

2020 Virtual LLVM Developers' Meeting

Vassil Vassilev, Princeton University

20



20

LLVM

VIRTUAL

DEVELOPERS' MEETING

OCTOBER 6-8

Event Overview

- The LLVM Developers' Meeting is a bi-annual gathering of the entire LLVM Project community
- Main goal is to provide a “venue” where the geographically distributed developers community can interact and exchange ideas
- URL <https://llvm.org/devmtg/2020-09/>

Event Overview

- **Technical Talks**

These 20-30 minute talks cover all topics from core infrastructure talks, to project's using LLVM's infrastructure. Attendees will take away technical information that could be pertinent to their project or general interest.

- **Tutorials**

Tutorials are 50 minute sessions that dive down deep into a technical topic. Expect in depth examples and explanations.

- **Lightning Talks**

These are fast 5 minute talks that give you a taste of a project or topic. Attendees will hear a wide range of topics and probably leave you wanting to learn more.

- **Panels**

Panel sessions are guided discussions about a specific topic. The panel consists of ~3 developers who discuss a topic through prepared questions from a moderator. The audience is also given the opportunity to ask questions of the panel.

- **Birds of a Feather**

Large round table discussions with a more formal directed discussion.

- **Student Research Competition**

Students present their research using LLVM or related subprojects. These are usually 20 minute technical presentations with Q&A. The audience will vote at the end for the winning presentation and paper.

- **Poster Session**

An hour long session where selected posters are on display for attendees to ask questions and discuss.

- **Round Table Discussions**

Informal and impromptu discussions on a specific topic. During the conference there are set time slots where groups can organize to discuss a problem or topic.

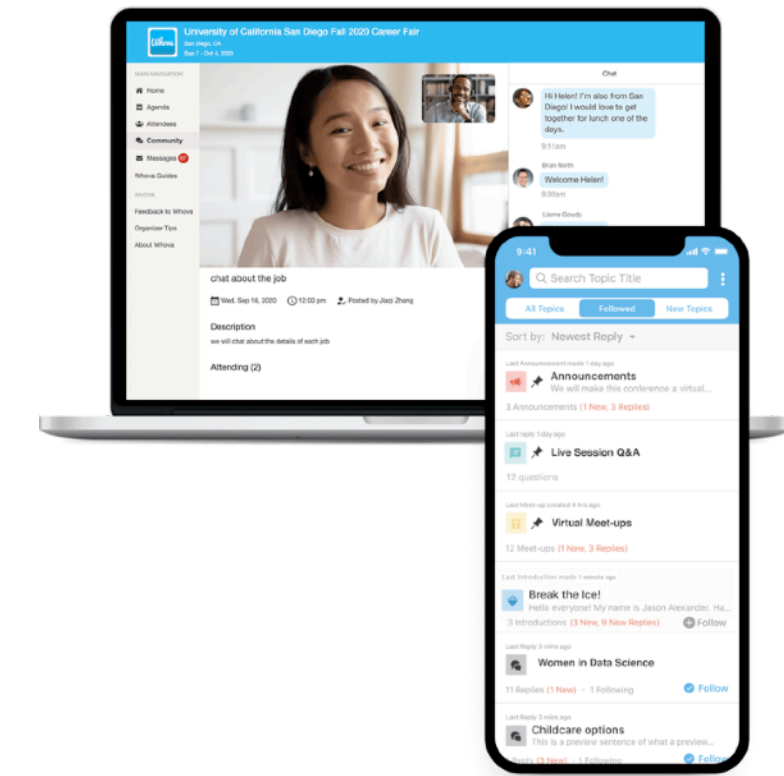
- **Evening Reception**

After a full day of technical talks and discussions, join your fellow attendees for an evening reception to continue the conversation and meet even more attendees.

Event Overview

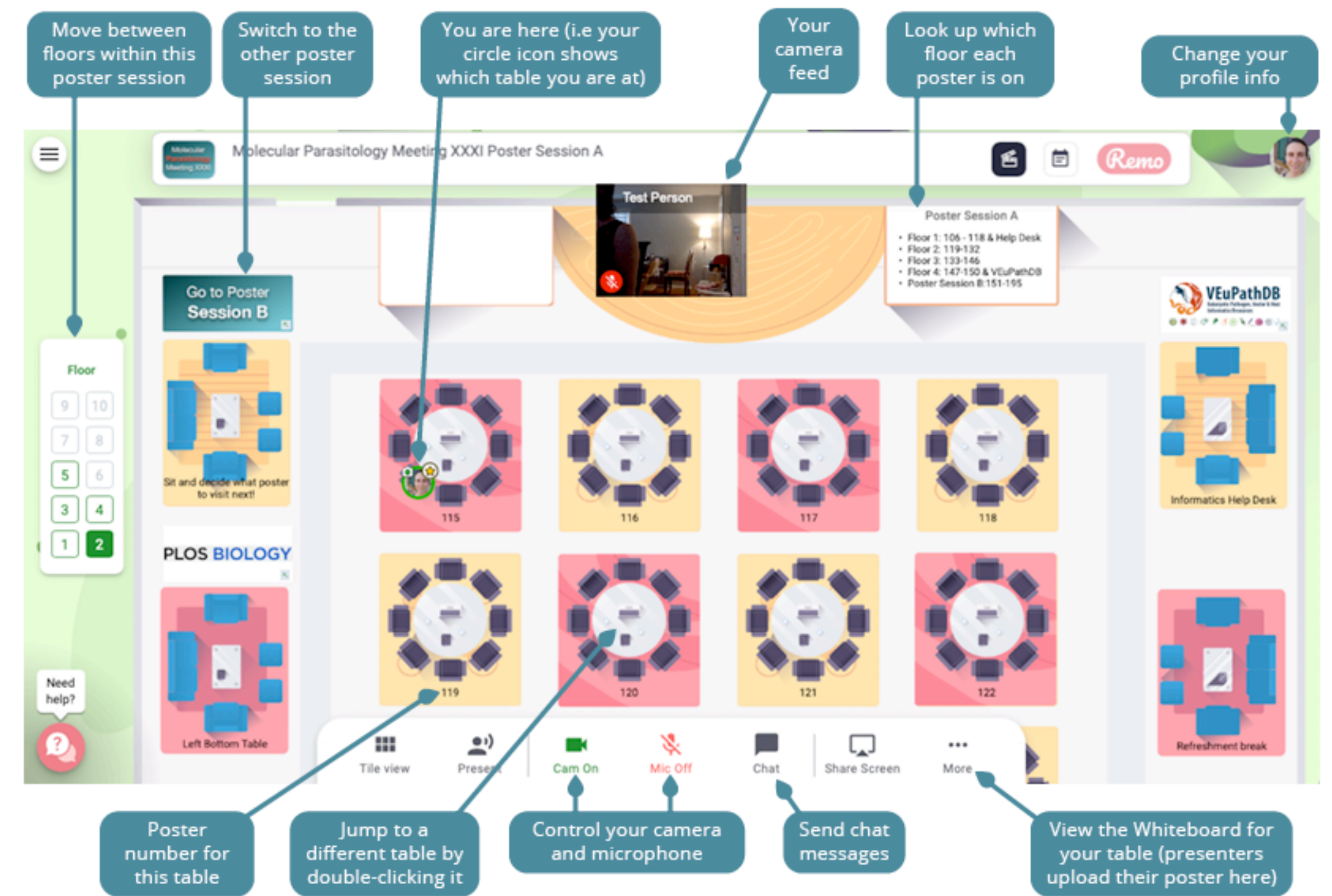
- What types of people attend?
- Active developers of projects in the LLVM Umbrella (LLVM core, Clang, LLDB, libc++, compiler_rt, klee, lld, etc).
 - Anyone interested in using these as part of another project.
 - Students and Researchers
 - Compiler, programming language, and runtime enthusiasts.
 - Those interested in using compiler and toolchain technology in novel and interesting ways.

Event Format



Whova

- 3 day Fully virtual event
- Plenary, parallel, lightning talks and tutorials
 - Pre-recorded with live Q&A session
 - Using Whova App and zoom
- Poster sessions, Bird of a Feather, Round Tables
 - Using Remo, attendees could “walk” from table to table, floor to floor and chat with poster authors
- Student Research Competition
 - Essentially the same as the parallel talks but for students and voting for the top three
- Breaks, Using Remo, attendees could “walk” around and network
- Aided by a professional event organization team (<https://blineevents.com/>)



Remo

Event Details

- Registration deadline 1 week before the event:
- Two types of tickets:
 - A \$50 supporter ticket that supports the LLVM Foundation's programs
 - A free registration thanks to sponsors
- Swag available to order before the registration deadline
- Attendance hard to say but around 400 participants (~800 registered)
- Code of Conduct was available
- Special programs encouraging Diversity & Inclusivity

Speakers/Interactions

- Materials were made available to the registrants after the registration deadline
- Questions were handled via the Whova platform and asked live in the Q&A live session
- There were open channels for public discussions
- The talks were later made available on YouTube

Summary

- It seemed difficult for attendees to navigate between many timezones
- It seemed hard for many people to dedicate the necessary amount of time while being in their usual work/home environment
- None of the provided platforms were perfect but they covered the main goal — to deliver content to the attendees
- The social interaction sessions, although well supported by Remo in terms of features, did not have the usual attendance
- Despite these facts the event achieved its mission due to the extra efforts by the organizers and the community
- I am fairly happy with the way things worked but looking forward for an in-person event