

entry:

```
%upsample1 = getelementptr inbounds %struct.jpeg_decompress_struct,  
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 81  
%0 = bitcast %struct.jpeg_upsampler** %upsample1 to %struct.my_upsampler**  
%1 = load %struct.my_upsampler*, %struct.my_upsampler** %0, align 8, !tbaa !2  
%upmethod = getelementptr inbounds %struct.my_upsampler,  
... %struct.my_upsampler* %1, i64 0, i32 1  
%2 = load void (%struct.jpeg_decompress_struct*, i8***, i32, i8**)*, void  
... (%struct.jpeg_decompress_struct*, i8***, i32, i8**)** %upmethod, align 8,  
... !tbaa !10  
%3 = load i32, i32* %in_row_group_ctr, align 4, !tbaa !13  
%4 = load i32, i32* %out_row_ctr, align 4, !tbaa !13  
%idx.ext = zext i32 %4 to i64  
%add.ptr = getelementptr inbounds i8*, i8** %output_buf, i64 %idx.ext  
tail call void %2(%struct.jpeg_decompress_struct* %cinfo, i8*** %input_buf,  
... i32 %3, i8** %add.ptr) #4  
%5 = load i32, i32* %out_row_ctr, align 4, !tbaa !13  
%inc = add i32 %5, 1  
store i32 %inc, i32* %out_row_ctr, align 4, !tbaa !13  
%6 = load i32, i32* %in_row_group_ctr, align 4, !tbaa !13  
%inc2 = add i32 %6, 1  
store i32 %inc2, i32* %in_row_group_ctr, align 4, !tbaa !13  
ret void
```

CFG for 'merged_1v_upsample' function