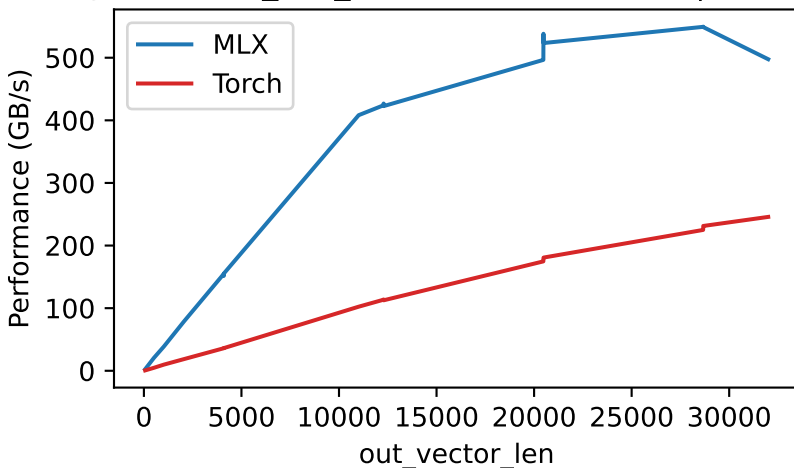
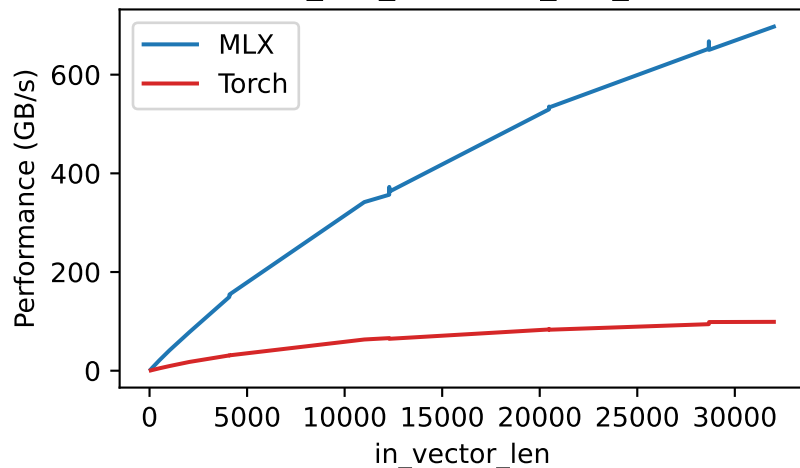


# Apple M2 Ultra: float32 gemv

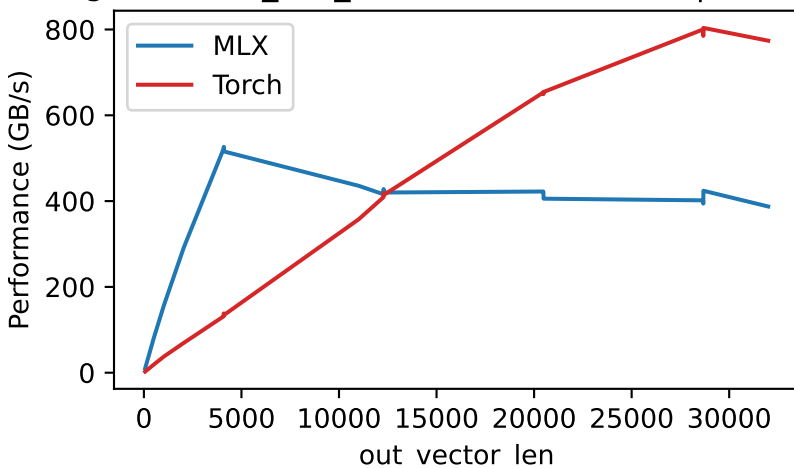
gemv ([out\_vec\_len, 128] X [128, 1] ) | float32



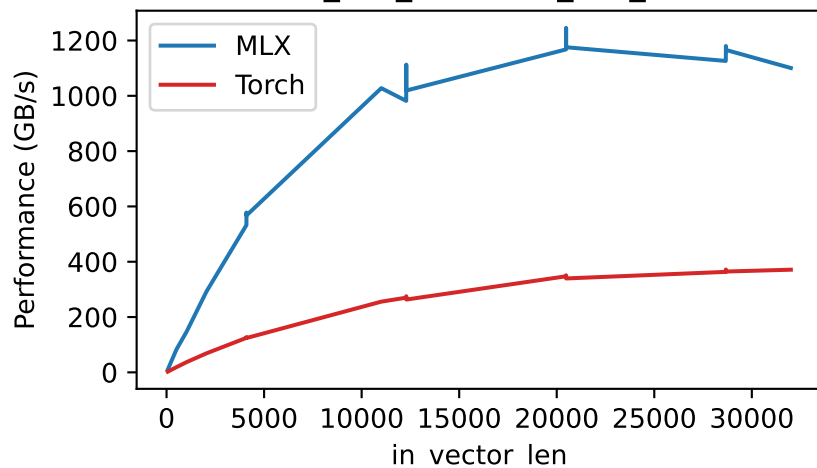
gemv ([128, in\_vec\_len] X [in\_vec\_len, 1] ) | float32



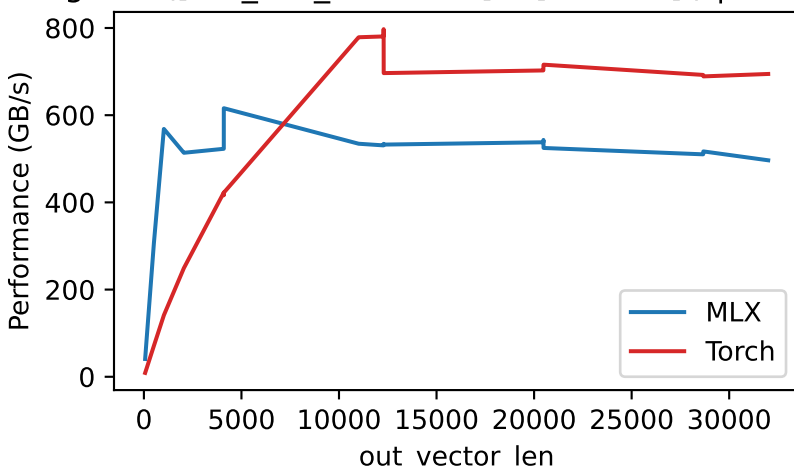
gemv ([out\_vec\_len, 512] X [512, 1] ) | float32



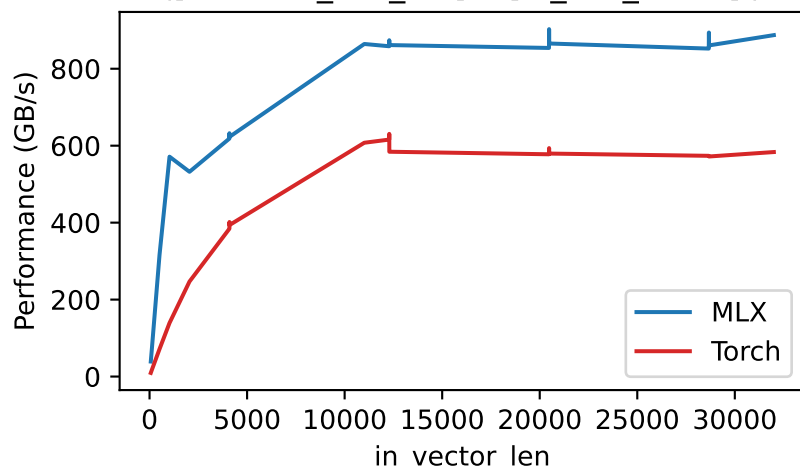
gemv ([512, in\_vec\_len] X [in\_vec\_len, 1] ) | float32



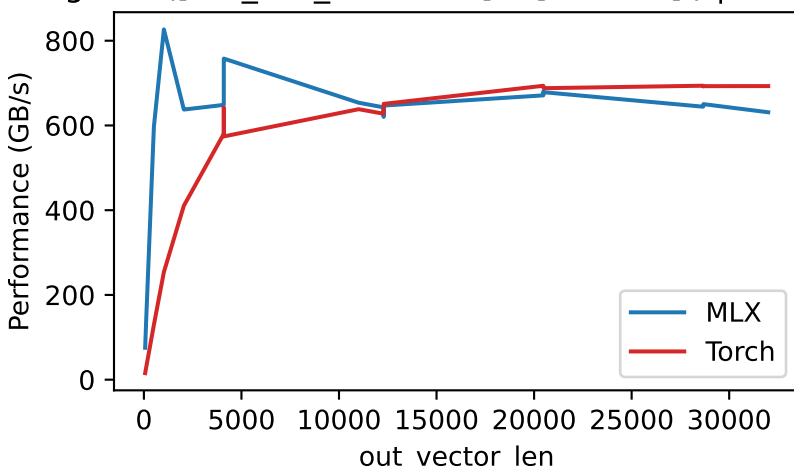
gemv ([out\_vec\_len, 2048] X [2048, 1] ) | float32



gemv ([2048, in\_vec\_len] X [in\_vec\_len, 1] ) | float32



gemv ([out\_vec\_len, 4096] X [4096, 1] ) | float32



gemv ([4096, in\_vec\_len] X [in\_vec\_len, 1] ) | float32

