

entry:

```
%inputctl1 = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 77
%0 = bitcast %struct.jpeg_input_controller** %inputctl1 to
... %struct.my_input_controller**
%1 = load %struct.my_input_controller*, %struct.my_input_controller** %0,
... align 8, !tbaa !2
%consume_input = getelementptr inbounds %struct.my_input_controller,
... %struct.my_input_controller* %1, i64 0, i32 0, i32 0
store i32 (%struct.jpeg_decompress_struct)* @consume_markers, i32
... (%struct.jpeg_decompress_struct)** %consume_input, align 8, !tbaa !10
%has_multiple_scans = getelementptr inbounds %struct.my_input_controller,
... %struct.my_input_controller* %1, i64 0, i32 0, i32 4
store i32 0, i32* %has_multiple_scans, align 8, !tbaa !13
%eoi_reached = getelementptr inbounds %struct.my_input_controller,
... %struct.my_input_controller* %1, i64 0, i32 0, i32 5
store i32 0, i32* %eoi_reached, align 4, !tbaa !14
%inheaders = getelementptr inbounds %struct.my_input_controller,
... %struct.my_input_controller* %1, i64 0, i32 1
store i32 1, i32* %inheaders, align 8, !tbaa !15
%err = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 0
%2 = load %struct.jpeg_error_mgr*, %struct.jpeg_error_mgr** %err, align 8,
... !tbaa !16
%reset_error_mgr = getelementptr inbounds %struct.jpeg_error_mgr,
... %struct.jpeg_error_mgr* %2, i64 0, i32 4
%3 = load void (%struct.jpeg_common_struct)*, void
... (%struct.jpeg_common_struct)** %reset_error_mgr, align 8, !tbaa !17
%4 = bitcast %struct.jpeg_decompress_struct* %cinfo to
... %struct.jpeg_common_struct*
tail call void @%3(%struct.jpeg_common_struct* %4) #4
%marker = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 78
%5 = bitcast %struct.jpeg_marker_reader** %marker to void
... (%struct.jpeg_decompress_struct)**
%6 = load void (%struct.jpeg_decompress_struct)***, void
... (%struct.jpeg_decompress_struct)** %5, align 8, !tbaa !20
%7 = load void (%struct.jpeg_decompress_struct)*, void
... (%struct.jpeg_decompress_struct)** %6, align 8, !tbaa !21
tail call void @%7(%struct.jpeg_decompress_struct* %cinfo) #4
%coef_bits = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 38
store [64 x i32]* null, [64 x i32]** %coef_bits, align 8, !tbaa !23
ret void
```

CFG for 'reset\_input\_controller' function