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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 176) #4
  %marker = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 78
  %3 = bitcast %struct.jpeg_marker_reader** %marker to i8**
  store i8* %call, i8** %3, align 8, !tbaa !13
  %reset_marker_reader = bitcast i8* %call to void
... (%struct.jpeg_decompress_struct*)**
  store void (%struct.jpeg_decompress_struct*)* @reset_marker_reader, void
... (%struct.jpeg_decompress_struct*)** %reset_marker_reader, align 8, !tbaa !14
  %read_markers = getelementptr inbounds i8, i8* %call, i64 8
  %4 = bitcast i8* %read_markers to <2 x i32
... (%struct.jpeg_decompress_struct*)*>*
  store <2 x i32 (%struct.jpeg_decompress_struct*)*> <i32
... (%struct.jpeg_decompress_struct*)* @read_markers, i32
... (%struct.jpeg_decompress_struct*)* @read_restart_marker>, <2 x i32
... (%struct.jpeg_decompress_struct*)*>* %4, align 8, !tbaa !16
  %process_COM = getelementptr inbounds i8, i8* %call, i64 24
  %5 = bitcast i8* %process_COM to <2 x i32
... (%struct.jpeg_decompress_struct*)*>*
  store <2 x i32 (%struct.jpeg_decompress_struct*)*> <i32
... (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)* @skip_variable>, <2 x i32
... (%struct.jpeg_decompress_struct*)*>* %5, align 8, !tbaa !16
  %6 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader** %marker,
... align 8, !tbaa !13
  %arrayidx.1 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %6, i64 0, i32 4, i64 1
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.1, align 8, !tbaa !16
  %7 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader** %marker,
... align 8, !tbaa !13
  %arrayidx.2 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %7, i64 0, i32 4, i64 2
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.2, align 8, !tbaa !16
  %8 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader** %marker,
... align 8, !tbaa !13
  %arrayidx.3 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %8, i64 0, i32 4, i64 3
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.3, align 8, !tbaa !16
  %9 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader** %marker,
... align 8, !tbaa !13
  %arrayidx.4 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %9, i64 0, i32 4, i64 4
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.4, align 8, !tbaa !16
  %10 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.5 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %10, i64 0, i32 4, i64 5
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.5, align 8, !tbaa !16
  %11 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.6 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %11, i64 0, i32 4, i64 6
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.6, align 8, !tbaa !16
  %12 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.7 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %12, i64 0, i32 4, i64 7
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.7, align 8, !tbaa !16
  %13 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.8 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %13, i64 0, i32 4, i64 8
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.8, align 8, !tbaa !16
  %14 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.9 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %14, i64 0, i32 4, i64 9
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.9, align 8, !tbaa !16
  %15 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.10 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %15, i64 0, i32 4, i64 10
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.10, align 8, !tbaa !16
  %16 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.11 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %16, i64 0, i32 4, i64 11
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.11, align 8, !tbaa !16
  %17 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.12 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %17, i64 0, i32 4, i64 12
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.12, align 8, !tbaa !16
  %18 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.13 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %18, i64 0, i32 4, i64 13
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.13, align 8, !tbaa !16
  %19 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.14 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %19, i64 0, i32 4, i64 14
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.14, align 8, !tbaa !16
  %20 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx.15 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %20, i64 0, i32 4, i64 15
  store i32 (%struct.jpeg_decompress_struct*)* @skip_variable, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx.15, align 8, !tbaa !16
  %21 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx8 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %21, i64 0, i32 4, i64 0
  store i32 (%struct.jpeg_decompress_struct*)* @get_app0, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx8, align 8, !tbaa !16
  %22 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %arrayidx11 = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %22, i64 0, i32 4, i64 14
  store i32 (%struct.jpeg_decompress_struct*)* @get_app14, i32
... (%struct.jpeg_decompress_struct*)** %arrayidx11, align 8, !tbaa !16
  %comp_info.i = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 43
  store %struct.jpeg_component_info* null, %struct.jpeg_component_info**
... %comp_info.i, align 8, !tbaa !17
  %input_scan_number.i = getelementptr inbounds
... %struct.jpeg_decompress_struct, %struct.jpeg_decompress_struct* %cinfo, i64
... 0, i32 34
  store i32 0, i32* %input_scan_number.i, align 4, !tbaa !18
  %unread_marker.i = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 72
  store i32 0, i32* %unread_marker.i, align 4, !tbaa !19
  %23 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader**
... %marker, align 8, !tbaa !13
  %saw_SOI.i = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %23, i64 0, i32 5
  store i32 0, i32* %saw_SOI.i, align 8, !tbaa !20
  %saw_SOF.i = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %23, i64 0, i32 6
  store i32 0, i32* %saw_SOF.i, align 4, !tbaa !21
  %discarded_bytes.i = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %23, i64 0, i32 8
  store i32 0, i32* %discarded_bytes.i, align 4, !tbaa !22
  ret void

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