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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 384) #5
  %cinfo1 = getelementptr inbounds i8, i8* %call, i64 48
  %3 = bitcast i8* %cinfo1 to %struct.jpeg_decompress_struct**
  store %struct.jpeg_decompress_struct* %cinfo,
  ... %struct.jpeg_decompress_struct** %3, align 8, !tbaa !13
  %start_output = bitcast i8* %call to void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*)**
  store void (%struct.jpeg_decompress_struct*, %struct.djpeg_dest_struct*)*
  ... @start_output_gif, void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*)** %start_output, align 8, !tbaa !16
  %put_pixel_rows = getelementptr inbounds i8, i8* %call, i64 8
  %4 = bitcast i8* %put_pixel_rows to void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*, i32)**
  store void (%struct.jpeg_decompress_struct*, %struct.djpeg_dest_struct*,
  ... i32)* @put_pixel_rows, void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*, i32)** %4, align 8, !tbaa !17
  %finish_output = getelementptr inbounds i8, i8* %call, i64 16
  %5 = bitcast i8* %finish_output to void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*)**
  store void (%struct.jpeg_decompress_struct*, %struct.djpeg_dest_struct*)*
  ... @finish_output_gif, void (%struct.jpeg_decompress_struct*,
  ... %struct.djpeg_dest_struct*)** %5, align 8, !tbaa !18
  %out_color_space = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 10
  %6 = load i32, i32* %out_color_space, align 8, !tbaa !19
  %off = add i32 %6, -1
  %switch = icmp ult i32 %off, 2
  br i1 %switch, label %if.end, label %if.then

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if.then:
  %err = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 0
  %7 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
  ... !tbaa !20
  %msg_code = getelementptr inbounds %struct.jpeg_error_mgr,
  ... %struct.jpeg_error_mgr* %7, i64 0, i32 5
  store i32 !014, i32* %msg_code, align 8, !tbaa !21
  %error_exit = getelementptr inbounds %struct.jpeg_error_mgr,
  ... %struct.jpeg_error_mgr* %7, i64 0, i32 0
  %8 = load void (%struct.jpeg_common_struct*)*, void
  ... (%struct.jpeg_common_struct*)** %error_exit, align 8, !tbaa !23
  tail call void %8(%struct.jpeg_common_struct* %2) #5
  %pr = load i32, i32* %out_color_space, align 8, !tbaa !19
  br label %if.end

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if.end:
  %9 = phi i32 [ %6, %entry ], [ %pr, %if.then ]
  %cmp8 = icmp eq i32 %9, 1
  br i1 %cmp8, label %lor.lhs.false, label %if.then10

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lor.lhs.false:
  %data_precision = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 42
  %10 = load i32, i32* %data_precision, align 8, !tbaa !24
  %cmp9 = icmp sgt i32 %10, 8
  br i1 %cmp9, label %if.then10, label %if.end15

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if.then10:
  %quantize_colors = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 19
  store i32 1, i32* %quantize_colors, align 4, !tbaa !25
  %desired_number_of_colors = getelementptr inbounds
  ... %struct.jpeg_decompress_struct, %struct.jpeg_decompress_struct* %cinfo, i64
  ... 0, i32 22
  %11 = load i32, i32* %desired_number_of_colors, align 8, !tbaa !26
  %cmp11 = icmp sgt i32 %11, 256
  br i1 %cmp11, label %if.then12, label %if.end15

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if.then12:
  store i32 256, i32* %desired_number_of_colors, align 8, !tbaa !26
  br label %if.end15

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if.end15:
  tail call void @jpeg_calc_output_dimensions(%struct.jpeg_decompress_struct*
  ... nonnull %cinfo) #5
  %output_components = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 29
  %12 = load i32, i32* %output_components, align 4, !tbaa !27
  %cmp16 = icmp eq i32 %12, 1
  br i1 %cmp16, label %if.end22, label %if.then17

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if.then17:
  %err18 = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 0
  %13 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err18, align
  ... 8, !tbaa !20
  %msg_code19 = getelementptr inbounds %struct.jpeg_error_mgr,
  ... %struct.jpeg_error_mgr* %13, i64 0, i32 5
  store i32 !012, i32* %msg_code19, align 8, !tbaa !21
  %error_exit21 = getelementptr inbounds %struct.jpeg_error_mgr,
  ... %struct.jpeg_error_mgr* %13, i64 0, i32 0
  %14 = load void (%struct.jpeg_common_struct*)*, void
  ... (%struct.jpeg_common_struct*)** %error_exit21, align 8, !tbaa !23
  tail call void %14(%struct.jpeg_common_struct* nonnull %2) #5
  br label %if.end22

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if.end22:
  %15 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align
  ... 8, !tbaa !2
  %alloc_sarray = getelementptr inbounds %struct.jpeg_memory_mgr,
  ... %struct.jpeg_memory_mgr* %15, i64 0, i32 2
  %16 = load i8** (%struct.jpeg_common_struct*, i32, i32, i32)*, i8**
  ... (%struct.jpeg_common_struct*, i32, i32, i32)** %alloc_sarray, align 8, !tbaa
  ... !28
  %output_width = getelementptr inbounds %struct.jpeg_decompress_struct,
  ... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 26
  %17 = load i32, i32* %output_width, align 8, !tbaa !29
  %call24 = tail call i8** %16(%struct.jpeg_common_struct* nonnull %2, i32 1,
  ... i32 %17, i32 1) #5
  %buffer = getelementptr inbounds i8, i8* %call, i64 32
  %18 = bitcast i8* %buffer to i8***
  store i8** %call24, i8*** %18, align 8, !tbaa !30
  %buffer_height = getelementptr inbounds i8, i8* %call, i64 40
  %19 = bitcast i8* %buffer_height to i32*
  store i32 1, i32* %19, align 8, !tbaa !31
  %20 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align
  ... 8, !tbaa !2
  %alloc_small28 = getelementptr inbounds %struct.jpeg_memory_mgr,
  ... %struct.jpeg_memory_mgr* %20, i64 0, i32 0
  %21 = load i8* (%struct.jpeg_common_struct*, i32, i64)*, i8*
  ... (%struct.jpeg_common_struct*, i32, i64)** %alloc_small28, align 8, !tbaa !10
  %call29 = tail call i8* %21(%struct.jpeg_common_struct* nonnull %2, i32 1,
  ... i64 !0006) #5
  %hash_code = getelementptr inbounds i8, i8* %call, i64 104
  %22 = bitcast i8* %hash_code to i8**
  store i8* %call29, i8** %22, align 8, !tbaa !32
  %23 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align
  ... 8, !tbaa !2
  %alloc_large = getelementptr inbounds %struct.jpeg_memory_mgr,
  ... %struct.jpeg_memory_mgr* %23, i64 0, i32 1
  %24 = load i8* (%struct.jpeg_common_struct*, i32, i64)*, i8*
  ... (%struct.jpeg_common_struct*, i32, i64)** %alloc_large, align 8, !tbaa !33
  %call31 = tail call i8* %24(%struct.jpeg_common_struct* nonnull %2, i32 1,
  ... i64 !0024) #5
  %hash_value = getelementptr inbounds i8, i8* %call, i64 !12
  %25 = bitcast i8* %hash_value to i8**
  store i8** %call31, i8** %25, align 8, !tbaa !34
  %26 = bitcast i8* %call to %struct.djpeg_dest_struct*
  ret %struct.djpeg_dest_struct* %26

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CFG for 'jinit_write_gif' function