All instruction in worker.wasm

Control

* br
* br\_if
* br\_table
* call
* call\_indirect
* else
* if
* loop
* nop
* return
* then
* unreachable

Memory

* get\_global
* get\_local
* set\_global
* set\_local
* tee\_local

Numeric

* i32.add
* i32.and
* i32.const
* i32.div\_u
* i32.eq
* i32.eqz
* i32.ge\_s
* i32.ge\_u
* i32.gt\_s
* i32.gt\_u
* i32.le\_s
* i32.le\_u
* i32.load
* i32.load16\_s
* i32.load8\_s
* i32.load8\_u
* i32.lt\_s
* i32.lt\_u
* i32.ne
* i32.or
* i32.rem\_u
* i32.shl
* i32.shr\_s
* i32.shr\_u
* i32.store
* i32.store16
* i32.store8
* i32.sub
* i32.wrap/i64
* i32.xor
* i64.add
* i64.and
* i64.const
* i64.eq
* i64.extend\_s/i32
* i64.extend\_u/i32
* i64.ge\_u
* i64.gt\_u
* i64.load
* i64.lt\_u
* i64.mul
* i64.ne
* i64.or
* i64.shl
* i64.shr\_u
* i64.store
* i64.store32
* i64.store8
* i64.sub
* i64.xor

Parametric

* drop

Feature Instructions (SIMD / SSE) from trace analysis

|  |  |
| --- | --- |
| **Instruction** | **Description** |
| CMPPS | Compare Packed Single-Precision Floating-Point Values |
| CVTTSD2SI | Convert with Truncation Scalar Double-Precision Floating-Point Value to Signed Integer |
| DIVSD | Divide Scalar Double-Precision Floating-Point Value |
| MAXPS | Maximum of Packed Single-Precision Floating-Point Values |
| MOVLHPS | Move Packed Single-Precision Floating-Point Values Low to High |
| MOVMSKPS | Extract Packed Single-Precision Floating-Point Sign Mask |
| PSUBUSW | Subtract Packed Unsigned Integers with Unsigned Saturation |
| ROUNDSD | Round Scalar Double Precision Floating-Point Values |
| ROUNDSS | Round Scalar Single Precision Floating-Point Values |
| STMXCSR | Store MXCSR Register State |
| UNPCKHPS | Unpack and Interleave High Packed Single-Precision Floating-Point Values |
| UNPCKLPS | Unpack and Interleave Low Packed Single-Precision Floating-Point Values |