

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  
%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 !9  
%call = tail call i8* %1(%struct.jpeg_common_struct* %cinfo, i32 0, i64 132)  
... #1  
%2 = bitcast i8* %call to %struct.JQUANT_TBL*  
%sent_table = getelementptr inbounds i8, i8* %call, i64 128  
%3 = bitcast i8* %sent_table to i32*  
store i32 0, i32* %3, align 4, !tbaa !12  
ret %struct.JQUANT_TBL* %2
```

CFG for 'jpeg_alloc_quant_table' function