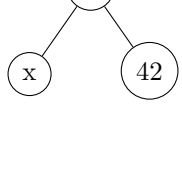
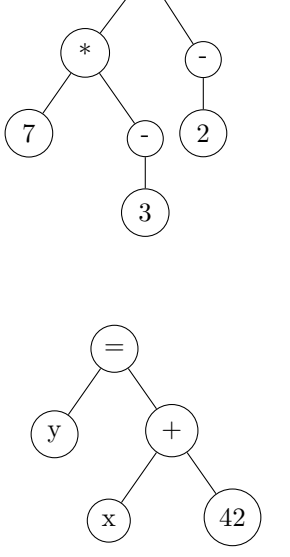


1



```
1  ldzwq 0x2a, %6
2  ldzwq @w3(x), %7
3  shldwq @w2(x), %7
4  shldwq @w1(x), %7
5  shldwq @w0(x), %7
6  movq %6, (%7)
```

2

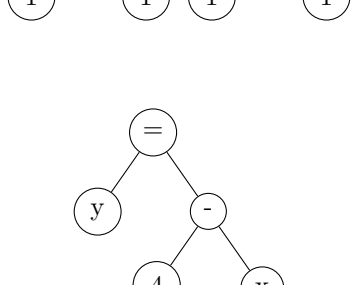


after constant folding:



```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  addq 0x2a, %6, %6
7  ldzwq @w3(y), %7
8  shldwq @w2(y), %7
9  shldwq @w1(y), %7
10 shldwq @w0(y), %7
11 movq %6, (%7)
```

3

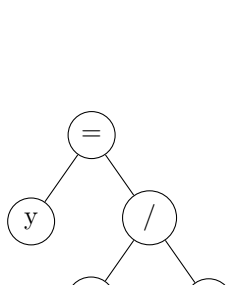


after constant folding:



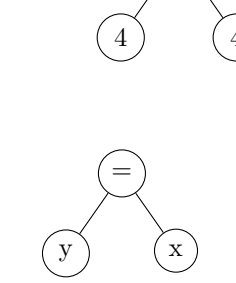
```
1  ldzwq 0x4, %6
2  ldzwq @w3(x), %7
3  shldwq @w2(x), %7
4  shldwq @w1(x), %7
5  shldwq @w0(x), %7
6  movq (%7), %7
7  subq %7, %6, %6
8  ldzwq @w3(y), %7
9  shldwq @w2(y), %7
10 shldwq @w1(y), %7
11 shldwq @w0(y), %7
12 movq %6, (%7)
```

4



```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  divq 0x4, %6, %4
7  movq %4, %6
8  imulq 0x4, %6, %6
9  ldzwq @w3(y), %7
10 shldwq @w2(y), %7
11 shldwq @w1(y), %7
12 shldwq @w0(y), %7
13 movq %6, (%7)
```

5

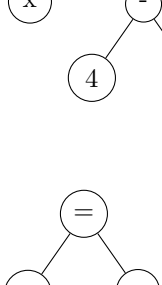


```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  imulq 0x4, %6, %6
7  divq 0x4, %6, %4
8  movq %4, %6
9  ldzwq @w3(y), %7
10 shldwq @w2(y), %7
11 shldwq @w1(y), %7
12 shldwq @w0(y), %7
13 movq %6, (%7)
```

6

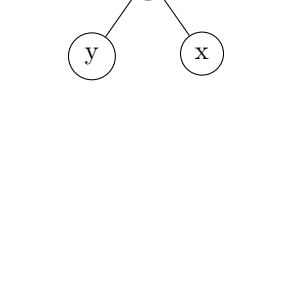


after constant folding:

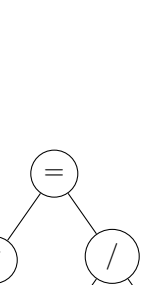


```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  ldzwq @w3(y), %7
7  shldwq @w2(y), %7
8  shldwq @w1(y), %7
9  shldwq @w0(y), %7
10 movq %6, (%7)
```

7



after constant folding:

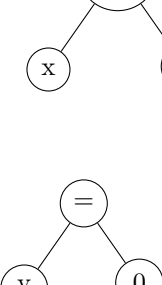


```
1  ldzwq 0x0, %6
2  ldzwq @w3(y), %7
3  shldwq @w2(y), %7
4  shldwq @w1(y), %7
5  shldwq @w0(y), %7
6  movq %6, (%7)
```

8



after constant folding:



```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  ldzwq @w3(y), %7
7  shldwq @w2(y), %7
8  shldwq @w1(y), %7
9  shldwq @w0(y), %7
10 movq %6, (%7)
```

10



after constant folding:


```
1  ldzwq @w3(x), %6
2  shldwq @w2(x), %6
3  shldwq @w1(x), %6
4  shldwq @w0(x), %6
5  movq (%6), %6
6  ldzwq @w3(y), %7
7  shldwq @w2(y), %7
8  shldwq @w1(y), %7
9  shldwq @w0(y), %7
10 movq %6, (%7)
```

11

after constant folding:


```
1  ldzwq 0x0, %6
2  ldzwq @w3(y), %7
3  shldwq @w2(y), %7
4  shldwq @w1(y), %7
5  shldwq @w0(y), %7
6  movq %6, (%7)
```