shuffle.s using **printf** for floatingpoint output

```asm
.section .bss
.align 16
  .lcomm result, 16

.section .rodata
format:
  .asciz "f1 = %f, f2 = %f, f3 = %f, f4 = %f\n"

.section .data
.align 16
farr0:
  .float 0.0, 0.0, 0.0, 0.0
.align 16
farr1:
  .float 40.0, 30.0, 20.0, 10.0
.align 16
farr2:
  .float 80.0, 70.0, 60.0, 50.0

.section .text
.globl main
.type main, @function
main:
  pushq %rbp
  movq %rsp, %rbp

  vmovaps farr0, %xmm0    # xmm0 = 0
  vmovaps farr1, %xmm1
  vmovaps farr2, %xmm2
  # shuffle
  vshufps $0x72, %xmm2, %xmm1, %xmm0

  vmovaps %xmm0, result

  # print result
  leaq result, %rbx
  leaq format, %rdi
  # only double values can be printed by printf
  vmovss (%rbx), %xmm0
  vunpcklps %xmm0, %xmm0, %xmm0
  vcvtps2pd %xmm0, %xmm0
  vmovss 4(%rbx), %xmm1
  vunpcklps %xmm1, %xmm1, %xmm1
  vcvtps2pd %xmm1, %xmm1
  vmovss 8(%rbx), %xmm2
  vunpcklps %xmm2, %xmm2, %xmm2
  vcvtps2pd %xmm2, %xmm2
  vmovss 12(%rbx), %xmm3
  vunpcklps %xmm3, %xmm3, %xmm3
  vcvtps2pd %xmm3, %xmm3
  movq $4, %rax # 4 xmm registers used
  call printf

  # exit main
  movq $0, %rax
  popq %rbp
  syscall
```