```
VkShaderResourceUsageAMD

+ numUsedVgprs
+ numUsedSgprs
+ ldsSizePerLocalWorkGroup
+ ldsUsageSizeInBytes
+ scratchMemUsageInBytes
```

+resourceUsage

VkShaderStatisticsInfoAMD

+ shaderStageMask
+ numPhysicalVgprs
+ numPhysicalSgprs
+ numAvailableVgprs
+ numAvailableSgprs

+ computeWorkGroupSize