

ldst_unit::cycle



```
graph LR; A[ldst_unit::cycle] --> B[shader_core_ctx::dec_inst_in_warp]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'ldst_unit::cycle'. The right box is gray with a black border and contains the text 'shader_core_ctx::dec' on the top line and '_inst_in_warp' on the bottom line. A blue arrow points from the right side of the left box to the left side of the right box.

shader_core_ctx::dec
_inst_in_warp