

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
float x[3];
```

```
float y[3];
```

```
float distance;
```

```
#define distance_sse(arg1, arg2)\
```

```
__asm__ __volatile__(\
```

```
    "movss %1, %%xmm0\n"\
```

```
    "movss %2, %%xmm1\n"\
```

```
    "movss %3, %%xmm2\n"\
```

```
    "movss %4, %%xmm3\n"\
```

```
    "movss %6, %%xmm4\n"\
```

```
    "movss %6, %%xmm5\n"\
```

```
    "subps %%xmm3, %%xmm0\n"\
```

```
    "subps %%xmm4, %%xmm1\n"\
```

```
    "subps %%xmm5, %%xmm2\n"\
```

```
    "mulps %%xmm0, %%xmm0\n"\
```

```
    "mulps %%xmm1, %%xmm1\n"\
```

```
    "mulps %%xmm2, %%xmm2\n"\
```

```
    "addps %%xmm1, %%xmm0\n"\
```

```
    "addps %%xmm2, %%xmm0\n"\
```

```
    "sqrtss %%xmm0, %%xmm1\n"\n    "movss %%xmm1, %0\n"\n    : "m"(distance) \n    : "m"(arg1[0]), "m"(arg1[1]), "m"(arg1[2]), "m"(arg2[0]), "m"(arg2[1]), "m"(arg2[2]) \n    );
```

```
x[0]=11;
```

```
x[1]=2;
```

```
x[2]=3;
```

```
y[0]=-1;
```

```
y[1]=-2;
```

```
y[2]=-33;
```

```
distance_sse(x,y);
```

```
printf("%f", distance);
```

```
}
```