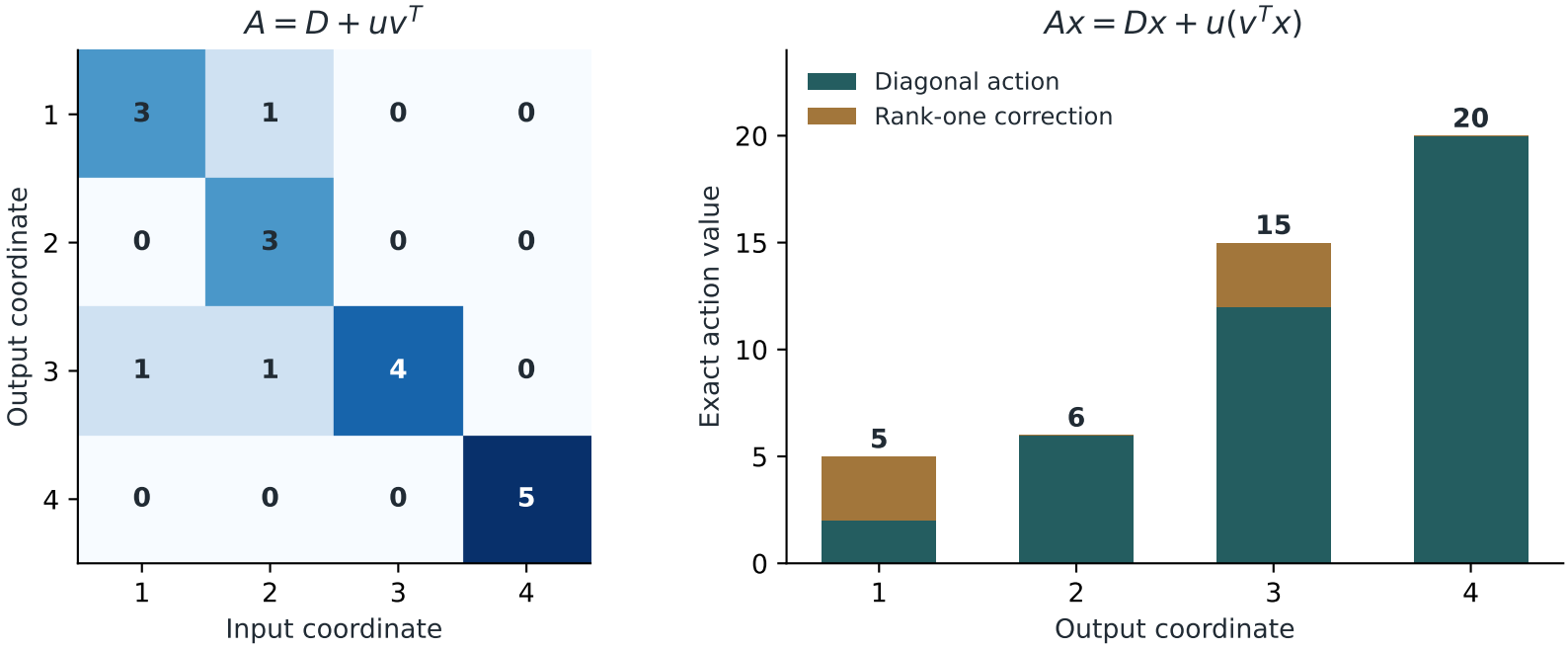

$A = D + uv^T$
Output coordinate
Input coordinate
1
2
3
4
3
1
0
0
0
3
0
0
1
1
4
0
0
0
0
5
$Ax = Dx + u(v^T x)$
Diagonal action
Rank-one correction
Exact action value
Output coordinate
0
5
10
15
20
5
6
15
20