Compile GPU kernels using ClangIR

- Proposed for Google Summer of Code 2024
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- Project: Compile OpenCL kernel code → ClangIR → LLVM with SPIR-V built-ins
  - Bootstrap support for heterogeneous programming models
    - Address spaces, ABI, vectors, narrow FP types, ...
  - Use existing compilation flow in Clang as reference
  - Start with selected kernels from Polybench-GPU

- Requires: Intermediate C++ programming skills, familiarity with basic compiler design concepts
  - Big plus: Prior experience with LLVM IR, MLIR, Clang or GPU programming

- More Info: https://llvm.org/OpenProjects.html#clangir-gpu
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