Implementing Optimizations In NIR

Wednesday, 2 October 2019 14:50 (45 minutes)

As more applications come to Linux and drivers move to NIR, the need to perform both application-specific and device-specific shader optimizations increases. Over the past year, numerous enhancements to existing optimizations and new optimization passes have been implemented. Tools and techniques developed from that experience will be presented. The emphasis will be to finding, diagnosing, and validating various kinds of peephole optimizations passes and optimizations for NIR’s algebraic optimization pass.

**Code of Conduct**

Yes

**GSoC, EVoC or Outreachy**

No

**Travel Sponsoring**

**Presenter:** ROMANICK, Ian (Intel)

**Session Classification:** Main Track

**Track Classification:** Talk (full slot) (closed)