```
entry:
 tail call void @free_pool(%struct.jpeg_common_struct* %cinfo, i32 1)
 tail call void @free_pool(%struct.jpeg_common_struct* %cinfo, i32 0)
 %mem = getelementptr inbounds %struct.jpeg_common_struct,
... %struct.jpeg_common_struct* %cinfo, i64 0, i32 1
 %0 = bitcast %struct.jpeg_memory_mgr** %mem to i8**
 %1 = load i8*, i8** %0, align 8, !tbaa !3
 tail call void @jpeg_free_small(%struct.jpeg_common_struct* %cinfo, i8* %1,
... i64 160) #5
 store %struct.jpeg_memory_mgr* null, %struct.jpeg_memory_mgr** %mem, align
... 8, !tbaa !3
 tail call void @jpeg_mem_term(%struct.jpeg_common_struct* %cinfo) #5
 ret void
```

CFG for 'self_destruct' function