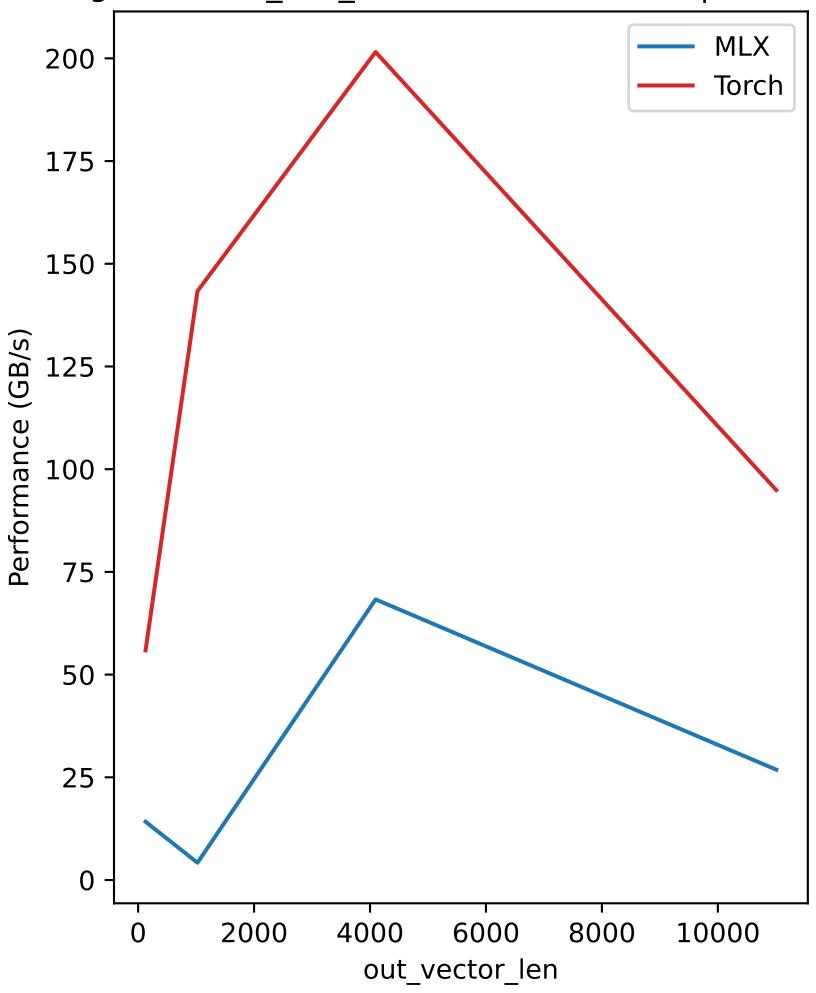
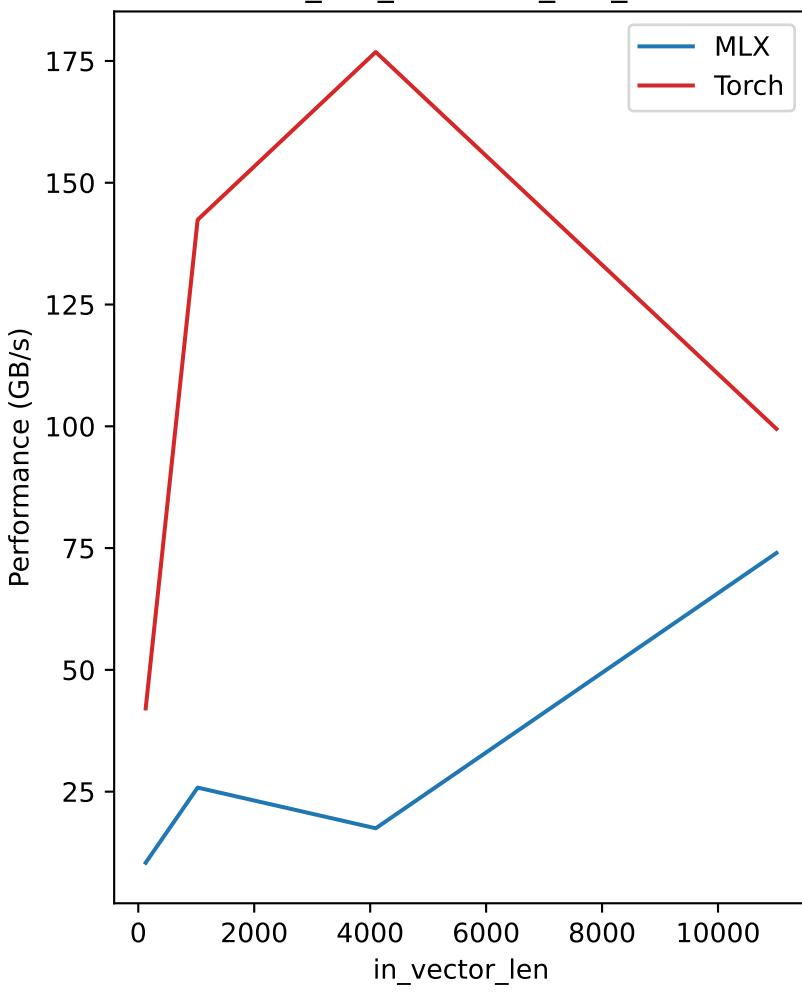


unknown: float32 gemv

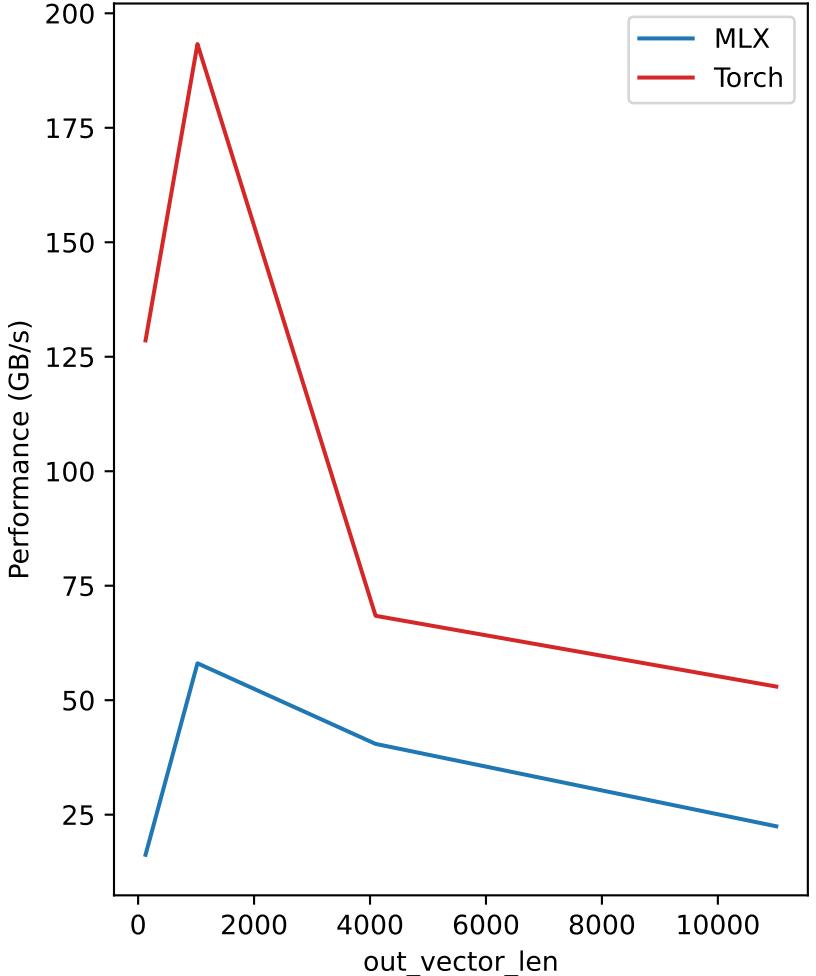
gemv ([out_vec_len, 512] X [512, 1]) | float32



([512, in_vec_len] X [in_vec_len, 1])



gemv ([out_vec_len, 2048] X [2048, 1]) | float32



([2048, in_vec_len] X [in_vec_len, 1])

