

entry:

```
%mem = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1
%0 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,
... !tbaa !3
%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 !11
%2 = bitcast %struct.jpeg_compress_struct* %cinfo to
... %struct.jpeg_common_struct*
%call = tail call i8* %1(%struct.jpeg_common_struct* %2, i32 1, i64 192) #4
%entropy1 = getelementptr inbounds %struct.jpeg_compress_struct,
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 59
%3 = bitcast %struct.jpeg_entropy_encoder** %entropy1 to i8**
store i8* %call, i8** %3, align 8, !tbaa !14
%start_pass = bitcast i8* %call to void (%struct.jpeg_compress_struct*,
... i32)**
store void (%struct.jpeg_compress_struct*, i32)* @start_pass_huff, void
... (%struct.jpeg_compress_struct*, i32)** %start_pass, align 8, !tbaa !15
%ac_derived_tbls = getelementptr inbounds i8, i8* %call, i64 96
%dc_derived_tbls = getelementptr inbounds i8, i8* %call, i64 64
%ac_count_ptrs = getelementptr inbounds i8, i8* %call, i64 160
%dc_count_ptrs = getelementptr inbounds i8, i8* %call, i64 128
%4 = bitcast i8* %ac_derived_tbls to <2 x %struct.c_derived_tbl*>*
store <2 x %struct.c_derived_tbl*> zeroinitializer, <2 x
... %struct.c_derived_tbl*>* %4, align 8, !tbaa !19
%5 = bitcast i8* %dc_derived_tbls to <2 x %struct.c_derived_tbl*>*
store <2 x %struct.c_derived_tbl*> zeroinitializer, <2 x
... %struct.c_derived_tbl*>* %5, align 8, !tbaa !19
%6 = bitcast i8* %ac_count_ptrs to <2 x i64*>*
store <2 x i64*> zeroinitializer, <2 x i64*>* %6, align 8, !tbaa !19
%7 = bitcast i8* %dc_count_ptrs to <2 x i64*>*
store <2 x i64*> zeroinitializer, <2 x i64*>* %7, align 8, !tbaa !19
%arrayidx.2 = getelementptr inbounds i8, i8* %call, i64 112
%arrayidx3.2 = getelementptr inbounds i8, i8* %call, i64 80
%arrayidx5.2 = getelementptr inbounds i8, i8* %call, i64 176
%arrayidx7.2 = getelementptr inbounds i8, i8* %call, i64 144
%8 = bitcast i8* %arrayidx7.2 to i64**
store i64* null, i64** %8, align 8, !tbaa !19
%9 = bitcast i8* %arrayidx.2 to <2 x %struct.c_derived_tbl*>*
store <2 x %struct.c_derived_tbl*> zeroinitializer, <2 x
... %struct.c_derived_tbl*>* %9, align 8, !tbaa !19
%10 = bitcast i8* %arrayidx3.2 to <2 x %struct.c_derived_tbl*>*
store <2 x %struct.c_derived_tbl*> zeroinitializer, <2 x
... %struct.c_derived_tbl*>* %10, align 8, !tbaa !19
%11 = bitcast i8* %arrayidx5.2 to <2 x i64*>*
store <2 x i64*> zeroinitializer, <2 x i64*>* %11, align 8, !tbaa !19
%arrayidx7.3 = getelementptr inbounds i8, i8* %call, i64 152
%12 = bitcast i8* %arrayidx7.3 to i64**
store i64* null, i64** %12, align 8, !tbaa !19
ret void
```

CFG for 'jinit_huff_encoder' function