```
entry:
 %comp_info = 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, align 8, !tbaa !2
 %input_scan_number = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 34
 store i32 0, i32* %input_scan_number, align 4, !tbaa !10
 %unread_marker = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 72
 store i32 0, i32* %unread_marker, align 4, !tbaa !11
 %marker = getelementptr inbounds %struct.jpeg_decompress_struct,
... %struct.jpeg_decompress_struct* %cinfo, i64 0, i32 78
 %0 = load %struct.jpeg_marker_reader*, %struct.jpeg_marker_reader** %marker,
... align 8, !tbaa !12
 %saw_SOI = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %0, i64 0, i32 5
 store i32 0, i32* %saw_SOI, align 8, !tbaa !13
 %saw_SOF = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %0, i64 0, i32 6
 store i32 0, i32* %saw_SOF, align 4, !tbaa !15
 %discarded_bytes = getelementptr inbounds %struct.jpeg_marker_reader,
... %struct.jpeg_marker_reader* %0, i64 0, i32 8
 store i32 0, i32* %discarded_bytes, align 4, !tbaa !16
 ret void
```

CFG for 'reset_marker_reader' function