```
...
...
  %load = load <4 x i32>, ptr %sv_flags, !tbaa !24
```

```
...
...
  %and = and <4 x i32> %shuf0, <i32 255, i32 65280, i32 16826623, i32 2097152>
```

```
...
...
  %eq = icmp eq <4 x i32> %and, %load
```

```
...
...
  %ne = icmp ne <4 x i32> %and, %load
```

```
...
...
  %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
}
```