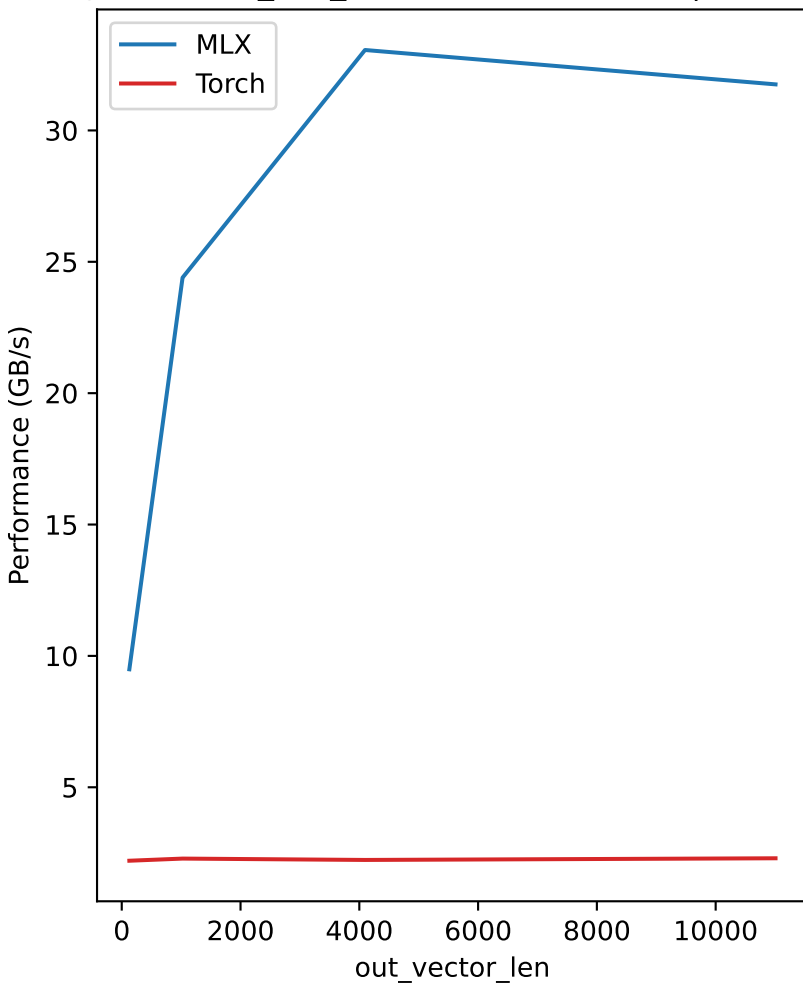
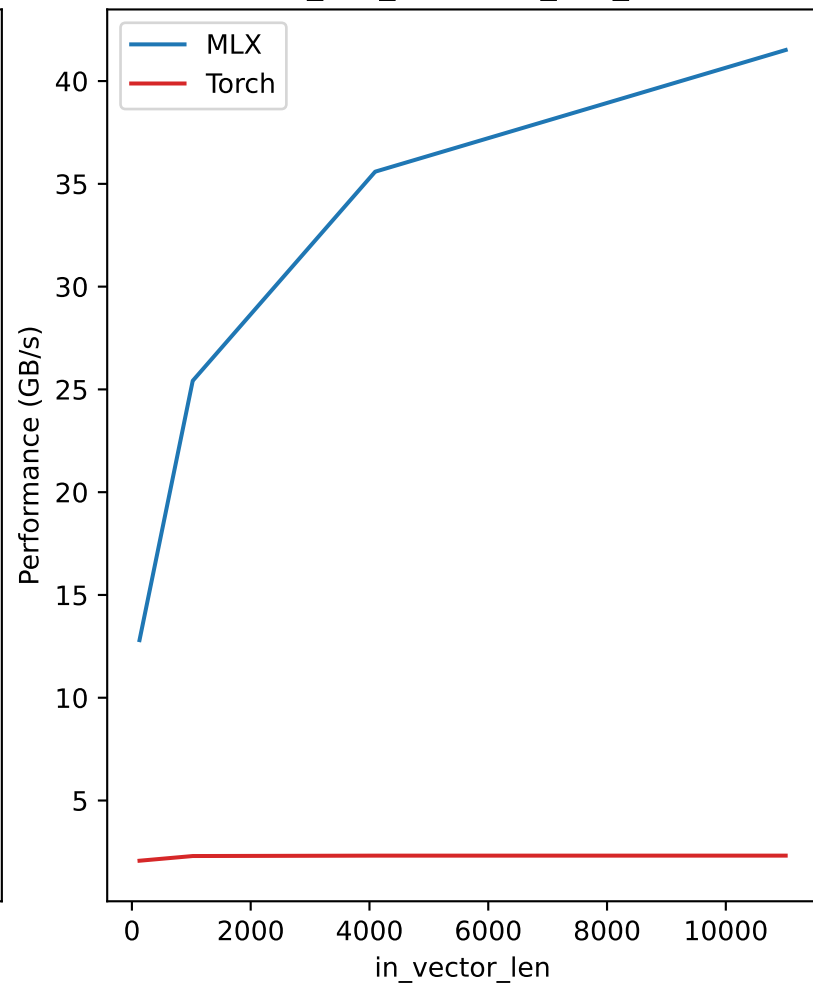


# unknown: float16 gemv

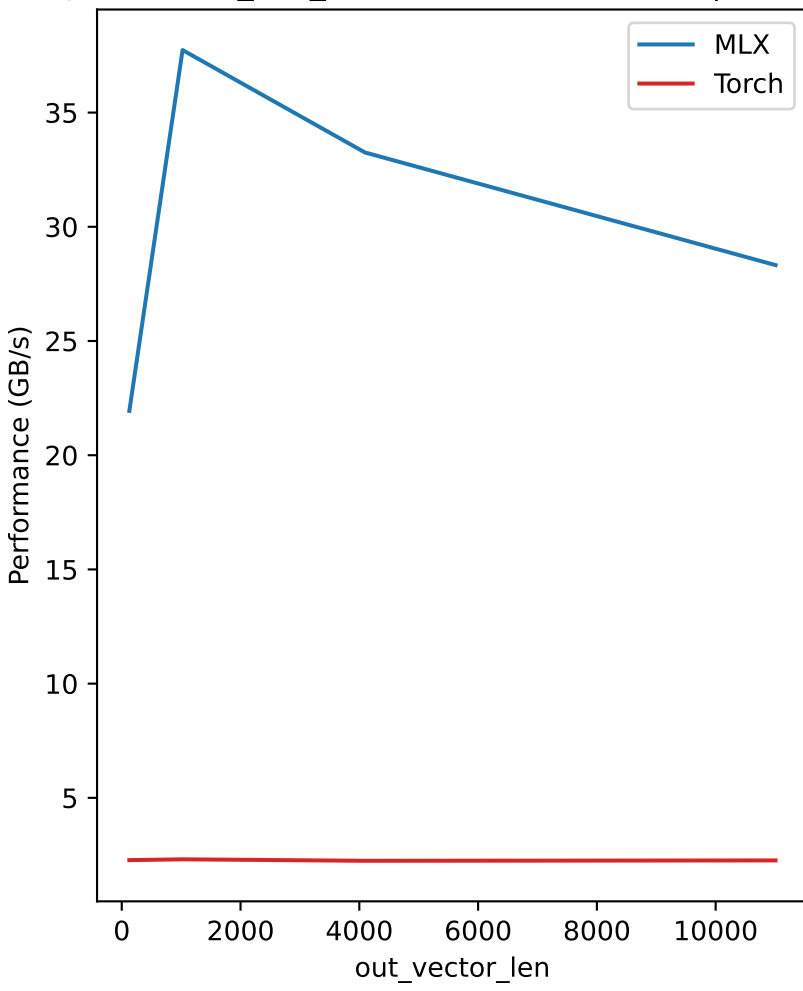
gemv ([out\_vec\_len, 512] X [512, 1] ) | float16



([512, in\_vec\_len] X [in\_vec\_len, 1] )



gemv ([out\_vec\_len, 2048] X [2048, 1] ) | float16



([2048, in\_vec\_len] X [in\_vec\_len, 1] )

