

entry:

```
%mem = getelementptr @inbounds, %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct*, %cinfo, i64 0, i32 1
%0 = load %struct.jpeg_memory_mgr*, %struct.jpeg_memory_mgr**, %mem, align 8,
... !tbaa !2
%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 !10
%2 = bitcast %struct.jpeg_decompress_struct* %cinfo to
... %struct.jpeg_common_struct*
%call = tail call i8* @1(%struct.jpeg_common_struct*, %2, i32 0, i64 48) #4
%inputctl1 = getelementptr @inbounds, %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct*, %cinfo, i64 0, i32 77
%3 = bitcast %struct.jpeg_input_controller** %inputctl1 to i8**
store i8* %call, i8** %3, align 8, !tbaa !13
%consume_input = bitcast i8* %call to i32 (%struct.jpeg_decompress_struct*)**
store i32 (%struct.jpeg_decompress_struct*)* @consume_markers, i32
... (%struct.jpeg_decompress_struct*)** %consume_input, align 8, !tbaa !14
%reset_input_controller = getelementptr @inbounds i8, i8* %call, i64 8
%4 = bitcast i8* %reset_input_controller to <2 x void
... (%struct.jpeg_decompress_struct*)*>*
store <2 x void (%struct.jpeg_decompress_struct*)*> <void
... (%struct.jpeg_decompress_struct*)* @reset_input_controller, void
... (%struct.jpeg_decompress_struct*)* @start_input_pass>, <2 x void
... (%struct.jpeg_decompress_struct*)*>* %4, align 8, !tbaa !17
%finish_input_pass = getelementptr @inbounds i8, i8* %call, i64 24
%finish_input_pass7 = bitcast i8* %finish_input_pass to void
... (%struct.jpeg_decompress_struct*)**
store void (%struct.jpeg_decompress_struct*)* @finish_input_pass, void
... (%struct.jpeg_decompress_struct*)** %finish_input_pass7, align 8, !tbaa !18
%has_multiple_scans = getelementptr @inbounds i8, i8* %call, i64 32
%5 = bitcast i8* %has_multiple_scans to i32*
store i32 0, i32* %5, align 8, !tbaa !19
%eoi_reached = getelementptr @inbounds i8, i8* %call, i64 36
%6 = bitcast i8* %eoi_reached to i32*
store i32 0, i32* %6, align 4, !tbaa !20
%inheaders = getelementptr @inbounds i8, i8* %call, i64 40
%7 = bitcast i8* %inheaders to i32*
store i32 1, i32* %7, align 8, !tbaa !21
ret void
```

CFG for 'jinit_input_controller' function