

GPU Kernel Scientist

An LLM-Driven Framework for Iterative Kernel Optimization



Martin Andrews

Sam Witteveen

ES-FoMo Workshop
Efficient Systems for
Foundation Models

Background

GPU Kernels :

- ▲ Challenging to write
 - ▶ Specialised skill-set
 - ▶ Public information Nvidia-focused

AMD Developer Challenge :

- ▲ 'GPUmode' Kaggle-like competition
 - ▶ Single GPU target : AMD MI300
 - ▶ 3 DeepSeek-inspired kernels

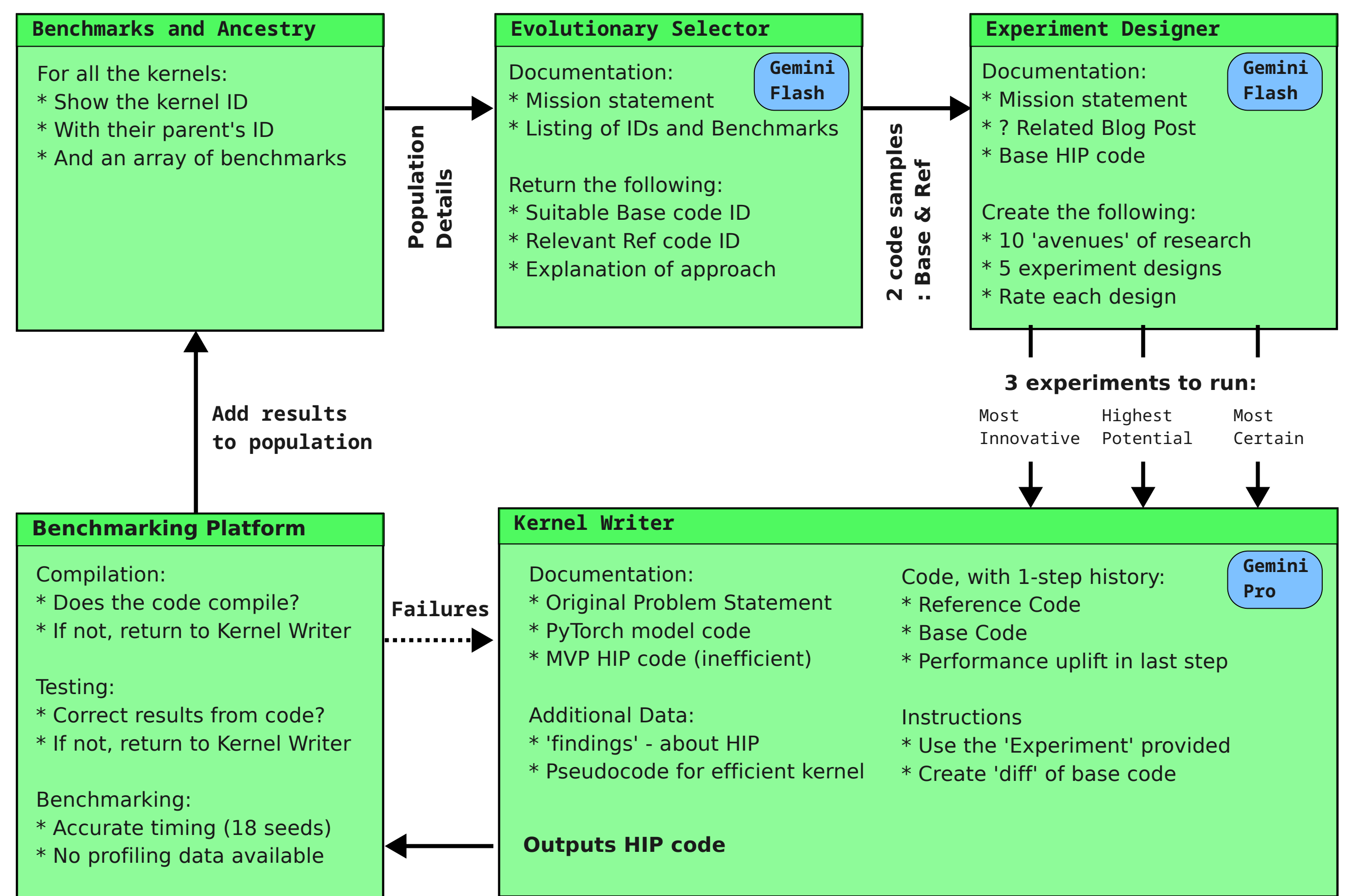
The Focus : `amd-fp8-mm`

- ▲ Block-Scaled fp8 matrix multiply
 - ▶ 18 specific input sizes
 - ▶ PyTorch version (accuracy check)
- ▲ No restrictions to approach

Competition Limitations

- ▲ Only REST access to server
 - ▶ Returned data very limited
- ▲ No access to profiler tooling
- ▲ Code limited to ~30KB

GPU Kernel Scientist Process



Key Decisions

LLM-Driven Approach

- ▲ Used Gemini 2.5 Flash & Pro models
- ▲ Human input (necessarily) limited

LLM-only Evolution/Science Process

- ▲ Base (and reference) kernel choice
- ▲ Design of experiments to perform
- ▲ Writing next generation of kernels

Key Strategies

- ▲ Prompt for reasoning about selection
- ▲ Prompt for multiple experiments
- ▲ "Innovation" scoring for diversity

Results

Competition Timings :

- ▲ Naïve HIP: ~5000μs
- ▲ PyTorch base-case: ~860μs
 - ▶ (uses optimised fp16)
- ▲ Winning human entry: ~105μs
 - ▶ (top-8 had actual access to MI300)
- ▲ This work's LLM-only entry: 450μs

Main Hypotheses Validated :

- ▲ LLMs are capable of writing kernels
 - ▶ ... even without much public data
- ▲ Gemini Pro for exploration/debugging
- ▲ Human specialists still have edge
 - ▶ But now have good examples

Discussion

Key Take-aways :

- ▲ In-context code examples work
- ▲ Overall process >> single LLM
- ▲ Diversity preservation important

Future directions :

- ▲ Approach not limited to AMD ...
 - ▶ Many new Hardware devices
 - ▶ ... often Software constrained
- ▲ Use good code cross-domain
- ▲ Selection of in-context materials

Key References

- ▲ "Illuminating Search Spaces by Mapping Elites" - Mouret & Clune (2015)
- ▲ "AlphaEvolve: A coding agent for scientific and algorithmic discovery." - Google DeepMind (2025)
- ▲ "The AI CUDA Engineer: Agentic CUDA Kernel Discovery, Optimization and Composition" - Lange et al. (2025)

Contact



Support for this research was provided by the Google AI Developer Programs team, including access to the Gemini models and GPUs on Google Cloud Platform.