```
10 block
    block" size = 4
is = ib * blocksize is + blocksize
    - La<sub>0</sub> a<sub>1</sub> a<sub>2</sub> a<sub>3</sub> a<sub>4</sub> a<sub>5</sub> a<sub>6</sub> a<sub>7</sub>
        is < i < is + blocksize
     for (ib = 0; ib < block Size; ib++)
           is = jb * bocksize;
           for (i=is; i<(is + blocksize); i++)
                a[i] = . - -
   loop unroll factor = 4
        \begin{bmatrix} a_0 & a_1 & a_2 & a_3 & a_4 & a_5 & a_6 & a_7 \end{bmatrix}
i + 1 + i + 2 + i + 3
      for (i=0; icarraySize; i+= unrollFact)
           a[i] = · - ·
            a[i+1] = ...
            a[i+2] = ...
            a[i+3] = ...
```