

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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