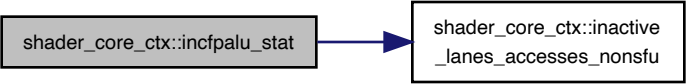


shader\_core\_ctx::incfpalu\_stat



```
graph LR; A[shader_core_ctx::incfpalu_stat] --> B[shader_core_ctx::inactive_lanes_accesses_nonsfu]
```

shader\_core\_ctx::inactive  
\_lanes\_accesses\_nonsfu