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1  subroutine hecmw_matvec_33 (hecMESH, hecMAT, X, Y, COMMtime)
2
3  type (hecmwST_local_mesh), intent(in) :: hecMESH
4  type (hecmwST_matrix), intent(in), target :: hecMAT
5  real(kind=kreal), intent(in) :: X(:)
6  real(kind=kreal), intent(out) :: Y(:)
7  real(kind=kreal), intent(inout), optional :: COMMtime
8
9  integer(kind=kint) :: N, NP
10 integer(kind=kint), pointer :: indexL(:), itemL(:), indexU(:), itemU(:)
11 real(kind=kreal), pointer :: AL(:), AU(:), D(:)
12
13     N = hecMAT%N
14     NP = hecMAT%NP
15     indexL => hecMAT%indexL
16     indexU => hecMAT%indexU
17     itemL => hecMAT%itemL
18     itemU => hecMAT%itemU
19     AL => hecMAT%AL
20     AU => hecMAT%AU
21     D => hecMAT%D
22
23     call hecmw_update_3_R (hecMESH, X, NP)
24
25     do i = startPos(blockIndex), endPos(blockIndex)
26         X1= X(3*i-2)
27         X2= X(3*i-1)
28         X3= X(3*i )
29         YV1= D(9*i-8)*X1 + D(9*i-7)*X2 + D(9*i-6)*X3
30         YV2= D(9*i-5)*X1 + D(9*i-4)*X2 + D(9*i-3)*X3
31         YV3= D(9*i-2)*X1 + D(9*i-1)*X2 + D(9*i )*X3
32
33         jS= indexL(i-1) + 1
34         jE= indexL(i )
35         do j= jS, jE
36             in = itemL(j)

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1         X1= X(3*in-2)
2         X2= X(3*in-1)
3         X3= X(3*in )
4         YV1= YV1 + AL(9*j-8)*X1 + AL(9*j-7)*X2 + AL(9*j-6)*X3
5         YV2= YV2 + AL(9*j-5)*X1 + AL(9*j-4)*X2 + AL(9*j-3)*X3
6         YV3= YV3 + AL(9*j-2)*X1 + AL(9*j-1)*X2 + AL(9*j )*X3
7     enddo
8     jS= indexU(i-1) + 1
9     jE= indexU(i )
10    do j= jS, jE
11        in = itemU(j)
12        ! if (async_matvec_flg .and. in > N) cycle
13        X1= X(3*in-2)
14        X2= X(3*in-1)
15        X3= X(3*in )
16        YV1= YV1 + AU(9*j-8)*X1 + AU(9*j-7)*X2 + AU(9*j-6)*X3
17        YV2= YV2 + AU(9*j-5)*X1 + AU(9*j-4)*X2 + AU(9*j-3)*X3
18        YV3= YV3 + AU(9*j-2)*X1 + AU(9*j-1)*X2 + AU(9*j )*X3
19    enddo
20    Y(3*i-2)= YV1
21    Y(3*i-1)= YV2
22    Y(3*i )= YV3
23 enddo
24 enddo
25
26 end subroutine hecmw_matvec_33_inner
27

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