Figure 1: Compute rate in Gflops/s for three differnet versions of a three-point stencil. Input size is 99900000 or about 800 MB per vector for the naive implementation, and 999000000 or 8 GB, for the other implementations. All versions use 300 iterations. Averaged over 10 runs, with error bars from the slowest to fastest run. The first one is a naive version, the second one is optimised for reuse in the L2 cache, and the last one is optimised for reuse on the register level as well, using avx2 instructions.