

entry:

```
%mem = getelementptr @inbounds, %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct*, %cinfo, i64 0, i32 1
%0 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr**, %mem, align 8,
... !tbaa !2
%alloc_small = getelementptr @inbounds, %struct.jpeg_memory_mgr,
... %struct.jpeg_memory_mgr*, %0, i64 0, i32 0
%1 = load i8*, (%struct.jpeg_common_struct*, i32, i64)*, i8*
... (%struct.jpeg_common_struct*, i32, i64)** %alloc_small, align 8, !tbaa !10
%2 = bitcast %struct.jpeg_decompress_struct* %cinfo to
... %struct.jpeg_common_struct*
%call = tail call i8* @1(%struct.jpeg_common_struct*, %2, i32 1, i64 120) #2
%entropy1 = getelementptr @inbounds, %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct*, %cinfo, i64 0, i32 79
%3 = bitcast %struct.jpeg_entropy_decoder** %entropy1 to i8**
store i8* %call, i8** %3, align 8, !tbaa !13
%start_pass = bitcast i8* %call to void (%struct.jpeg_decompress_struct*)**
store void (%struct.jpeg_decompress_struct*)* @start_pass_huff_decoder, void
... (%struct.jpeg_decompress_struct*)** %start_pass, align 8, !tbaa !14
%decode_mcu = getelementptr @inbounds, i8, i8* %call, i64 8
%4 = bitcast i8* %decode_mcu to i32 (%struct.jpeg_decompress_struct*, [64 x
... i16]**)**
store i32 (%struct.jpeg_decompress_struct*, [64 x i16]**)* @decode_mcu, i32
... (%struct.jpeg_decompress_struct*, [64 x i16]**)** %4, align 8, !tbaa !19
%ac_derived_tbls = getelementptr @inbounds, i8, i8* %call, i64 88
%dc_derived_tbls = getelementptr @inbounds, i8, i8* %call, i64 56
%5 = bitcast i8* %ac_derived_tbls to <2 x %struct.d_derived_tbl*>*
store <2 x %struct.d_derived_tbl*> zeroinitializer, <2 x
... %struct.d_derived_tbl*>* %5, align 8, !tbaa !20
%6 = bitcast i8* %dc_derived_tbls to <2 x %struct.d_derived_tbl*>*
store <2 x %struct.d_derived_tbl*> zeroinitializer, <2 x
... %struct.d_derived_tbl*>* %6, align 8, !tbaa !20
%arrayidx.2 = getelementptr @inbounds, i8, i8* %call, i64 104
%arrayidx4.2 = getelementptr @inbounds, i8, i8* %call, i64 72
%7 = bitcast i8* %arrayidx.2 to <2 x %struct.d_derived_tbl*>*
store <2 x %struct.d_derived_tbl*> zeroinitializer, <2 x
... %struct.d_derived_tbl*>* %7, align 8, !tbaa !20
%8 = bitcast i8* %arrayidx4.2 to <2 x %struct.d_derived_tbl*>*
store <2 x %struct.d_derived_tbl*> zeroinitializer, <2 x
... %struct.d_derived_tbl*>* %8, align 8, !tbaa !20
ret void
```

CFG for 'jinit_huff_decoder' function