

Require: Warps $W \leftarrow \{w_1, \dots, w_N\}$ assigned to warp scheduler s .

Require: Last issued warp $w' \in \emptyset \cup W$ assigned to warp scheduler s .

$W' \leftarrow \text{sorted}(w)$ (oldest warps first)

$W' \leftarrow w' \cup W'$

issued $\leftarrow 0$

for $w \in W$ **do**

while $w.\text{has_instruction}()$ and not $w.\text{waiting}()$ and not $w.\text{at_barrier}()$ **do**

if issued ≥ 2 **then**

break

▷ can issue up to 2 instructions per cycle

end if

 instruction $\leftarrow \text{get_warp_instruction}(w)$

if scoreboard.has_collision(instruction) **then**

continue

end if

 exec_unit $\leftarrow \text{get_exec_unit}(instruction)$

if not already_issued_to(exec_unit) and can_issue(instruction, exec_unit)

then

 issue(instruction, exec_unit)

 issued++

$w' \leftarrow \{w\}$

end if

end while

if issued > 0 **then**

return

▷ instructions must come from same warp

end if

end for