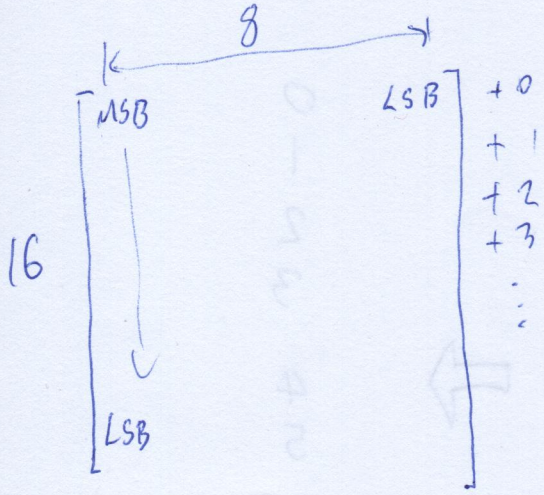


1) 2×2 Transposes (2×2 bit movements)

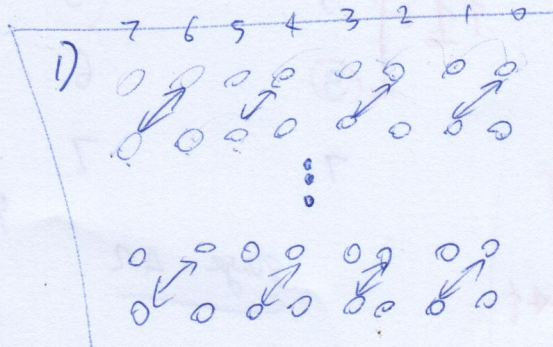
2) (2×2) of (2×2) T (4×4 bit movements)

3) (2×2) of (2×2) of (2×2) T (8×8 bit movements)

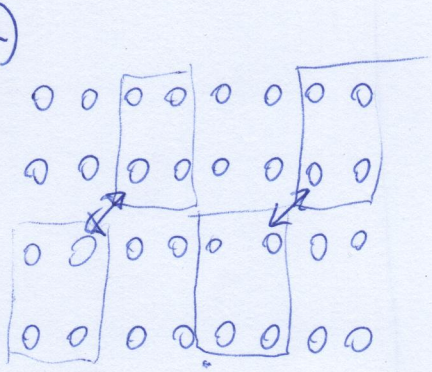
4) (2×1) of (2×2) of (2×2) T (16×8 bit movements)

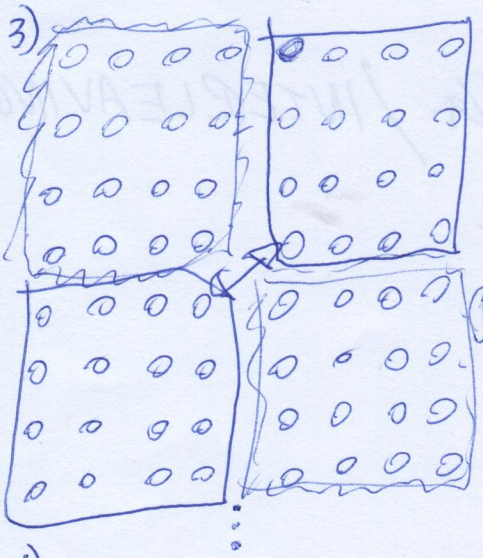
endianness this way doesn't matter; corresponds only to channel number

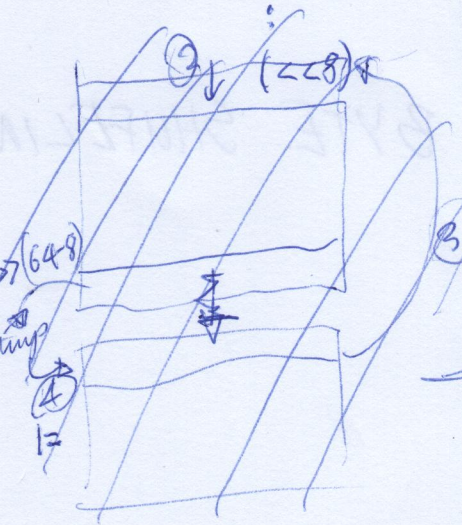
endianness this way does; ADCs clock out MSB first.



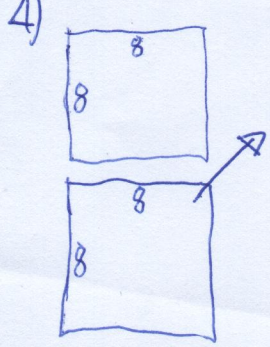
~~16 bit case:~~
~~x & (0x55 << 8)~~
LSByte in little endian.





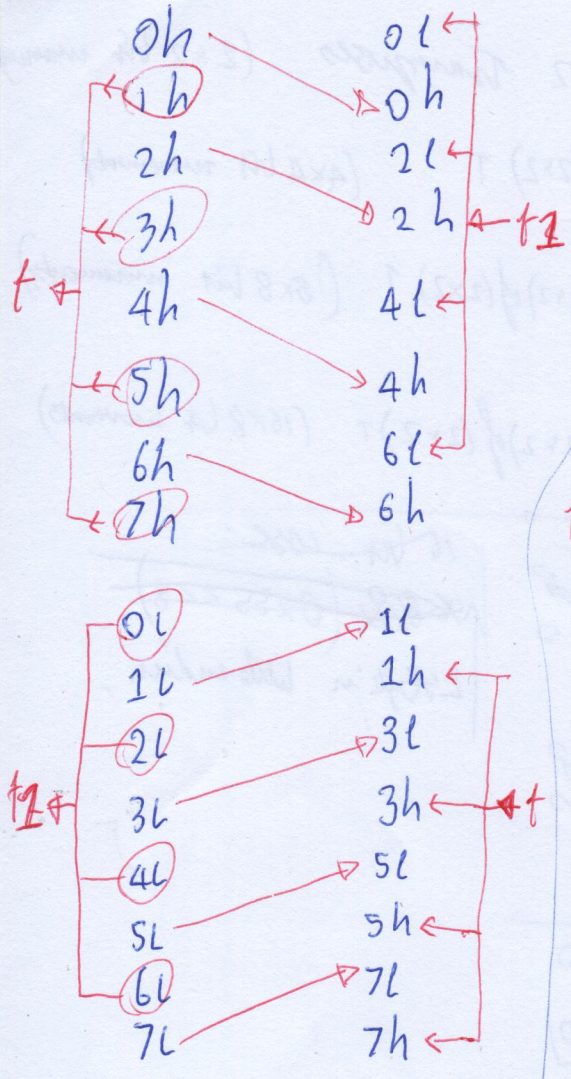


~~8×8=32 intrinsics for shuffle~~



~~No interleave: 765 M bit/s~~
~~(2.0 s CPU for 96 M samples)~~
342 M bit/s for naive interleave.
~~(4.5 s CPU for 96 M samples)~~

~~(x ^ y) ^ x = y~~



BYTE SHUFFLING / INTERLEAVING