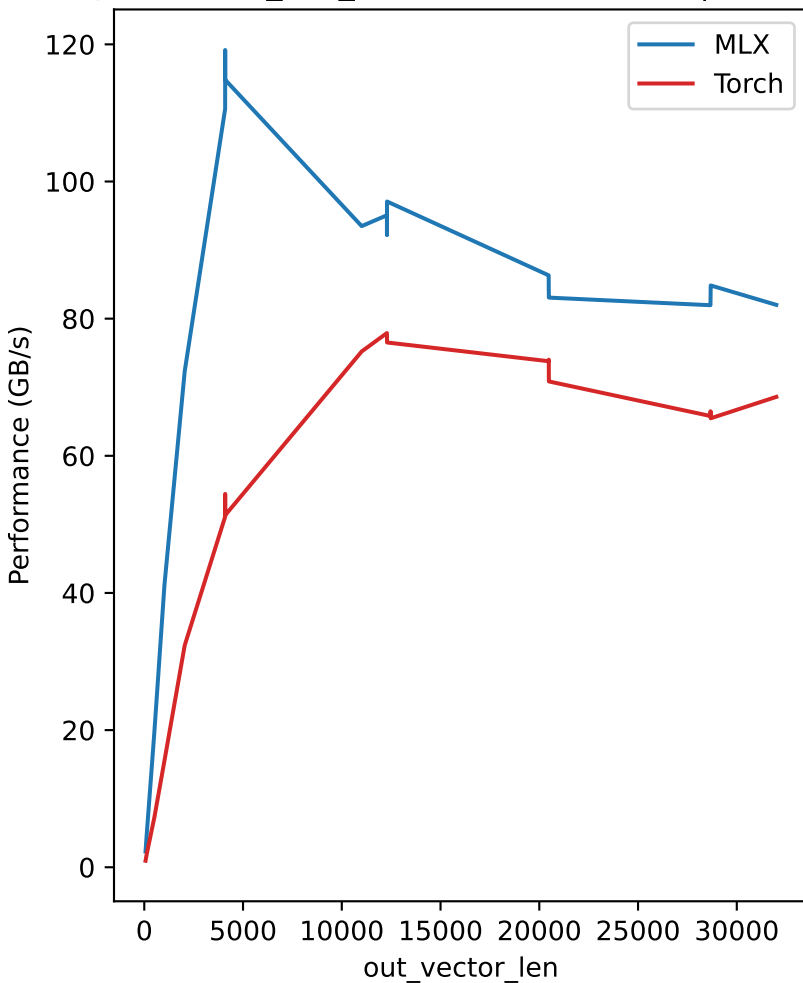
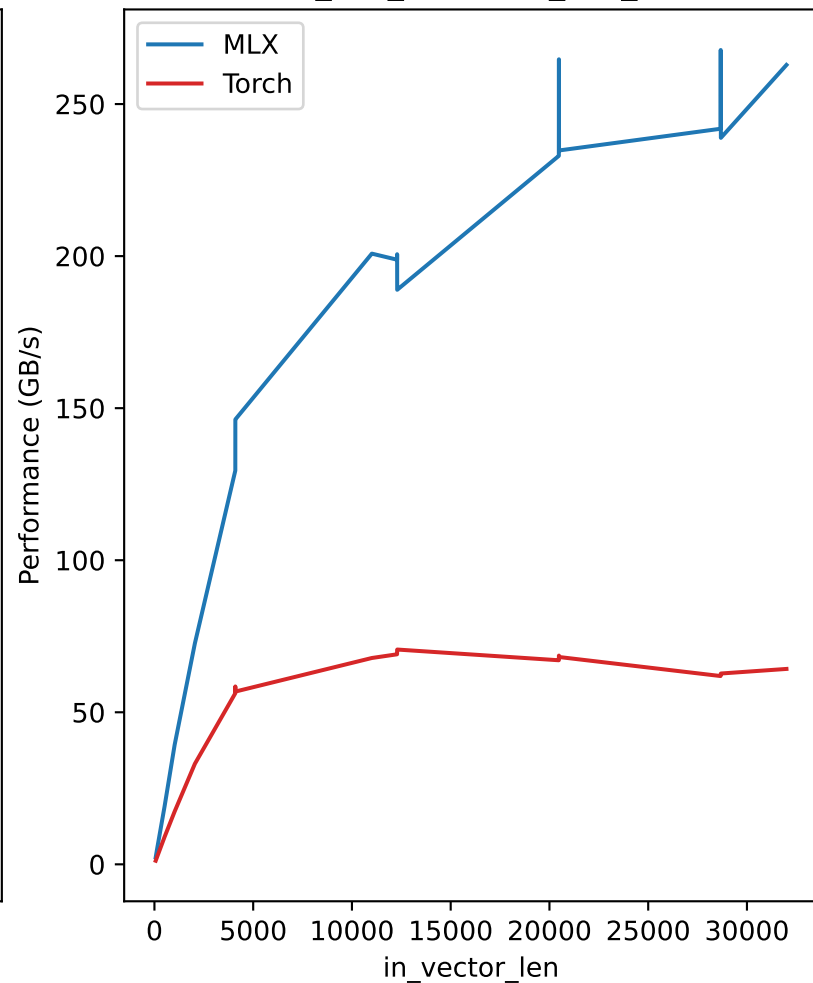


# Apple M2: float32 gemv

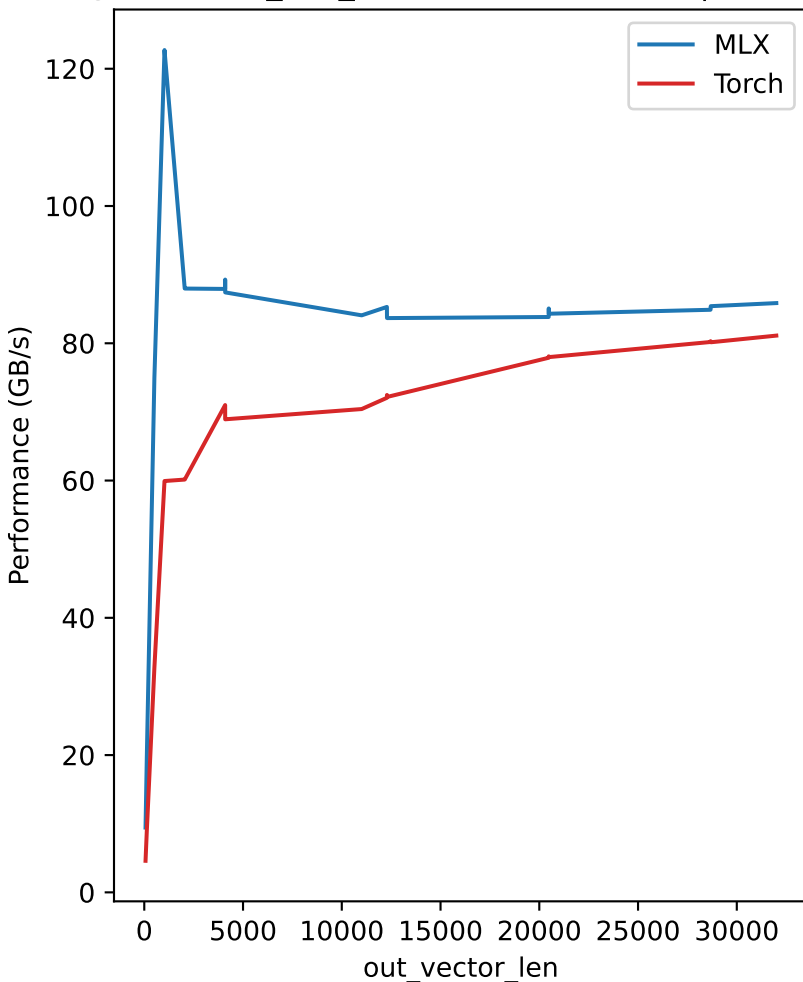
gemv ([out\_vec\_len, 128] X [128, 1] ) | float32



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



gemv ([out\_vec\_len, 512] X [512, 1] ) | float32



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

