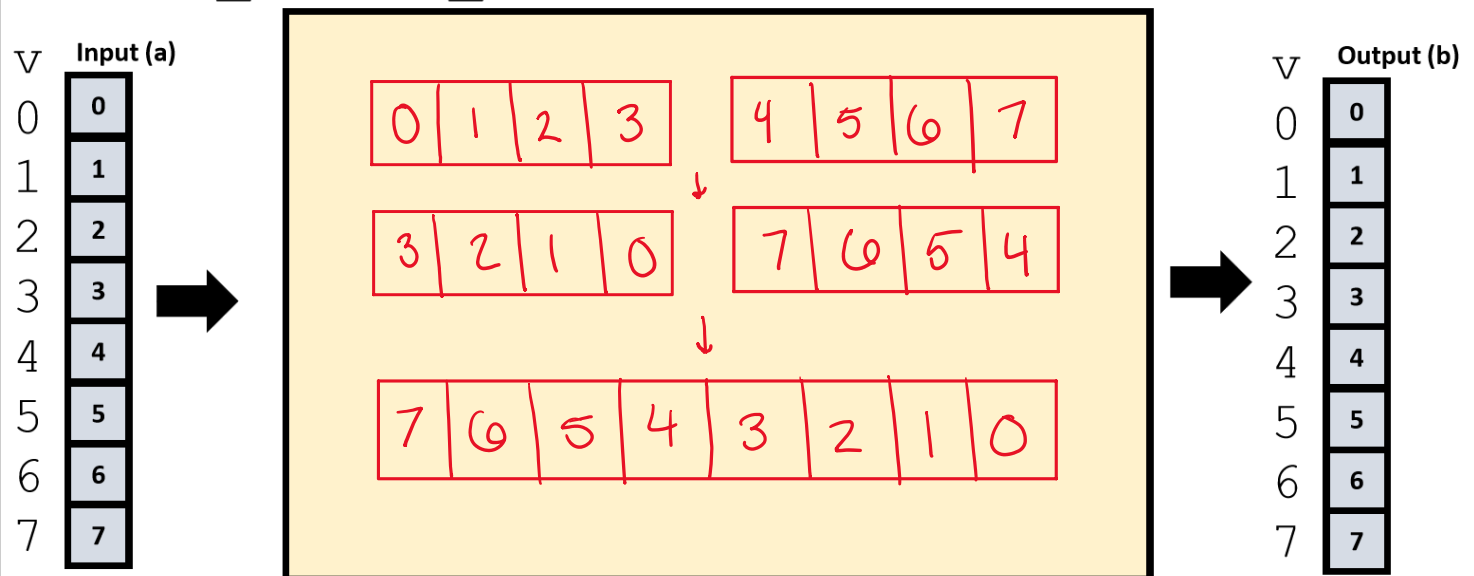
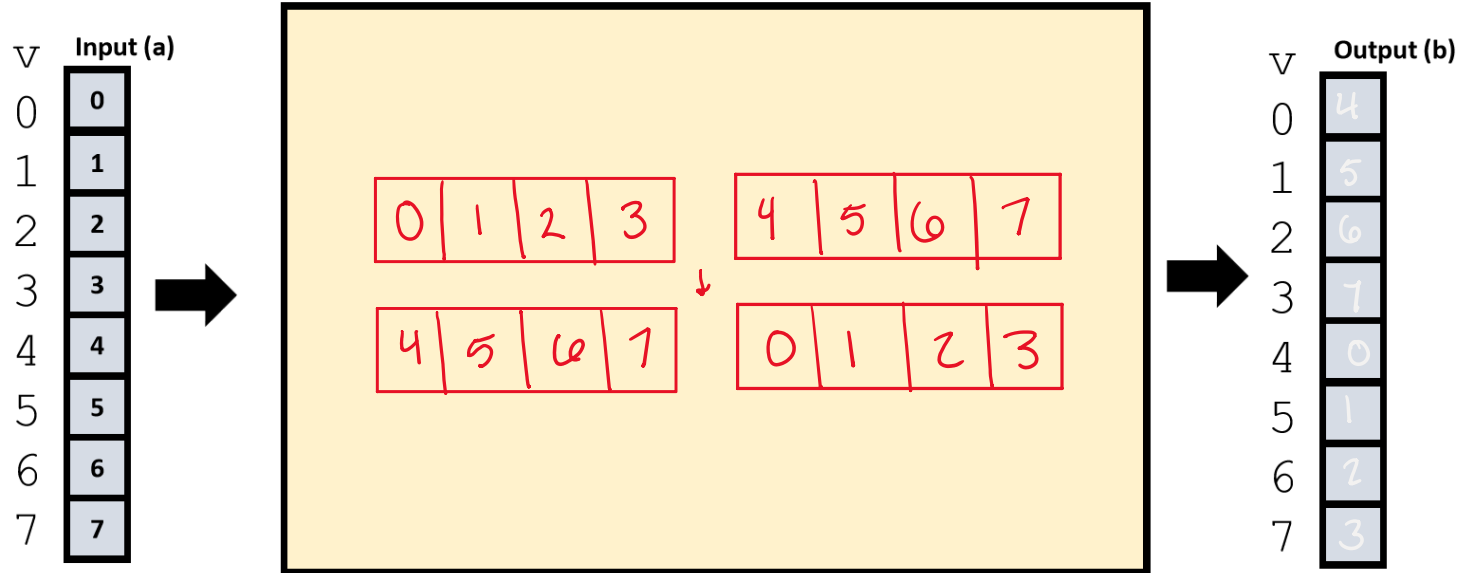


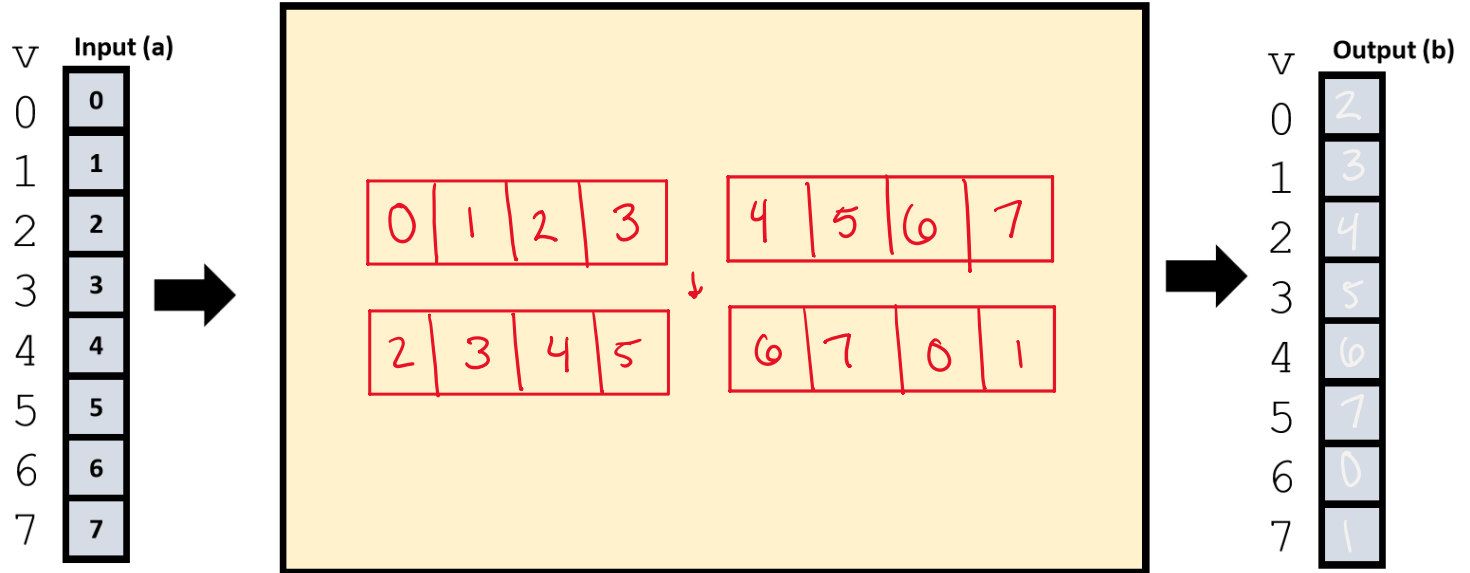
01: test_reverse_8xfloat



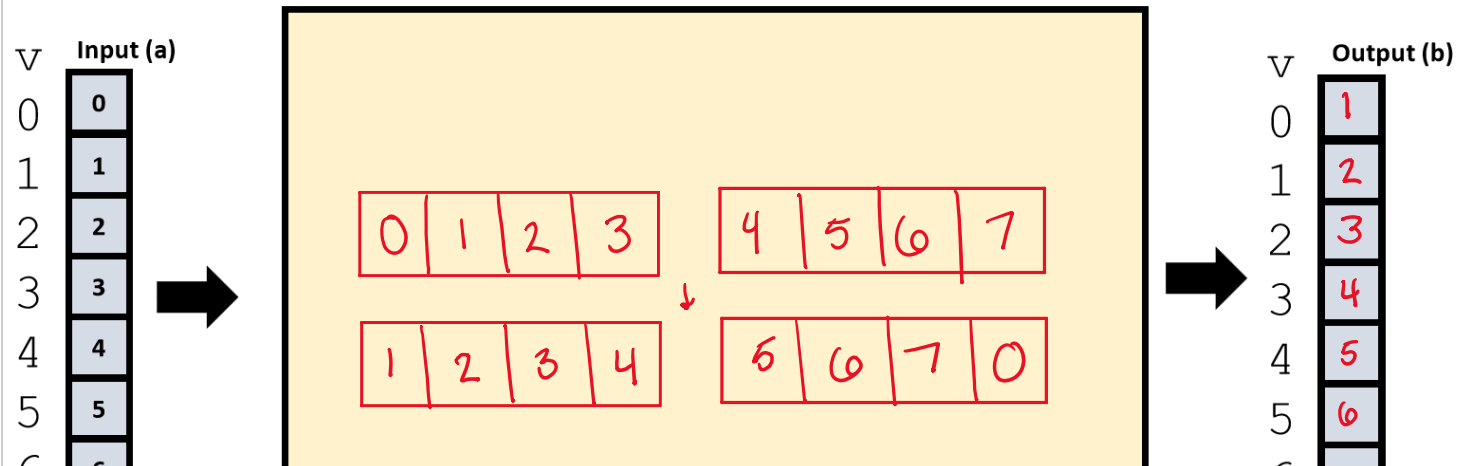
02: test_rotate_by_4_8xfloat:



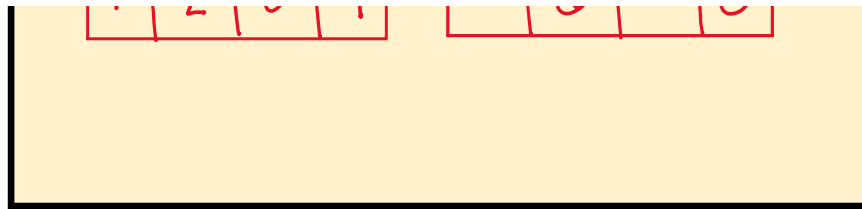
03: test_rotate_by_2_8xfloat:



04: test_rotate_by_1_8xfloat



5	5
6	6
7	7

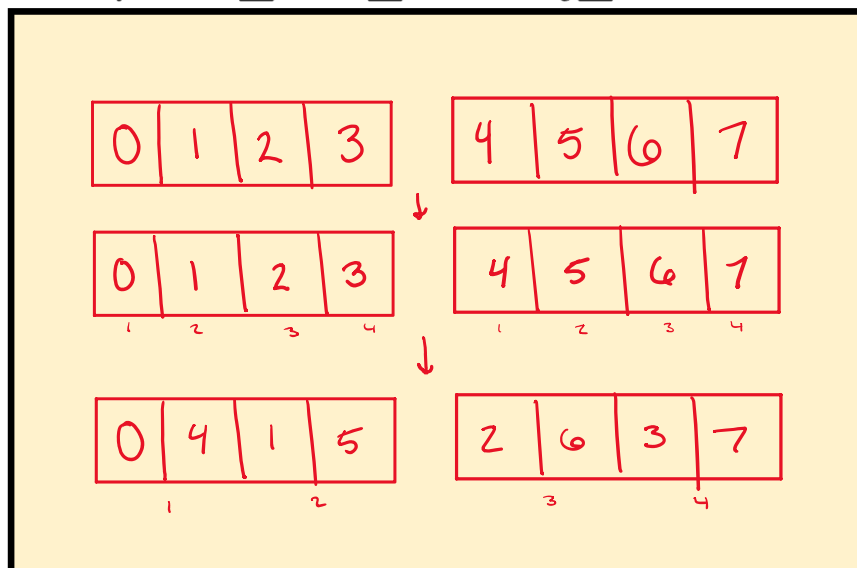


5	6
6	7
7	8

05: test_transpose_4x2_colmaj_8xfloat

V Input (a)

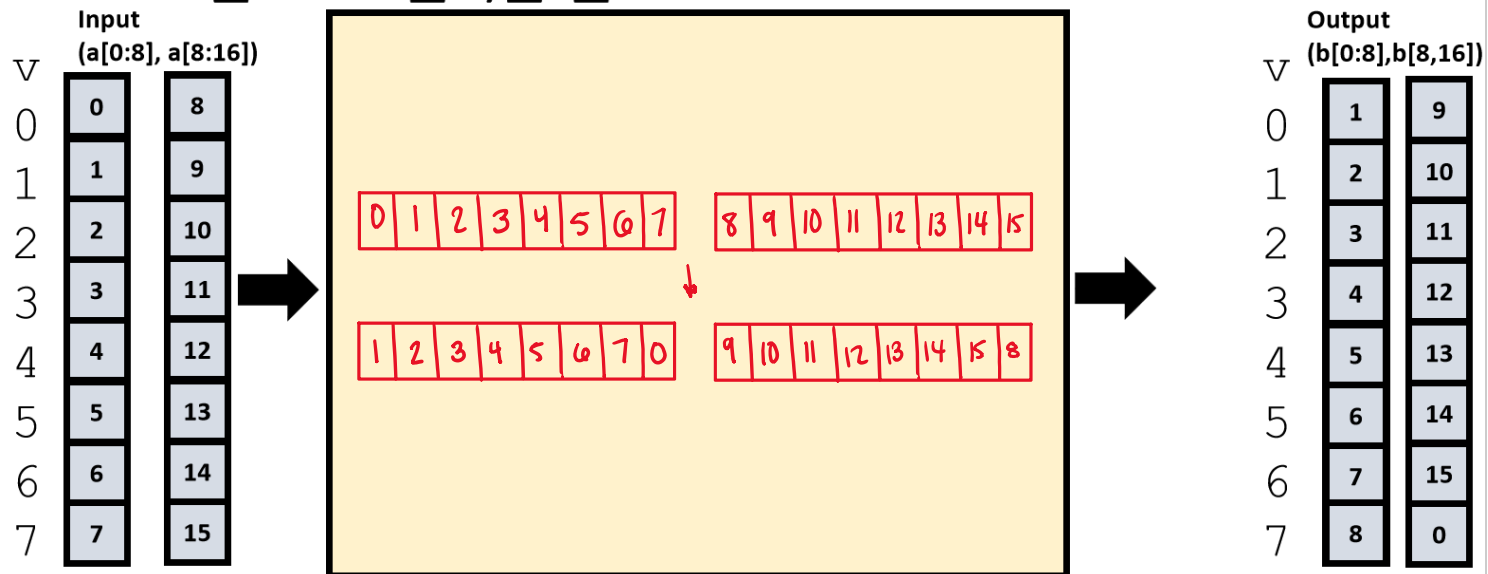
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7



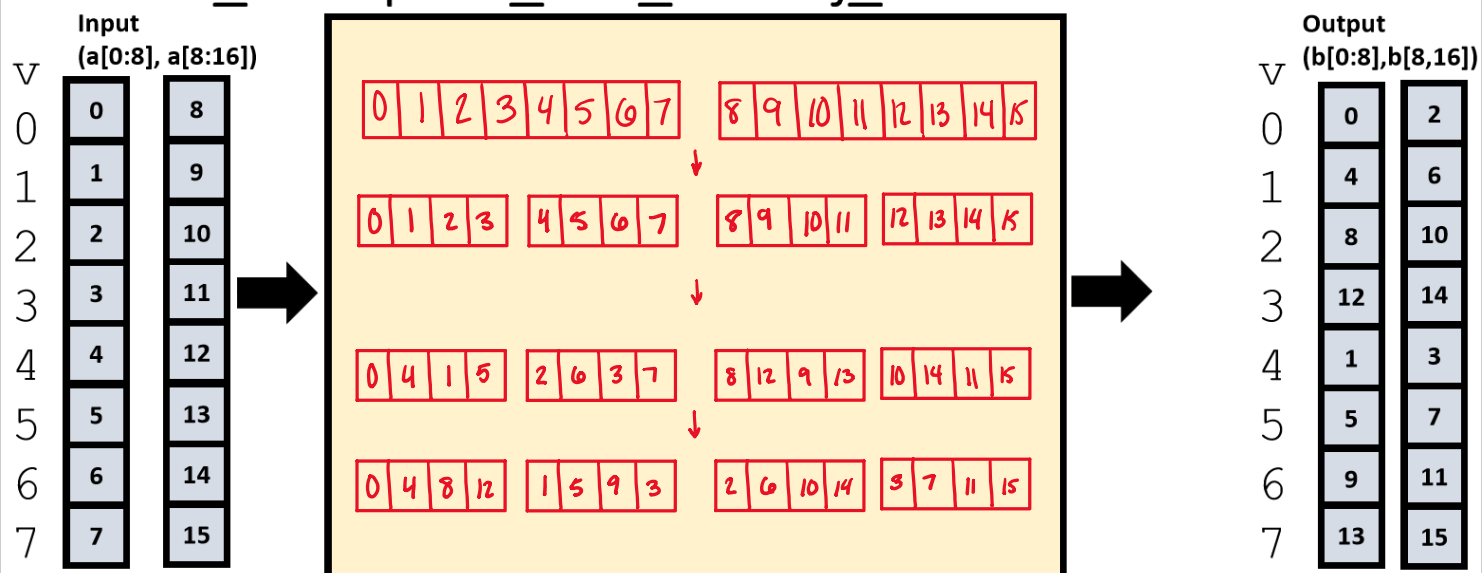
V Output (b)

0	0
1	4
2	1
3	5
4	2
5	6
6	3
7	7

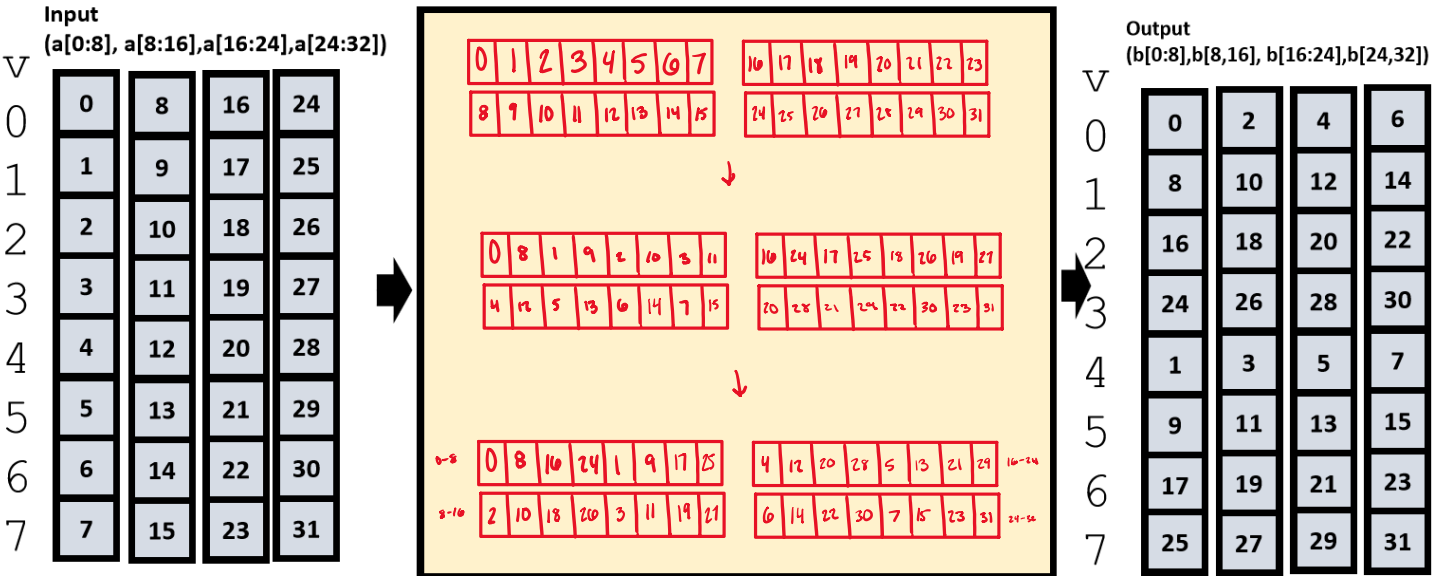
06: test_rotate_by_1_16xfloat



07: test_transpose_4x4_colmaj_8xfloat:



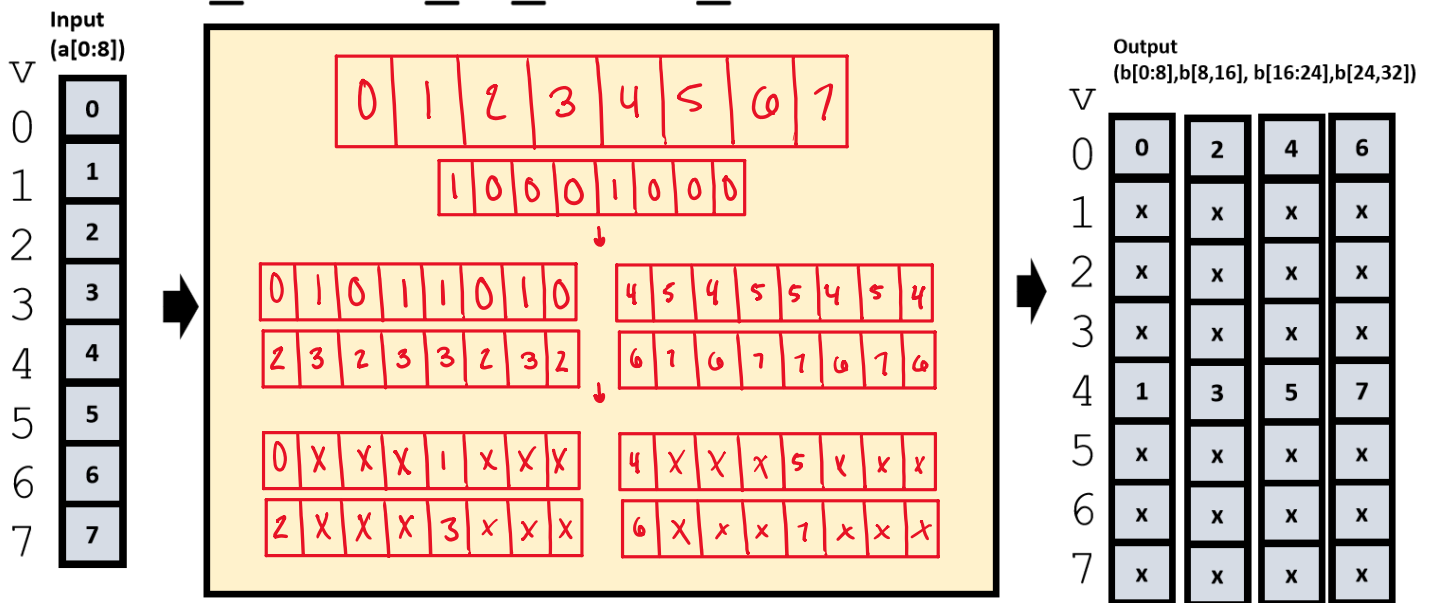
08: test_transpose_8x4_colmaj_8xfloat:



Input
(a[0:8], a[8:16],a[16:24],a[24:32])


$$\begin{matrix} \vee \\ 0 \\ 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \end{matrix}$$

10: test_scatter_at_stride_8xfloat:



11: test_matvec_8x8_colmaj_8xfloat:

Input

```
a[0:8] = [ 1, 2, 3, 4, 5, 6, 7, 8, ]
a[8:16] = [ 9, 10, 11, 12, 13, 14, 15, 16, ]
a[16:24] = [ 17, 18, 19, 20, 21, 22, 23, 24, ]
a[24:32] = [ 25, 26, 27, 28, 29, 30, 31, 32, ]
a[32:40] = [ 33, 34, 35, 36, 37, 38, 39, 40, ]
a[40:48] = [ 41, 42, 43, 44, 45, 46, 47, 48, ]
a[48:56] = [ 49, 50, 51, 52, 53, 54, 55, 56, ]
a[56:64] = [ 57, 58, 59, 60, 61, 62, 63, 64, ]
```

```
x[0:8] = [ 8, 7, 6, 5, 4, 3, 2, 1, ]
```



Load in to registers A00-07,...,A56-63.
 Set in 8x8 into -x- (i.e. x-0, x-1, x-..., x-7
 Broadcast
 x-0 =

8	8	8	8	8	8	8	8
---	---	---	---	---	---	---	---

, x-1 =

7	1	7	1	7	7	7	7
---	---	---	---	---	---	---	---

, ...,
 x-7 =

1	1	1	1	1	1	1	1
---	---	---	---	---	---	---	---

 ↓
 FMA



Output

```
yt[0:8] = [ 707, 743, 779, 815, 851, 887, 923, 959, ]
```