

entry:

```
%mem = getelementptr inbounds %struct.jpeg_common_struct,  
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 1  
%0 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,  
... !tbaa !3  
%cmp = icmp eq %struct.jpeg_memory_mgr* %0, null  
br i1 %cmp, label %if.end, label %if.then, !prof !9
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if.then:

```
%self_destruct = getelementptr inbounds %struct.jpeg_memory_mgr,  
... %struct.jpeg_memory_mgr* %0, i64 0, i32 10  
%self_destruct2 = bitcast { }** %self_destruct to void  
... (%struct.jpeg_common_struct*)**  
%1 = load void (%struct.jpeg_common_struct)*, void  
... (%struct.jpeg_common_struct)** %self_destruct2, align 8, !tbaa !10  
tail call void @%1(%struct.jpeg_common_struct* nonnull %cinfo) #1  
br label %if.end
```

if.end:

```
store %struct.jpeg_memory_mgr* null, %struct.jpeg_memory_mgr** %mem, align  
... 8, !tbaa !3  
%global_state = getelementptr inbounds %struct.jpeg_common_struct,  
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 4  
store i32 0, i32* %global_state, align 4, !tbaa !13  
ret void
```

CFG for 'jpeg\_destroy' function