

entry:

```
%upsample1 = getelementptr inbounds %struct.jpeg_decompress_struct,  
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 81  
%0 = bitcast %struct.jpeg_upsampler** %upsample1 to %struct.my_upsampler**  
%1 = load %struct.my_upsampler*, %struct.my_upsampler** %0, align 8, !tbaa !2  
%max_v_samp_factor = getelementptr inbounds %struct.jpeg_decompress_struct,  
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 58  
%2 = load i32, i32* %max_v_samp_factor, align 8, !tbaa !10  
%next_row_out = getelementptr inbounds %struct.my_upsampler,  
... %struct.my_upsampler* %1, i64 0, i32 3  
store i32 %2, i32* %next_row_out, align 8, !tbaa !11  
%output_height = getelementptr inbounds %struct.jpeg_decompress_struct,  
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 27  
%3 = load i32, i32* %output_height, align 4, !tbaa !14  
%rows_to_go = getelementptr inbounds %struct.my_upsampler,  
... %struct.my_upsampler* %1, i64 0, i32 4  
store i32 %3, i32* %rows_to_go, align 4, !tbaa !15  
ret void
```

CFG for 'start_pass_upsample' function