Contribution ID: **17**   Type: **not specified**

A year of ACO: from prototype to default

Thursday, 17 September 2020 13:20 (45 minutes)

ACO is a new compiler backend for AMD GCN/RDNA GPUs, introduced a year ago in summer 2019 as an experimental prototype sponsored by Valve, and has recently become the default compiler backend of RADV (the Mesa Radeon Vulkan driver).

This talk is about our journey of how we evolved the design of ACO as well as the decisions we took along the road towards feature parity with the LLVM backend as we added all the bits and pieces that we needed in order to extend ACO to support all shader stages and extensions on every hardware generation.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

Primary author: KRISTÓF, Timur (Valve)

Session Classification: Main Track

Track Classification: Talk (full slot) (Closed)