- > Writing an Op to work on an ndarray in C
- > Writing an Optimization
- > Overview of the compilation pipeline
- > Definition of the computation graph
- > Compilation of the computation graph
- > Step 1 Create a FunctionGraph
- ➤ Step 2 Execute main Optimizer
- > Step 3 Execute linker to obtain a thunk
- > Step 4 Wrap the thunk in a pretty package