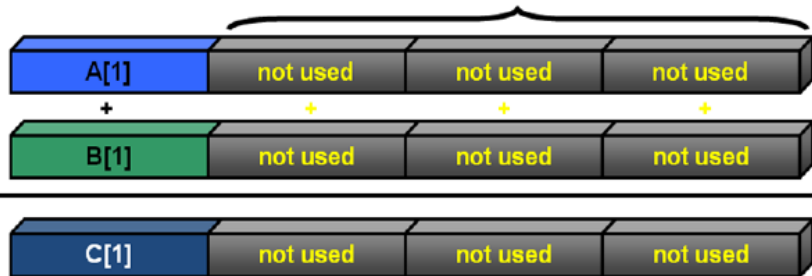


## Bez vektorizace

```
for (i = 0; i < MAX; i++)  
{  
    c[i] = a[i] + b[i];  
}
```

e.g. 3 x 32-bit unused integers



## Vektorizováno

```
for (i = 0; i < MAX; i+=4)  
{  
    c[i:4] = a[i:4] + b[i:4];  
}
```

