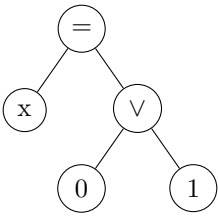
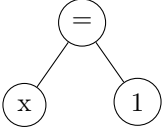


1

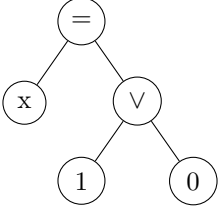


after constant folding:

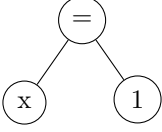


```
1 ldzwq 0x1, %6
2 ldzwq @w3(x), %7
3 shldwq @w2(x), %7
4 shldwq @w1(x), %7
5 shldwq @w0(x), %7
6 movq %6, (%7)
```

2

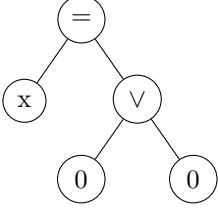


after constant folding:

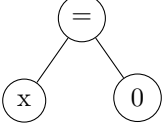


```
1 ldzwq 0x1, %6
2 ldzwq @w3(x), %7
3 shldwq @w2(x), %7
4 shldwq @w1(x), %7
5 shldwq @w0(x), %7
6 movq %6, (%7)
```

3

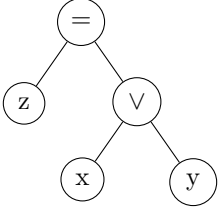


after constant folding:



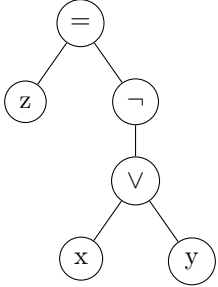
```
1 ldzwq 0x0, %6
2 ldzwq @w3(x), %7
3 shldwq @w2(x), %7
4 shldwq @w1(x), %7
5 shldwq @w0(x), %7
6 movq %6, (%7)
```

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 subq 0x0, %6, %0
7 jne .L0
8 ldzwq @w3(y), %6
9 shldwq @w2(y), %6
10 shldwq @w1(y), %6
11 shldwq @w0(y), %6
12 movq (%6), %6
13 subq 0x0, %6, %0
14 jne .L0
15 ldzwq 0x0, %6
16 jmp .L1
17 .L0:
18 ldzwq 0x1, %6
19 .L1:
20 ldzwq @w3(z), %7
21 shldwq @w2(z), %7
22 shldwq @w1(z), %7
23 shldwq @w0(z), %7
24 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 subq 0x0, %6, %0
7 jne .L6
8 ldzwq @w3(y), %6
9 shldwq @w2(y), %6
10 shldwq @w1(y), %6
11 shldwq @w0(y), %6
12 movq (%6), %6
13 subq 0x0, %6, %0
14 je .L4
15 .L6:
16 ldzwq 0x0, %6
17 jmp .L5
18 .L4:
19 ldzwq 0x1, %6
20 .L5:
21 ldzwq @w3(z), %7
22 shldwq @w2(z), %7
23 shldwq @w1(z), %7
24 shldwq @w0(z), %7
25 movq %6, (%7)
```