

entry:

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%image_height = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 7  
%0 = load i32, i32* %image_height, align 4, !tbaa !3  
%current_row = getelementptr inbounds %struct.cjpeg_source_struct,  
... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 3  
%1 = bitcast %struct._IO_FILE** %current_row to i32*  
%2 = load i32, i32* %1, align 8, !tbaa !11  
%sub = add i32 %0, -1  
%sub1 = sub i32 %sub, %2  
%mem = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 1  
%3 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr** %mem, align 8,  
... !tbaa !14  
%access_virt_sarray = getelementptr inbounds %struct.jpeg_memory_mgr,  
... %struct.jpeg_memory_mgr* %3, i64 0, i32 7  
%4 = load i8** (%struct.jpeg_common_struct*, %struct.jvirt_sarray_control*,  
... i32, i32, i32)*, i8** (%struct.jpeg_common_struct*,  
... %struct.jvirt_sarray_control*, i32, i32, i32)** %access_virt_sarray, align 8,  
... !tbaa !15  
%5 = bitcast %struct.jpeg_compress_struct* %cinfo to  
... %struct.jpeg_common_struct*  
%whole_image = getelementptr inbounds %struct.cjpeg_source_struct,  
... %struct.cjpeg_source_struct* %sinfo, i64 1, i32 2  
%6 = bitcast void (%struct.jpeg_compress_struct*,  
... %struct.cjpeg_source_struct)** %whole_image to %struct.jvirt_sarray_control**  
%7 = load %struct.jvirt_sarray_control*, %struct.jvirt_sarray_control** %6,  
... align 8, !tbaa !18  
%call = tail call i8** %4(%struct.jpeg_common_struct* %5,  
... %struct.jvirt_sarray_control* %7, i32 %sub1, i32 1, i32 0) #4  
%buffer = getelementptr inbounds %struct.cjpeg_source_struct,  
... %struct.cjpeg_source_struct* %sinfo, i64 0, i32 4  
store i8** %call, i8*** %buffer, align 8, !tbaa !19  
%8 = load i32, i32* %1, align 8, !tbaa !11  
%inc = add i32 %8, 1  
store i32 %inc, i32* %1, align 8, !tbaa !11  
ret i32 1
```

CFG for 'get_memory_row' function