

callq 0x00000000122136441: **vmovaps** %xmm15,%xmm0

Move Aligned Packed Single Precision FP (AVX)

0x000000001099efe10 0x00000000122136446: **vmulss** %xmm8,%xmm0,%xmm0

Multiply Scalar Single Precision FP (AVX)

0x0000000012213644b: **vmovaps** %xmm14,%xmm11

0x00000000122136450: **vmulss** %xmm9,%xmm11,%xmm11

0x00000000122136455: **vaddss** %xmm11,%xmm0,%xmm0

Add Scalar Single Precision FP (AVX)

0x0000000012213645a: **vmovaps** %xmm13,%xmm11

0x0000000012213645f: **vmulss** %xmm10,%xmm11,%xmm11

0x00000000122136464: **vaddss** %xmm11,%xmm0,%xmm0

0x00000000122136469: **vmovaps** %xmm12,%xmm11

0x0000000012213646e: **vmulss** 0x40(%rsp),%xmm11,%xmm11

0x00000000122136474: **vaddss** %xmm11,%xmm0,%xmm0

0x00000000122136479: **cmpl** \$0x8,0xc(%rcx)

0x00000000122136480: **jbe** 0x0000000012213693a

0x00000000122136486: **vmovss** %xmm0,0x30(%rcx) ;\*fastore {reexecute=0 rethrow=0 return\_oop=0}  
; - com.jogamp.opengl.math.FloatUtil::multMatrix@188 (line 1577)

Move/Merge Scalar Single Precision FP (AVX)