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1  //
2  // Generated by NVIDIA NVVM Compiler
3  //
4  // Compiler Build ID: CL-23920284
5  // Cuda compilation tools, release 9.2, V9.2.88
6  // Based on LLVM 3.4svn
7  //
8
9  .version 6.2
10 .target sm_30
11 .address_size 64
12
13     // .globl    _Z6VecAddPfj
14
15 .visible .entry _Z6VecAddPfj(
16     .param .u64 _Z6VecAddPfj_param_0,
17     .param .u32 _Z6VecAddPfj_param_1
18 )
19 {
20     .reg .pred    %p<3>;
21     .reg .f32     %f<2>;
22     .reg .b32     %r<7>;
23     .reg .f64     %fd<2>;
24     .reg .b64     %rd<5>;
25
26
27     ld.param.u64    %rd2, [_Z6VecAddPfj_param_0];
28     ld.param.u32    %r2, [_Z6VecAddPfj_param_1];
29     mov.u32         %r3, %tid.x;
30     mov.u32         %r4, %ctaid.x;
31     mov.u32         %r5, %ntid.x;
32     mad.lo.s32      %r1, %r4, %r5, %r3;
33     setp.ge.u32     %p1, %r1, %r2;
34     @%p1 bra        BB0_3;
35
36     cvta.to.global.u64 %rd3, %rd2;
37     mul.wide.s32     %rd4, %r1, 4;
38     add.s64          %rd1, %rd3, %rd4;
39     ld.global.f32     %f1, [%rd1];
40     cvt.f64.f32      %fd1, %f1;
41     setp.geu.f64     %p2, %fd1, 0d3FDCCCCCCCCCCCCD;
42     @%p2 bra        BB0_3;
43
44     mov.u32          %r6, 897988541;
45     st.global.u32     [%rd1], %r6;
46
47 BB0_3:
48     ret;
49 }
50
51
52

```