

entry:

```
%num_rows = alloca i32, align 4
%post1 = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 76
%0 = bitcast %struct.jpeg_d_post_controller** %post1 to
... %struct.my_post_controller**
%1 = load %struct.my_post_controller*, %struct.my_post_controller** %0,
... align 8, !tbaa !2
%2 = bitcast i32* %num_rows to i8*
call void @llvm.lifetime.start(i64 4, i8* %2) #3
%3 = load i32, i32* %out_row_ctr, align 4, !tbaa !10
%sub = sub i32 %out_rows_avail, %3
%strip_height = getelementptr inbounds %struct.my_post_controller,
... %struct.my_post_controller* %1, i64 0, i32 3
%4 = load i32, i32* %strip_height, align 8, !tbaa !11
%cmp = icmp ugt i32 %sub, %4
%.sub = select i1 %cmp, i32 %4, i32 %sub
store i32 0, i32* %num_rows, align 4, !tbaa !10
%upsample = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 81
%5 = load %struct.jpeg_upsampler*, %struct.jpeg_upsampler** %upsample, align
... 8, !tbaa !14
%upsample3 = getelementptr inbounds %struct.jpeg_upsampler,
... %struct.jpeg_upsampler* %5, i64 0, i32 1
%6 = load void (%struct.jpeg_decompress_struct*, i8***, i32*, i32, i8**,
... i32*, i32)*, void (%struct.jpeg_decompress_struct*, i8***, i32*, i32, i8**,
... i32*, i32)** %upsample3, align 8, !tbaa !15
%buffer = getelementptr inbounds %struct.my_post_controller,
... %struct.my_post_controller* %1, i64 0, i32 2
%7 = load i8**, i8*** %buffer, align 8, !tbaa !17
call void %6(%struct.jpeg_decompress_struct* %cinfo, i8*** %input_buf, i32*
... %in_row_group_ctr, i32 %in_row_groups_avail, i8** %7, i32* nonnull %num_rows,
... i32 %.sub) #3
%cquantize = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 83
%8 = load %struct.jpeg_color_quantizer*, %struct.jpeg_color_quantizer**
... %cquantize, align 8, !tbaa !18
%color_quantize = getelementptr inbounds %struct.jpeg_color_quantizer,
... %struct.jpeg_color_quantizer* %8, i64 0, i32 1
%9 = load void (%struct.jpeg_decompress_struct*, i8**, i8**, i32)*, void
... (%struct.jpeg_decompress_struct*, i8**, i8**, i32)** %color_quantize, align
... 8, !tbaa !19
%10 = load i8**, i8*** %buffer, align 8, !tbaa !17
%11 = load i32, i32* %out_row_ctr, align 4, !tbaa !10
%idx.ext = zext i32 %11 to i64
%add.ptr = getelementptr inbounds i8*, i8** %output_buf, i64 %idx.ext
%12 = load i32, i32* %num_rows, align 4, !tbaa !10
call void %9(%struct.jpeg_decompress_struct* %cinfo, i8** %10, i8**
... %add.ptr, i32 %12) #3
%13 = load i32, i32* %num_rows, align 4, !tbaa !10
%14 = load i32, i32* %out_row_ctr, align 4, !tbaa !10
%add = add i32 %14, %13
store i32 %add, i32* %out_row_ctr, align 4, !tbaa !10
call void @llvm.lifetime.end(i64 4, i8* %2) #3
ret void
```

CFG for 'post_process_1pass' function