

# Implementing Optimizations In NIR

*Wednesday, October 2, 2019 2:50 PM (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 peephole optimizations passes and optimizations for NIR's algebraic optimization pass.

## Code of Conduct

Yes

## GSoC, EVoC or Outreachy

No

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

**Session Classification:** Main Track

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