Free Open Source Software Maintainers and LLMs: It's complicated
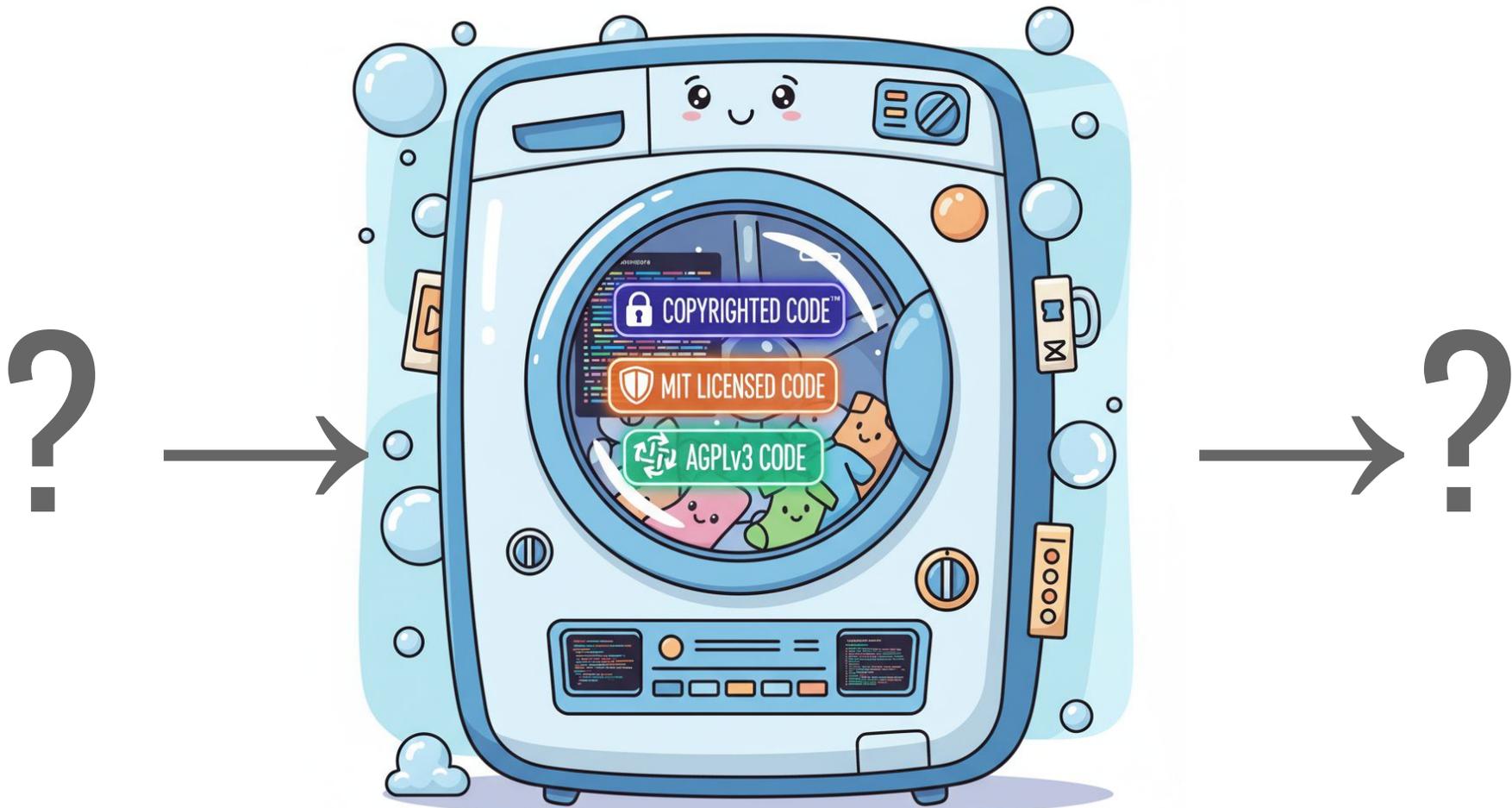
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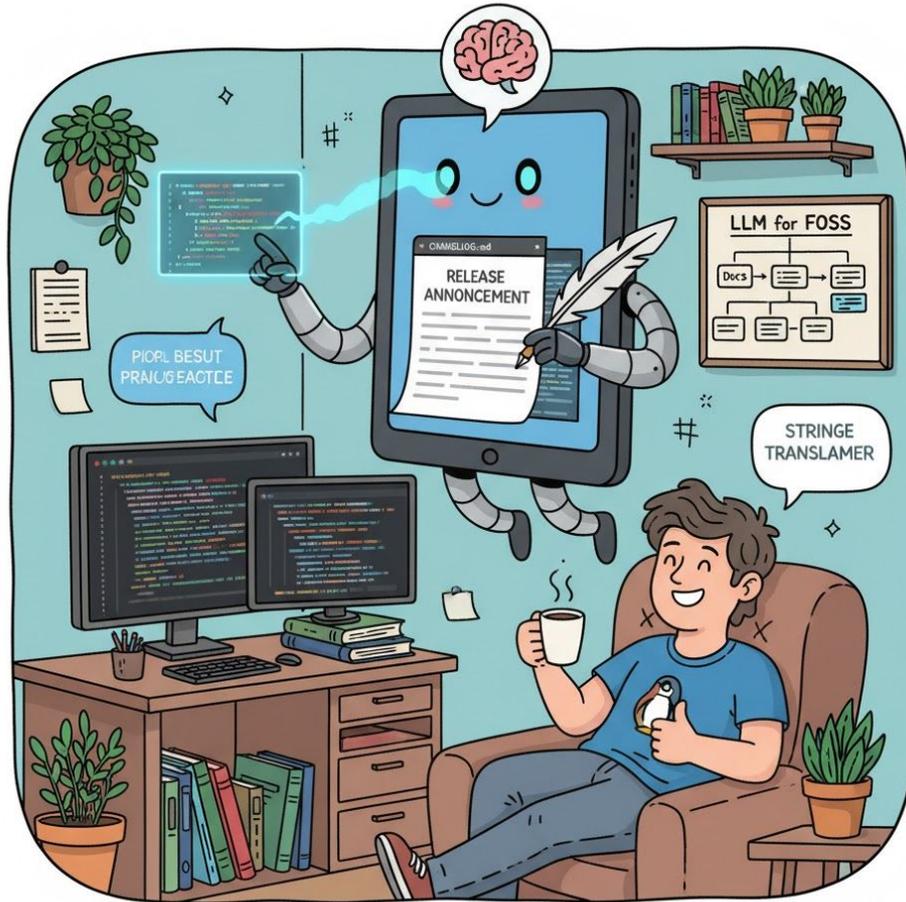
FREE SOFTWARE BUILDS FREE SOCIETY

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[RFC] Suggestions for Improving CPU overhead in radv_cmd_buffer.c

⊖ Geschlossen · ✎ Aufgabe erstellt vor 2 Monaten von **ms178**

As asked to do so in !36815 (comment 3063208), I want to bring forward for discussion ==this local GPT5-HIGH code audit== from radv_cmd_buffer.c.

1. radv_emit_shader_prefetch: hang-proof and latency-hiding

Code (drop-in replacement)

```
static void
radv_emit_shader_prefetch(struct radv_cmd_buffer *cmd_buffer, struct radv_shader *shader)
{
    if (!shader)
        return;
```

• = For the peanut gallery: ==No AI hate please==, people allergic to AI output should invest their time and effort somewhere else and ignore this issue alltogether.

👍 0   👎 1

Entwicklung 2

Aktivität

Alle Aktivitäten ⌄   Älteste zuerst ⌄

• Samuel Pitoiset added [RADV] label vor 2 Monaten

Timur Kristóf @Venemo vor 2 Monaten   `Developer` ⋮

Hi,

We appreciate the effort that you try to put into this. I think that ==the next step would be for you to actually understand what the== ==patches do== and create a branch for us that we can review. I am happy to guide you through it you want to pursue this.

So, the first step would be to take all those changes and write a patch for each of them individually. Please also remove spurious changes as they cause unnecessary churn, making it difficult to review.

Conclusion

If these patches really give you a performance uplift, and you are willing to put in a little more work, my suggestion is to try to apply each change individually and see which one gives you the perf uplift and maybe try to clean that up into an actual patch.

⌄ Antworten reduzieren

⬡ **ms178** @ms178 vor 2 Monaten   `Autor(in)` ⋮

I fully appreciate your time and effort on looking at these changes in all seriousness, Timur. The code compiles, works at least locally on my setup. I saw measurable improvements. ==I cannot say anything about the merits of each change myself.== I fully understand that this is a real concern. That is why I've brought these up as [RFC] discussion and not as Merge Request. The idea was that developers can identify what makes sense and pick the change they like.

Maybe the time has come where ==Mesa needs a formal AI policy== which should state some minimum requirements which contributors need to pass before bringing up such ideas/patches in general. I am happy to follow such a policy (and keep my personal experiments downstream as long as I cannot fulfill these).

Beauftragte(r)
Keine

Labels
[RADV]

Übergeordnet
Keine

Meilenstein
Keine

Termine
Beginn: Keine
Fällig: Keine

Zeiterfassung
Weder Schätzung noch Zeit eingetragen

11 Teilnehmer(innen)

+ 3 weitere

docs: Add more details about the contribution process

⚯ Zusammengeführt · **Timur Kristóf** requested to merge ⑂ Venemo/mesa:mesa_contrib_... ⎘ into `main` vor 1 Monat

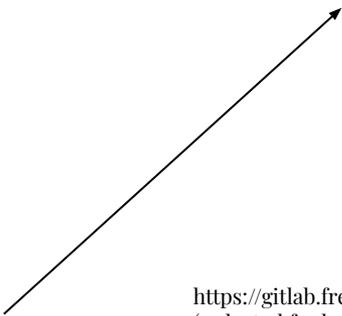Übersicht 30   Commits 1   Pipelines 8   Änderungen 1   2 offen

I've tried to distill the conversation in #13736 (closed) and wrote some thoughts about the Mesa contribution process in the docs.

• Help first-time contributors and people who are interested but don't know how the process works.
• Highlight our expectations on contributors. I also included what we discussed in the aforementioned thread about coding assistants or "AI".

Feedback and suggestions for further improvement are welcome.

Beauftragte(r)
🧑 Marge Bot

Prüfer(in)
Keine

Labels
[docs]

https://gitlab.freedesktop.org/mesa/mesa/-/work_items/13736
(redacted for legibility)

Thank You

I'm a member of the Presidium of codeberg.org
I'm in the core team of gadgetbridge.org

All views expressed in this presentation are my own

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