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entry:
  %colormap1 = getelementptr inbounds %struct.cjpeg_source_struct,
... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 1
  %0 = bitcast i32 (%struct.jpeg_compress_struct*,
... %struct.cjpeg_source_struct*)** %colormap1 to i8***
  %1 = load i8**, i8*** %0, align 8, !tbaa !3
  %source_row = getelementptr inbounds %struct.cjpeg_source_struct,
... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 3
  %2 = bitcast %struct._IO_FILE** %source_row to i32*
  %3 = load i32, i32* %2, align 8, !tbaa !10
  %dec = add i32 %3, -1
  store i32 %dec, i32* %2, align 8, !tbaa !10
  %mem = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1
  %4 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,
... !tbaa !11
  %access_virt_sarray = getelementptr inbounds %struct.jpeg_memory_mgr,
... %struct.jpeg_memory_mgr* %4, i64 0, i32 7
  %5 = load i8** (%struct.jpeg_common_struct*, %struct.jvirt_sarray_control*,
... i32, i32, i32)*, i8** (%struct.jpeg_common_struct*,
... %struct.jvirt_sarray_control*, i32, i32, i32)** %access_virt_sarray, align 8,
... !tbaa !15
  %6 = bitcast %struct.jpeg_compress_struct* %cinfo to
... %struct.jpeg_common_struct*
  %whole_image = getelementptr inbounds %struct.cjpeg_source_struct,
... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 2
  %7 = bitcast void (%struct.jpeg_compress_struct*,
... %struct.cjpeg_source_struct*)** %whole_image to %struct.jvirt_sarray_control**
  %8 = load %struct.jvirt_sarray_control*, %struct.jvirt_sarray_control** %7,
... align 8, !tbaa !18
  %call = tail call i8** %5(%struct.jpeg_common_struct* %6,
... %struct.jvirt_sarray_control* %8, i32 %dec, i32 1, i32 0) #4
  %image_width = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 6
  %9 = load i32, i32* %image_width, align 8, !tbaa !19
  %cmp36 = icmp eq i32 %9, 0
  br i1 %cmp36, label %for.end, label %for.body.lr.ph

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for.body.lr.ph:
  %buffer = getelementptr inbounds %struct.cjpeg_source_struct,
... %struct.cjpeg_source_struct* %sinfo, i64 0, i32 4
  %10 = load i8**, i8*** %buffer, align 8, !tbaa !20
  %11 = load i8*, i8** %10, align 8, !tbaa !21
  %12 = load i8*, i8** %call, align 8, !tbaa !21
  %arrayidx8 = getelementptr inbounds i8*, i8** %1, i64 1
  %arrayidx12 = getelementptr inbounds i8*, i8** %1, i64 2
  %xtraiter = and i32 %9, 1
  %lcmp.mod = icmp eq i32 %xtraiter, 0
  br i1 %lcmp.mod, label %for.body.lr.ph.split, label %for.body.prol

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for.body.prol:
  %incdec.ptr.prol = getelementptr inbounds i8, i8* %12, i64 1
  %13 = load i8, i8* %12, align 1, !tbaa !22
  %idxprom.prol = zext i8 %13 to i64
  %14 = load i8*, i8** %1, align 8, !tbaa !21
  %arrayidx5.prol = getelementptr inbounds i8, i8* %14, i64 %idxprom.prol
  %15 = load i8, i8* %arrayidx5.prol, align 1, !tbaa !22
  %incdec.ptr6.prol = getelementptr inbounds i8, i8* %11, i64 1
  store i8 %15, i8* %11, align 1, !tbaa !22
  %16 = load i8*, i8** %arrayidx8, align 8, !tbaa !21
  %arrayidx9.prol = getelementptr inbounds i8, i8* %16, i64 %idxprom.prol
  %17 = load i8, i8* %arrayidx9.prol, align 1, !tbaa !22
  %incdec.ptr10.prol = getelementptr inbounds i8, i8* %11, i64 2
  store i8 %17, i8* %incdec.ptr6.prol, align 1, !tbaa !22
  %18 = load i8*, i8** %arrayidx12, align 8, !tbaa !21
  %arrayidx13.prol = getelementptr inbounds i8, i8* %18, i64 %idxprom.prol
  %19 = load i8, i8* %arrayidx13.prol, align 1, !tbaa !22
  %incdec.ptr14.prol = getelementptr inbounds i8, i8* %11, i64 3
  store i8 %19, i8* %incdec.ptr10.prol, align 1, !tbaa !22
  %dec15.prol = add i32 %9, -1
  br label %for.body.lr.ph.split

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for.body.lr.ph.split:
  %col.039.unr = phi i32 [ %9, %for.body.lr.ph ], [ %dec15.prol,
... %for.body.prol ]
  %outptr.038.unr = phi i8* [ %11, %for.body.lr.ph ], [ %incdec.ptr14.prol,
... %for.body.prol ]
  %inptr.037.unr = phi i8* [ %12, %for.body.lr.ph ], [ %incdec.ptr.prol,
... %for.body.prol ]
  %20 = icmp eq i32 %9, 1
  br i1 %20, label %for.end.loopexit, label %for.body.lr.ph.split.split

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for.body.lr.ph.split.split:
  br label %for.body

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for.body:
  %col.039 = phi i32 [ %col.039.unr, %for.body.lr.ph.split.split ], [
... %dec15.1, %for.body ]
  %outptr.038 = phi i8* [ %outptr.038.unr, %for.body.lr.ph.split.split ], [
... %incdec.ptr14.1, %for.body ]
  %inptr.037 = phi i8* [ %inptr.037.unr, %for.body.lr.ph.split.split ], [
... %incdec.ptr.1, %for.body ]
  %incdec.ptr = getelementptr inbounds i8, i8* %inptr.037, i64 1
  %21 = load i8, i8* %inptr.037, align 1, !tbaa !22
  %idxprom = zext i8 %21 to i64
  %22 = load i8*, i8** %1, align 8, !tbaa !21
  %arrayidx5 = getelementptr inbounds i8, i8* %22, i64 %idxprom
  %23 = load i8, i8* %arrayidx5, align 1, !tbaa !22
  %incdec.ptr6 = getelementptr inbounds i8, i8* %outptr.038, i64 1
  store i8 %23, i8* %outptr.038, align 1, !tbaa !22
  %24 = load i8*, i8** %arrayidx8, align 8, !tbaa !21
  %arrayidx9 = getelementptr inbounds i8, i8* %24, i64 %idxprom
  %25 = load i8, i8* %arrayidx9, align 1, !tbaa !22
  %incdec.ptr10 = getelementptr inbounds i8, i8* %outptr.038, i64 2
  store i8 %25, i8* %incdec.ptr6, align 1, !tbaa !22
  %26 = load i8*, i8** %arrayidx12, align 8, !tbaa !21
  %arrayidx13 = getelementptr inbounds i8, i8* %26, i64 %idxprom
  %27 = load i8, i8* %arrayidx13, align 1, !tbaa !22
  %incdec.ptr14 = getelementptr inbounds i8, i8* %outptr.038, i64 3
  store i8 %27, i8* %incdec.ptr10, align 1, !tbaa !22
  %incdec.ptr.1 = getelementptr inbounds i8, i8* %inptr.037, i64 2
  %28 = load i8, i8* %incdec.ptr, align 1, !tbaa !22
  %idxprom.1 = zext i8 %28 to i64
  %29 = load i8*, i8** %1, align 8, !tbaa !21
  %arrayidx5.1 = getelementptr inbounds i8, i8* %29, i64 %idxprom.1
  %30 = load i8, i8* %arrayidx5.1, align 1, !tbaa !22
  %incdec.ptr6.1 = getelementptr inbounds i8, i8* %outptr.038, i64 4
  store i8 %30, i8* %incdec.ptr14, align 1, !tbaa !22
  %31 = load i8*, i8** %arrayidx8, align 8, !tbaa !21
  %arrayidx9.1 = getelementptr inbounds i8, i8* %31, i64 %idxprom.1
  %32 = load i8, i8* %arrayidx9.1, align 1, !tbaa !22
  %incdec.ptr10.1 = getelementptr inbounds i8, i8* %outptr.038, i64 5
  store i8 %32, i8* %incdec.ptr6.1, align 1, !tbaa !22
  %33 = load i8*, i8** %arrayidx12, align 8, !tbaa !21
  %arrayidx13.1 = getelementptr inbounds i8, i8* %33, i64 %idxprom.1
  %34 = load i8, i8* %arrayidx13.1, align 1, !tbaa !22
  %incdec.ptr14.1 = getelementptr inbounds i8, i8* %outptr.038, i64 6
  store i8 %34, i8* %incdec.ptr10.1, align 1, !tbaa !22
  %dec15.1 = add i32 %col.039, -2
  %cmp.1 = icmp eq i32 %dec15.1, 0
  br i1 %cmp.1, label %for.end.loopexit.unr-lcssa, label %for.body

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for.end.loopexit.unr-lcssa:
  br label %for.end.loopexit

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for.end.loopexit:
  br label %for.end

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for.end:
  ret i32 1

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