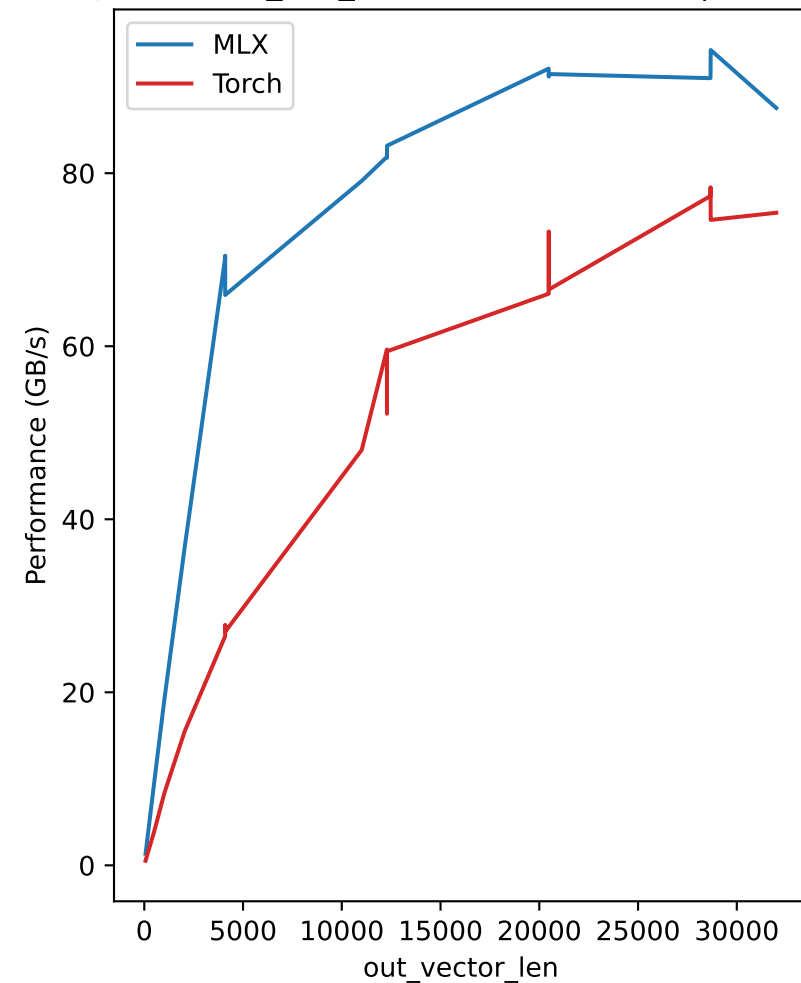
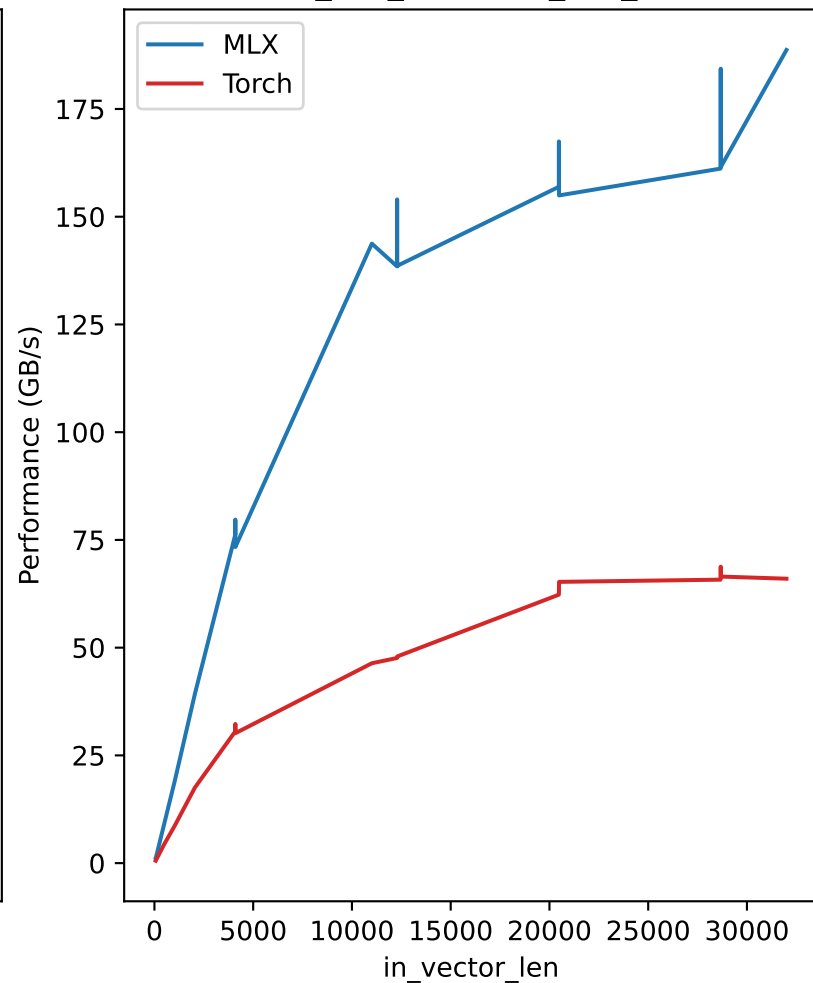


Apple M2: float16 gemv

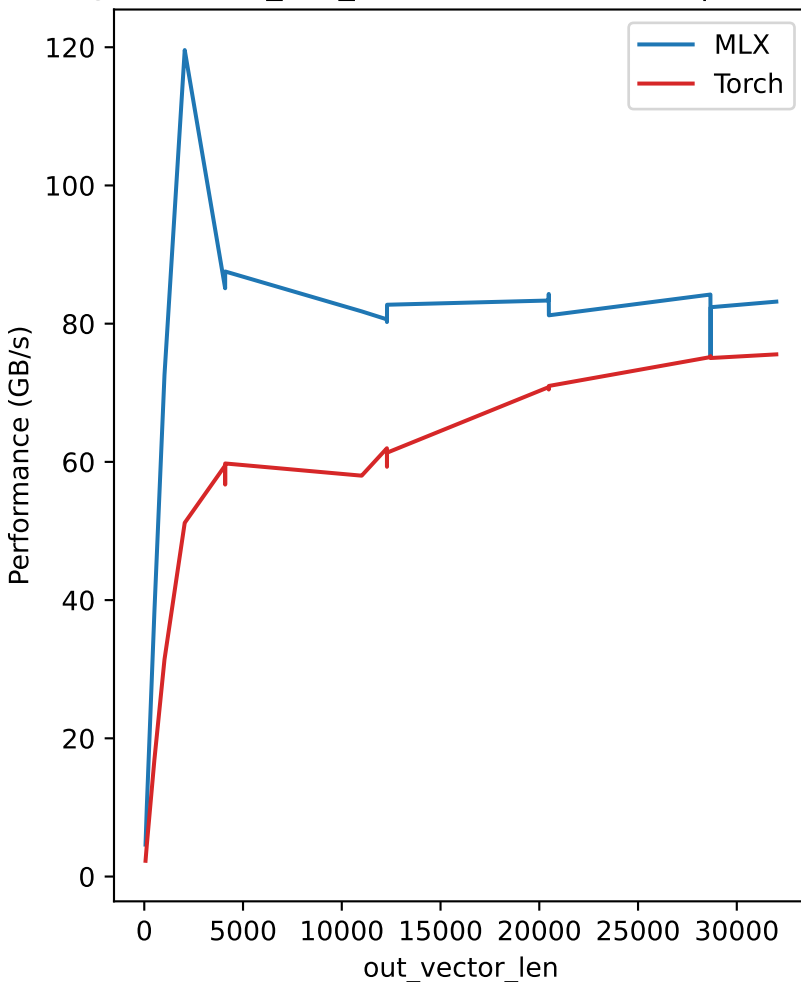
gemv ([out_vec_len, 128] X [128, 1]) | float16



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



gemv ([out_vec_len, 512] X [512, 1]) | float16



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

