_Vector_base"* %0, i32 0, i32 0
 %_M_start = getelementptr inbounds %"struct.std::_Vector_base<pixel *, std::allocator<pixel *> >::_Vector_impl"* %_M_impl, i32 0, i32 0
 %1 = load %class.pixel*** %_M_start, align 8
 %2 = load i64* %__n.addr, align 8
 %add.ptr = getelementptr inbounds %class.pixel** %1, i64 %2
 ret %class.pixel** %add.ptr
```

CFG for '_ZNSt6vectorIP5pixelSaIS1_EEixEm' function