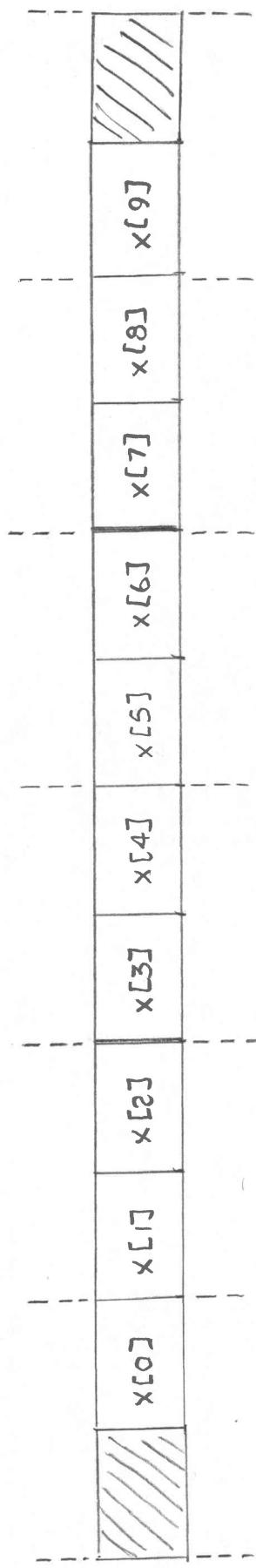


16-byte boundary



```
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