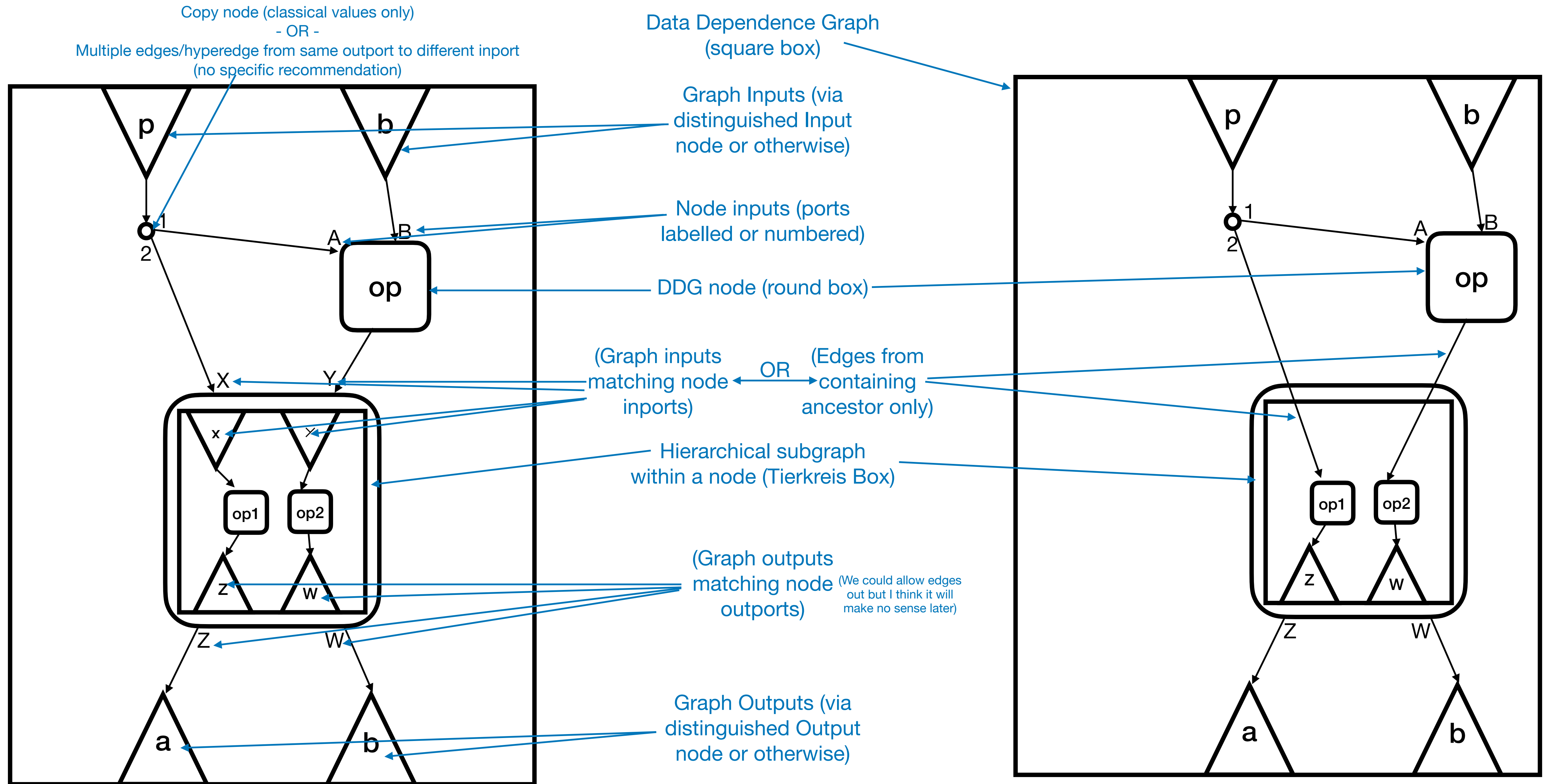


# Basic Hierarchical Graph IR

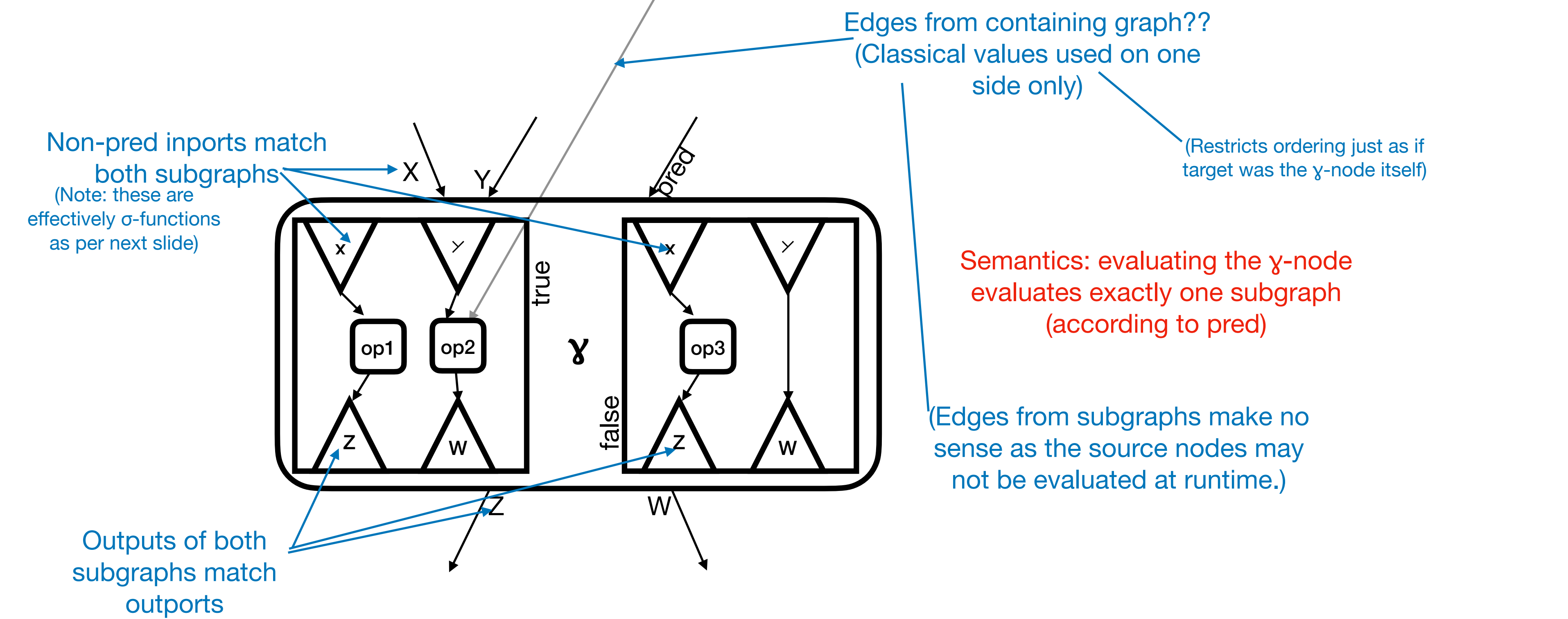
(For anyone familiar with Tierkreis, there is nothing new here!)



DDG must be acyclic; semantics: all nodes are evaluated, in some order respecting dependence edges

# Simple conditionals via $\gamma$ -nodes

A DDG node containing two, disjoint, sub-DDGs



...and something similar for simple loops  
(e.g. while loop where output types==inputs)

# Complex Control Flow via explicit CFGs

