

Stream Processing Units

Arranged as 5-way superscalar shader processors

- Co-issue up to 5 scalar FP MAD (Multiply-Add) instructions per clock
- One of the 5 stream processing units handles transcendental instructions as well (SIN, COS, LOG, EXP, etc.)
- 32-bit floating point precision
- Integer and bitwise operation support

Branch execution units handle flow control and conditional operations

- Free stream processing units from handling this task
- Practically eliminate flow control performance overhead

General Purpose Registers store input data, temporary values, and output data

