

entry:

```
%mem = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_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 !11  
%2 = bitcast %struct.jpeg_compress_struct* %cinfo to  
... %struct.jpeg_common_struct*  
%call = tail call i8* %1(%struct.jpeg_common_struct* %2, i32 1, i64 88) #4  
%cinfo1 = getelementptr inbounds i8, i8* %call, i64 48  
%3 = bitcast i8* %cinfo1 to %struct.jpeg_compress_struct**  
store %struct.jpeg_compress_struct* %cinfo, %struct.jpeg_compress_struct**  
... %3, align 8, !tbaa !14  
%start_input = bitcast i8* %call to void (%struct.jpeg_compress_struct*,  
... %struct.cjpeg_source_struct*)**  
store void (%struct.jpeg_compress_struct*, %struct.cjpeg_source_struct*)*  
... @start_input_bmp, void (%struct.jpeg_compress_struct*,  
... %struct.cjpeg_source_struct*)** %start_input, align 8, !tbaa !17  
%finish_input = getelementptr inbounds i8, i8* %call, i64 16  
%4 = bitcast i8* %finish_input to void (%struct.jpeg_compress_struct*,  
... %struct.cjpeg_source_struct*)**  
store void (%struct.jpeg_compress_struct*, %struct.cjpeg_source_struct*)*  
... @finish_input_bmp, void (%struct.jpeg_compress_struct*,  
... %struct.cjpeg_source_struct*)** %4, align 8, !tbaa !18  
%5 = bitcast i8* %call to %struct.cjpeg_source_struct*  
ret %struct.cjpeg_source_struct* %5
```

CFG for 'jinit\_read\_bmp' function