public static void dGemv(

double[] aStore, int aOffset, int aRowStride, int aColStride,

double[] xStore, int xOffset, int xStride,

double[] yStore, int yOffset, int yStride,

int rows, int cols

)

{

int aIndex = aOffset;

int yIndex = yOffset;

for (int n = 0; n < rows; n++)

{

yStore[yIndex] += BlasL1.dDot(aStore, aIndex, aColStride, xStore, xOffset, xStride, cols);

aIndex += aRowStride;

yIndex += yStride;

}

}

3ms