



```
double x[10];
```

```
for (int i = 0; i < 10; ++i) {
```

```
    x[i] *= 2.0;
```

```
}
```

- `sizeof (double)` is 8
- `alignof (double)` is 8
- vectorization factor is 2
- 128-bit (i.e., 16-byte) vector register
- vector load/store requires alignment on 16-byte boundary