

```

... first visit: beyond depth limit, push into Unknown and Visited. second visit: skipped
...
%load = load <4 x i32>, ptr %sv_flags, !tbaa !24
... first visit: beyond depth limit, push into Unknown and Visited. second visit: skipped
...
%and = and <4 x i32> %shuf0, <i32 255, i32 65280, i32 16826623, i32 2097152>
... push into Visited and Harvested push into worklist push into worklist
%eq = icmp eq <4 x i32> %and, %load
... push into Visited and Harvested push into worklist push into worklist
%ne = icmp ne <4 x i32> %and, %load
... push into Visited and Harvested push into worklist push into worklist
... %shuf1 = shufflevector <4 x i1> %eq, <4 x i1> %ne, <4 x i32> <i32 0, i32 5, i32 2, i32 7>
...

```

extract

```

define <4 x i1> @src(<4 x i32> %x, <4 x i32> %y) {
entry:
    %0 = icmp eq <4 x i32> %x, %y
    %1 = icmp ne <4 x i32> %x, %y
    %2 = shufflevector <4 x i1> %0, <4 x i1> %1, <4 x i32> <i32 0, i32 5, i32 2, i32 7>
    ret <4 x i1> %2
}

```