

Matrix-vector product: column-wise access

In this exercise, we will implement a function that performs a matrix-vector multiplication

$$y \leftarrow \alpha Ax + \beta y$$

where A is an $m \times n$ matrix, x is a vector of length n , y is a vector of length m , and α and β are scalars.

Download the lab materials from [Autolab](#) using the “Download handout” link. This includes a template `my_dgemv_v2.c` for your implementation and a header file `my_dgemv_v2.h`, which defines the `array2d_t` and `array_t` data structures. You do not need to upload the header file when you submit your solution.

The function in the template has the following prototype:

```
int my_dgemv_v2(
    double alpha,
    double beta,
    const array2d_t *A,
    const array_t *x,
    array_t *y
);
```

The function should return `1` in case of errors or invalid input, and other it should return `0`.

Use two nested loops: the *outer loop* should loop over j (corresponding to the sum over j) and the *inner loop* should loop over i (corresponding to the m elements of y). In other words, the elements of A should be visited column-by-column.

Submit your solution to [Autolab](#) using the “Submit file” link.

Solution

```
#include "my_dgemv_v2.h"

int my_dgemv_v2(
    double alpha,
    double beta,
    const array2d_t *A,
    const array_t *x,
    array_t *y)
{
    if (!A || !x || !y)
        return 1;
    if (A->shape[1] != x->len || A->shape[0] != y->len)
        return 1;

    size_t m = A->shape[0];
    size_t n = A->shape[1];
    double *px = x->val;
    double *py = y->val;

    for (size_t i = 0; i < m; i++)
        py[i] *= beta;

    if (A->order == RowMajor)
    {
        for (size_t j = 0; j < n; j++)
        {
            double *pA = A->val + j;
            for (size_t i = 0; i < m; i++)
            {
                py[i] += alpha * pA[i * n] * px[j]; // stride n
            }
        }
    }
    else
    {
        for (size_t j = 0; j < n; j++)
        {
            double *pA = A->val + j * m;
            for (size_t i = 0; i < m; i++)
            {
                py[i] += alpha * pA[i] * px[j]; // stride 1
            }
        }
    }
    return 0;
}
```