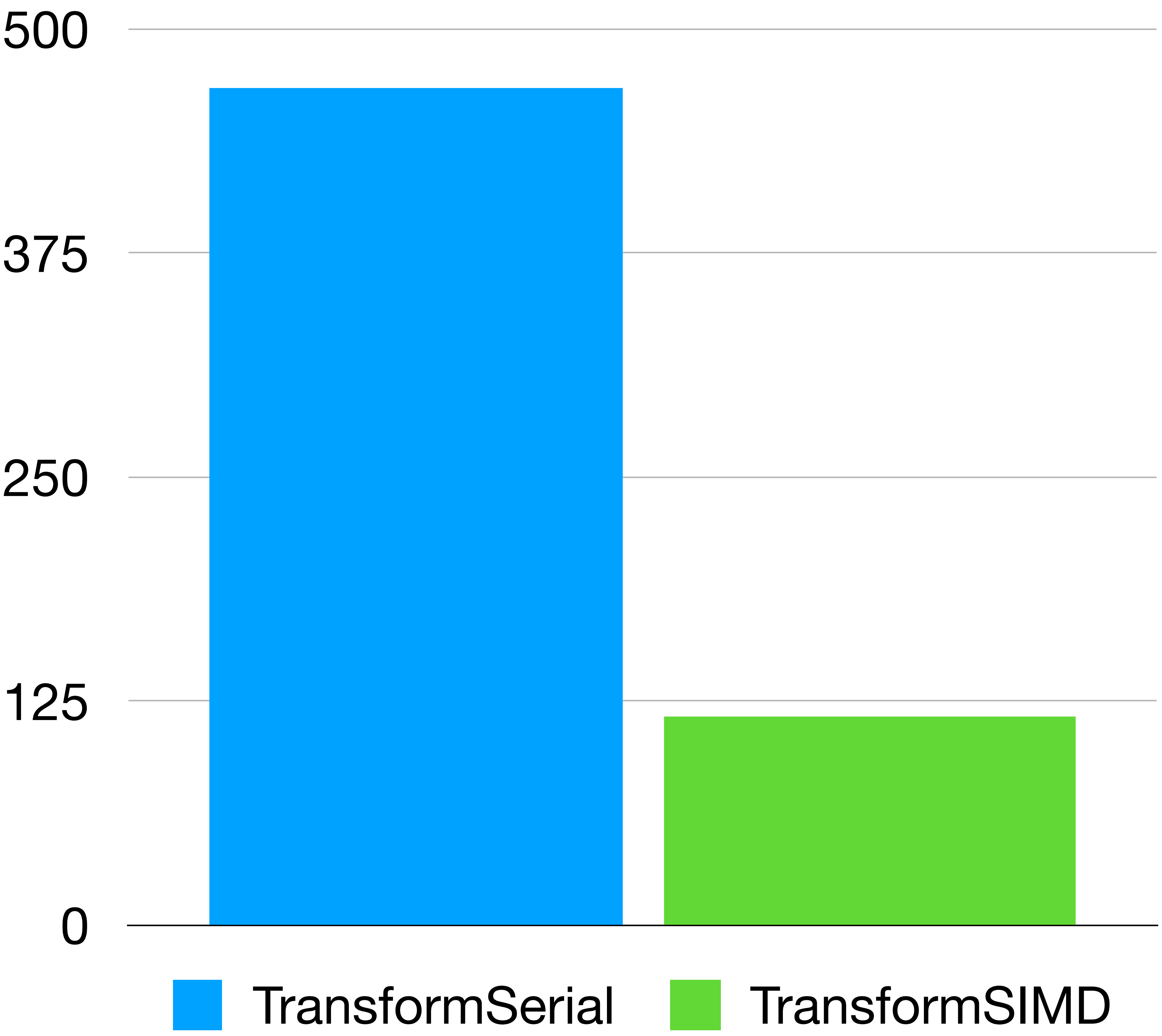
```cpp
// Return 256 random floats +-1.0f
static const std::vector<float>& getBufferData();

static void TransformXXX(benchmark::State& state)
{
  const auto& v = getBufferData();
  auto copy = v;

  for (auto _ : state)
  {
    std::transform (v.begin(), v.end(), copy.begin(), copy.end(),
                    [] (auto v1, auto v2) { return v1 + v2; });
  }
}
BENCHMARK(TransformXXX);
```


500
375
250
125
0
TransformSerial
TransformSIMD

4x Faster

https://quick-bench.com/q/p0J2y_b8quwaJ560iDSBL_SgjzI

48

```cpp
// Return 256 random floats +-1.0f
static const std::vector<float>& getBufferData();

static void TransformXXX(benchmark::State& state)
{
  const auto& v = getBufferData();
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  for (auto _ : state)
  {
    std::transform (v.begin(), v.end(), copy.begin(), copy.end(),
                    [] (auto v1, auto v2) { return v1 + v2; });
  }
}
BENCHMARK(TransformXXX);
```

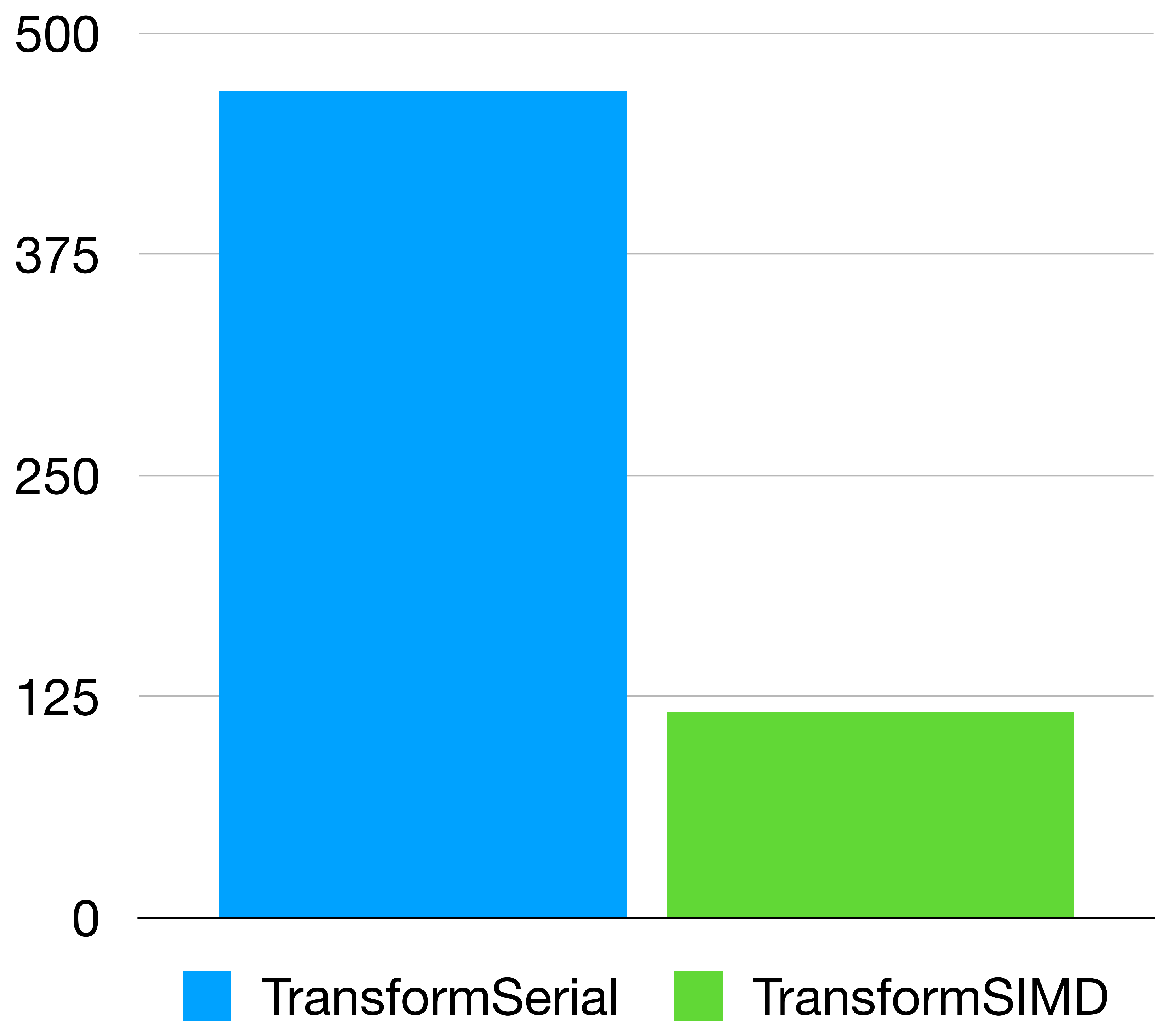

4x Faster

https://quick-bench.com/q/p0J2y_b8quwaJ560iDSBL_SgjzI

```
#include <algorithm>

const auto v = { 566, … };

static void MinAndMaxElement(benchmark::State& state)
{
  for (auto _ : state)
  {
    const auto min = std::min_element (begin(v), end(v));
    const auto max = std::max_element (begin(v), end(v));

    // Make sure the variable is not optimized away by compiler
    benchmark::DoNotOptimize(min);
    benchmark::DoNotOptimize(max);
  }
}
// Register the function as a benchmark
BENCHMARK(MinAndMaxElement);

static void MinMaxElement(benchmark::State& state)
{
  for (auto _ : state)
  {
    const auto [min, max] = std::minmax_element (begin(v), end(v));

    // Make sure the variable is not optimized away by compiler
    benchmark::DoNotOptimize(min);
    benchmark::DoNotOptimize(max);
  }
}
// Register the function as a benchmark
BENCHMARK(MinMaxElement);
```

https://quick-bench.com/q/QnasARJ8vPBHjkdkCUpxW-4m5f0