

# shuffle

```
__m128i _mm_shuffle_epi32 (__m128i a, int imm8)
```

## 32-bit

```
__m128i a = _mm_setr_epi32(1,2,3,4);
```

```
__m128i p = _mm_shuffle_epi32 (a, 0b11100100);
```

```
__m128i p = _mm_shuffle_epi32 (a, 0b00011011);
```