

```
inline void bitMultG512(uint8_t *s, uint8_t *dEncoded)
{
    //Here s is 64 bytes, Divided to 32 bytes each.
    uint8_t *s1 = (uint8_t *) s;
    uint8_t *s2 = (uint8_t *) s + 32;
    __m256i result;
    __m256i temp1 = _mm256_loadu_si256((__m256i*)operand1);
    __m256i temp2 = _mm256_loadu_si256((__m256i*)operand2);
    result = _mm256_xor_si256(temp1,temp2);
    _mm256_storeu_si256((__m256i*)destn, result);
    bitMultG256((uint8_t *) s1, dEncoded);
    bitMultG256((uint8_t *) s2, dEncoded);
}
```