

GPU Assembler																																		
Instruction	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00		
nop	00000					condition																												
ploadf_l loadf_h ploadu_l loadu_h ploadaddr_l loadaddr_h	00001					condition					k															l_h		rc						
copy fabs fneg fnabs	00010					condition					k_ra		k						sel						rc									
ra																																		
fmulp2	00011					condition					k_ra		k			p2						rc												
ra																																		
fadd fsub	00100					condition					k_ra		k						sel		rb				rc									
ra																																		
fmul	00101					condition					k_ra		k						rb				rc											
ra																																		
fdiv	00110					condition					k_ra		k						rb				rc											
ra																																		
fmin fmax	00111					condition					k_ra		k						sel		rb				rc									
ra																																		
trunc round ceil floor	01000					condition					k_ra		k						sel		rc													
ra																																		
ftou8_ll ftou8_lh ftou8_hl ftou8_hh	01001					condition					k_ra		k						sel		rb				rc									
ra																																		
ftou16_l ftou16_h	01010					condition					k_ra		k						sel		rb				rc									
ra																																		
ftou32	01011					condition					k_ra		k												rc									
ra																																		
u8tof_ll u8tof_lh u8tof_hl u8tof_hh	01100					condition													sel		rb				rc									
u16tof_l u16tof_h	01101					condition																	sel		rb				rc					
u32tof	01110					condition																				rb				rc				
fcomp_l fcomp_le fcomp_e fcomp_ge fcomp_g fcomp_ne fcomp_u	01111					condition					k_ra		k						sel		rb				cr									
ra																																		
add	10000					condition					1	ra										rb				rc								
load_addr	10001					condition					rc																							
store_addr	10010					condition															000		rb											
d_load i_load, pop load load_d load i	10011					condition															sel		rb				rc							

d_store i_store store store_d, push store_i	10100	condition	k_ra		k		sel	rb	
				ra					
jump rcall	10101	condition	k			sel	111	k	
goto call	10110	condition				sel	111	rb	
ret	10111	condition					010		
stop_core	11000	condition							
irq	11001	condition							