```
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 64) #5
 %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_tga, void (%struct.jpeg_decompress_struct*,
... %struct.djpeg_dest_struct*)** %start_output, align 8, !tbaa !13
 %finish_output = getelementptr inbounds i8, i8* %call, i64 16
 %3 = 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_tga, void (%struct.jpeg_decompress_struct*,
... %struct.djpeg_dest_struct*)** %3, align 8, !tbaa !16
 tail call void @jpeg_calc_output_dimensions(%struct.jpeg_decompress_struct*
... %cinfo) #5
 %output_width = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 26
 %4 = load i32, i32* %output_width, align 8, !tbaa !17
 %output_components = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 29
 %5 = load i32, i32* %output_components, align 4, !tbaa !18
 %mul = mul i32 %5, %4
 %buffer_width = getelementptr inbounds i8, i8* %call, i64 56
 %6 = bitcast i8* %buffer_width to i32*
 store i32 %mul, i32* %6, align 8, !tbaa !19
 %7 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,
... !tbaa !2
 %alloc_small3 = getelementptr inbounds %struct.jpeg_memory_mgr,
... %struct.jpeg_memory_mgr* %7, i64 0, i32 0
 %8 = load i8* (%struct.jpeg_common_struct*, i32, i64)*, i8*
... (%struct.jpeg_common_struct*, i32, i64)** %alloc_small3, align 8, !tbaa !10
 %conv = zext i32 %mul to i64
 %call6 = tail call i8* %8(%struct.jpeg_common_struct* %2, i32 1, i64 %conv)
... #5
 %iobuffer = getelementptr inbounds i8, i8* %call, i64 48
 %9 = bitcast i8* %iobuffer to i8**
 store i8* %call6, i8** %9, align 8, !tbaa !20
 %10 = 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* %10, i64 0, i32 2
 %11 = load i8** (%struct.jpeg_common_struct*, i32, i32, i32)*, i8**
... (%struct.jpeg_common_struct*, i32, i32, i32)** %alloc_sarray, align 8, !tbaa
... !21
 %12 = load i32, i32* %6, align 8, !tbaa !19
 %call9 = tail call i8** %11(%struct.jpeg_common_struct* %2, i32 1, i32 %12,
... i32 1) #5
 %buffer = getelementptr inbounds i8, i8* %call, i64 32
 %13 = bitcast i8* %buffer to i8***
 store i8** %call9, i8*** %13, align 8, !tbaa !22
 %buffer_height = getelementptr inbounds i8, i8* %call, i64 40
 %14 = bitcast i8* %buffer_height to i32*
 store i32 1, i32* %14, align 8, !tbaa !23
 %15 = bitcast i8* %call to %struct.djpeg_dest_struct*
 ret %struct.djpeg_dest_struct* %15
```

CFG for 'jinit_write_targa' function