ARM(32)中与VFP相关的config

CONFIG_FPE_NWFPE
CONFIG_FPE_NWFPE_XP
CONFIG_FPE_FASTFPE
CONDIF_VFP
CONDIF_VFPv3

CONFIG_FPE_NWFPE
CONFIG_FPE_NWFPE_XP
对应的是软件模拟floating point运算，即application执行VFP instruction造成陷入kernel,由kernel来用软件算法来模拟该instruction。

```
config FPE_NWFPE_XP
    bool "Support extended precision"
    depends on FPE_NWFPE
    help
      Say Y to include 80-bit support in the kernel floating-point
      emulator.  Otherwise, only 32 and 64-bit support is compiled in.
      Note that gcc does not generate 80-bit operations by default,
      so in most cases this option only enlarges the size of the
      floating point emulator without any good reason.
```

```
config VFP
    bool "VFP-format floating point maths"
    depends on CPU_V6 || CPU_V6K || CPU_ARM926T || CPU_V7 || CPU_FEROCEON
    help
      Say Y to include VFP support code in the kernel. This is needed
      if your hardware includes a VFP unit.

      Please see <file:Documentation/arm/VFP/release-notes.txt> for
      release notes and additional status information.
```

应该是在kernel中支持VFP操作。
VFPv3是armv7支持的较新的版本。

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arch/arm/vfp
arch/arm/nwfpe
arch/arm/fastfpe (没有啊?)

由于gcc已经支持 `-mfloat-abi=soft` ,即在user space模拟floating point运算， `nwfpe` 实在没有存在必要了。
在用户态模拟执行肯定比在内核态模拟执行性能要好。