

entry:

```
%master = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 51  
%0 = load %struct.jpeg_comp_master*, %struct.jpeg_comp_master** %master,  
... align 8, !tbaa !3  
%call_pass_startup = getelementptr inbounds %struct.jpeg_comp_master,  
... %struct.jpeg_comp_master* %0, i64 0, i32 3  
store i32 0, i32* %call_pass_startup, align 8, !tbaa !11  
%marker = getelementptr inbounds %struct.jpeg_compress_struct,  
... %struct.jpeg_compress_struct* %cinfo, i64 0, i32 55  
%1 = load %struct.jpeg_marker_writer*, %struct.jpeg_marker_writer** %marker,  
... align 8, !tbaa !13  
%write_frame_header = getelementptr inbounds %struct.jpeg_marker_writer,  
... %struct.jpeg_marker_writer* %1, i64 0, i32 2  
%2 = load void (%struct.jpeg_compress_struct)*, void  
... (%struct.jpeg_compress_struct)** %write_frame_header, align 8, !tbaa !14  
tail call void %2(%struct.jpeg_compress_struct* %cinfo) #3  
%3 = load %struct.jpeg_marker_writer*, %struct.jpeg_marker_writer** %marker,  
... align 8, !tbaa !13  
%write_scan_header = getelementptr inbounds %struct.jpeg_marker_writer,  
... %struct.jpeg_marker_writer* %3, i64 0, i32 3  
%4 = load void (%struct.jpeg_compress_struct)*, void  
... (%struct.jpeg_compress_struct)** %write_scan_header, align 8, !tbaa !16  
tail call void %4(%struct.jpeg_compress_struct* %cinfo) #3  
ret void
```

CFG for 'pass\_startup' function