
Subject: Re: SSE2(/AVX) and alignment issues
Posted by [dolik.rce](#) on Sun, 30 Jan 2011 20:48:55 GMT
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mirek wrote on Sun, 30 January 2011 20:08I mean something like

```
DoubleVector x(200), y(200);  
double a;
```

```
x = a * x + y;
```

and then, in implementation, use SSE2 or AVX or whatever to speed things up...

At this point, allocation is internal bussines of DoubleVector and alignment does not cause any problems anymore.

Great, that looks cool and makes a lot of sense. I actually use classes like this (no optimzation) just to make some computations code readable. If it would be SSE/AVX optimized, it would definitely give great performance boost to some of my apps.

So I definitely vote for this option

Honza
