

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 48) #1  
%marker = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 55  
%3 = bitcast %struct.jpeg_marker_writer** %marker to i8**  
store i8* %call, i8** %3, align 8, !tbaa !14  
%write_any_marker = bitcast i8* %call to void  
... (%struct.jpeg_compress_struct*, i32, i8*, i32)**  
store void (%struct.jpeg_compress_struct*, i32, i8*, i32)*  
... @write_any_marker, void (%struct.jpeg_compress_struct*, i32, i8*, i32)**  
... %write_any_marker, align 8, !tbaa !15  
%write_file_header = getelementptr inbounds i8, i8* %call, i64 8  
%4 = bitcast i8* %write_file_header to <2 x void  
... (%struct.jpeg_compress_struct*)*>*  
store <2 x void (%struct.jpeg_compress_struct*)*> <void  
... (%struct.jpeg_compress_struct*)* @write_file_header, void  
... (%struct.jpeg_compress_struct*)* @write_frame_header>, <2 x void  
... (%struct.jpeg_compress_struct*)*>* %4, align 8, !tbaa !17  
%write_scan_header = getelementptr inbounds i8, i8* %call, i64 24  
%5 = bitcast i8* %write_scan_header to <2 x void  
... (%struct.jpeg_compress_struct*)*>*  
store <2 x void (%struct.jpeg_compress_struct*)*> <void  
... (%struct.jpeg_compress_struct*)* @write_scan_header, void  
... (%struct.jpeg_compress_struct*)* @write_file_trailer>, <2 x void  
... (%struct.jpeg_compress_struct*)*>* %5, align 8, !tbaa !17  
%write_tables_only = getelementptr inbounds i8, i8* %call, i64 40  
%write_tables_only11 = bitcast i8* %write_tables_only to void  
... (%struct.jpeg_compress_struct*)**  
store void (%struct.jpeg_compress_struct*)* @write_tables_only, void  
... (%struct.jpeg_compress_struct*)** %write_tables_only11, align 8, !tbaa !18  
ret void
```

CFG for 'jinit\_marker\_writer' function