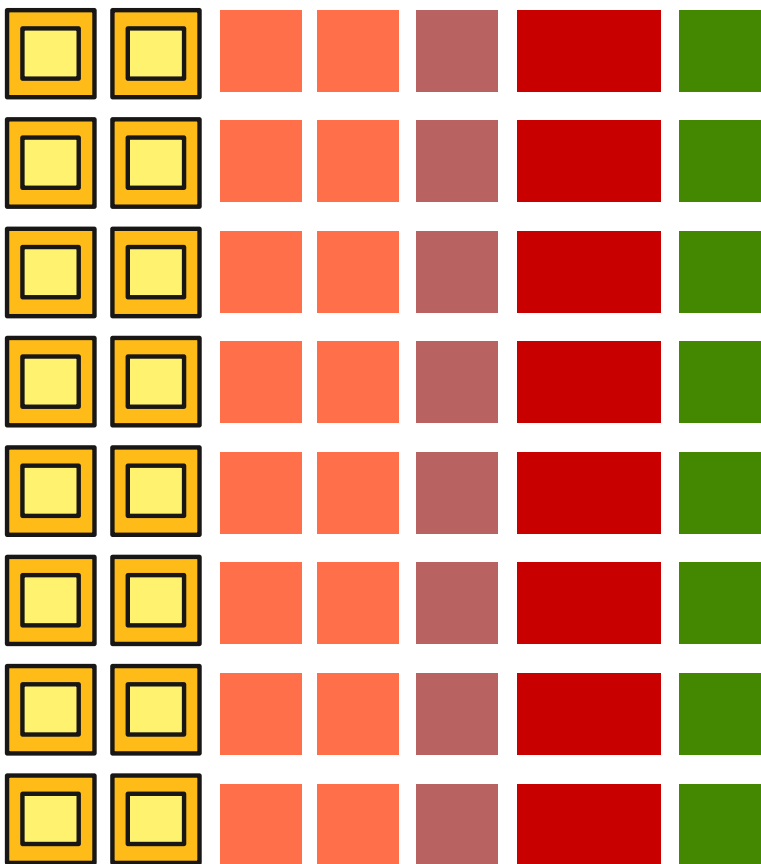


Fetch/ Decode



R0	0	1	2	...	30	31
R1				Warp 0		
R2						
...						
R0				Warp 4		
R1						
R2						
...						
...						
R0				Warp 60		
R1						
R2						
...						