Contribution ID: **24** Type: **not specified**

Profiling on AMD GPUs using tracing

Wednesday, 16 September 2020 16:35 (20 minutes)

In this talk I'd like to show how to go beyond per-draw performance counters by using the thread tracing feature on AMD GPUs. This will include instruction-level shader profiling and high frequency streaming performance counters as well as a look at the impact of barriers and other serializing commands.

GSoC, EVoC or Outreachy

No

Code of Conduct

Yes

Primary author: NIEUWENHUIZEN, Bas

Session Classification: Main Track

Track Classification: Talk (half slot) (Closed)