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entry:
  %mem1 = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 1
  %0 = bitcast %struct.jpeg_memory_mgr** %mem1 to %struct.my_memory_mgr**
  %1 = load %struct.my_memory_mgr*, %struct.my_memory_mgr** %0, align 8, !tbaa
... !3
  %cmp = icmp eq i32 %pool_id, 1
  br i1 %cmp, label %if.end, label %if.then

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if.then:
  %err = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 0
  %2 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !9
  %msg_code = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 5
  store i32 12, i32* %msg_code, align 8, !tbaa !10
  %arrayidx = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 6, i32 0, i64 0
  store i32 %pool_id, i32* %arrayidx, align 4, !tbaa !13
  %3 = bitcast %struct.jpeg_error_mgr* %2 to void
... (%struct.jpeg_common_struct*)**
  %4 = load void (%struct.jpeg_common_struct)*, void
... (%struct.jpeg_common_struct*)** %3, align 8, !tbaa !14
  tail call void @4(%struct.jpeg_common_struct* nonnull %cinfo) #5
  br label %if.end

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if.end:
  %call = tail call @alloc_small(%struct.jpeg_common_struct* nonnull
... %cinfo, i32 %pool_id, i64 152)
  %5 = bitcast i8* %call to %struct.jvirt_sarray_control*
  %mem_buffer = bitcast i8* %call to i8***
  store i8** null, i8*** %mem_buffer, align 8, !tbaa !15
  %rows_in_array = getelementptr inbounds i8, i8* %call, i64 8
  %6 = bitcast i8* %rows_in_array to i32*
  store i32 %numrows, i32* %6, align 8, !tbaa !18
  %samplesperrow5 = getelementptr inbounds i8, i8* %call, i64 12
  %7 = bitcast i8* %samplesperrow5 to i32*
  store i32 %samplesperrow, i32* %7, align 4, !tbaa !19
  %maxaccess6 = getelementptr inbounds i8, i8* %call, i64 16
  %8 = bitcast i8* %maxaccess6 to i32*
  store i32 %maxaccess, i32* %8, align 8, !tbaa !20
  %pre_zero7 = getelementptr inbounds i8, i8* %call, i64 36
  %9 = bitcast i8* %pre_zero7 to i32*
  store i32 %pre_zero, i32* %9, align 4, !tbaa !21
  %b_s_open = getelementptr inbounds i8, i8* %call, i64 44
  %10 = bitcast i8* %b_s_open to i32*
  store i32 0, i32* %10, align 4, !tbaa !22
  %virt_sarray_list = getelementptr inbounds %struct.my_memory_mgr,
... %struct.my_memory_mgr* %1, i64 0, i32 3
  %11 = bitcast %struct.jvirt_sarray_control** %virt_sarray_list to i64*
  %12 = load i64, i64* %11, align 8, !tbaa !23
  %next = getelementptr inbounds i8, i8* %call, i64 48
  %13 = bitcast i8* %next to i64*
  store i64 %12, i64* %13, align 8, !tbaa !26
  %14 = bitcast %struct.jvirt_sarray_control** %virt_sarray_list to i8**
  store i8* %call, i8** %14, align 8, !tbaa !23
  ret %struct.jvirt_sarray_control* %5

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CFG for 'request_virt_sarray' function