# Writing a Reproducible Article

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▶ **To cite this version:**

Luka Stanisic, Arnaud Legrand. Writing a Reproducible Article. Pascal Felber; Laurent Philippe; Etienne Riviere; Arnaud Tisserand. ComPAS 2014 : conférence en parallélisme, architecture et systèmes, Apr 2014, Neuchâtel, Switzerland. 2014. hal-00994575

**HAL Id: hal-00994575**
**https://inria.hal.science/hal-00994575**

Submitted on 21 May 2014

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# Writing a Reproducible Article

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COMPAS, 22.04.2014

# Context

- HPC applications nowadays use both multi-core CPUs and GPUs
- Managing efficiently computation execution and data transfer is extremely complex
- Need for portable performance $\rightsquigarrow$ Runtime system

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Many configuration parameters:

1. Task granularity
2. Scheduling strategies
3. Application structure

Emerging challenges:

1. Finding optimal combination of parameters for a given machine
2. Evaluate configurations on a wide variety of platforms
3. Quickly identify performance issues (e.g., bottlenecks)

Possible solution: Simulation

# Our proposal

## StarPU

Dynamic runtime for hybrid architectures. StarPU execution consists in scheduling a graph of tasks with data dependencies on the different computing resources

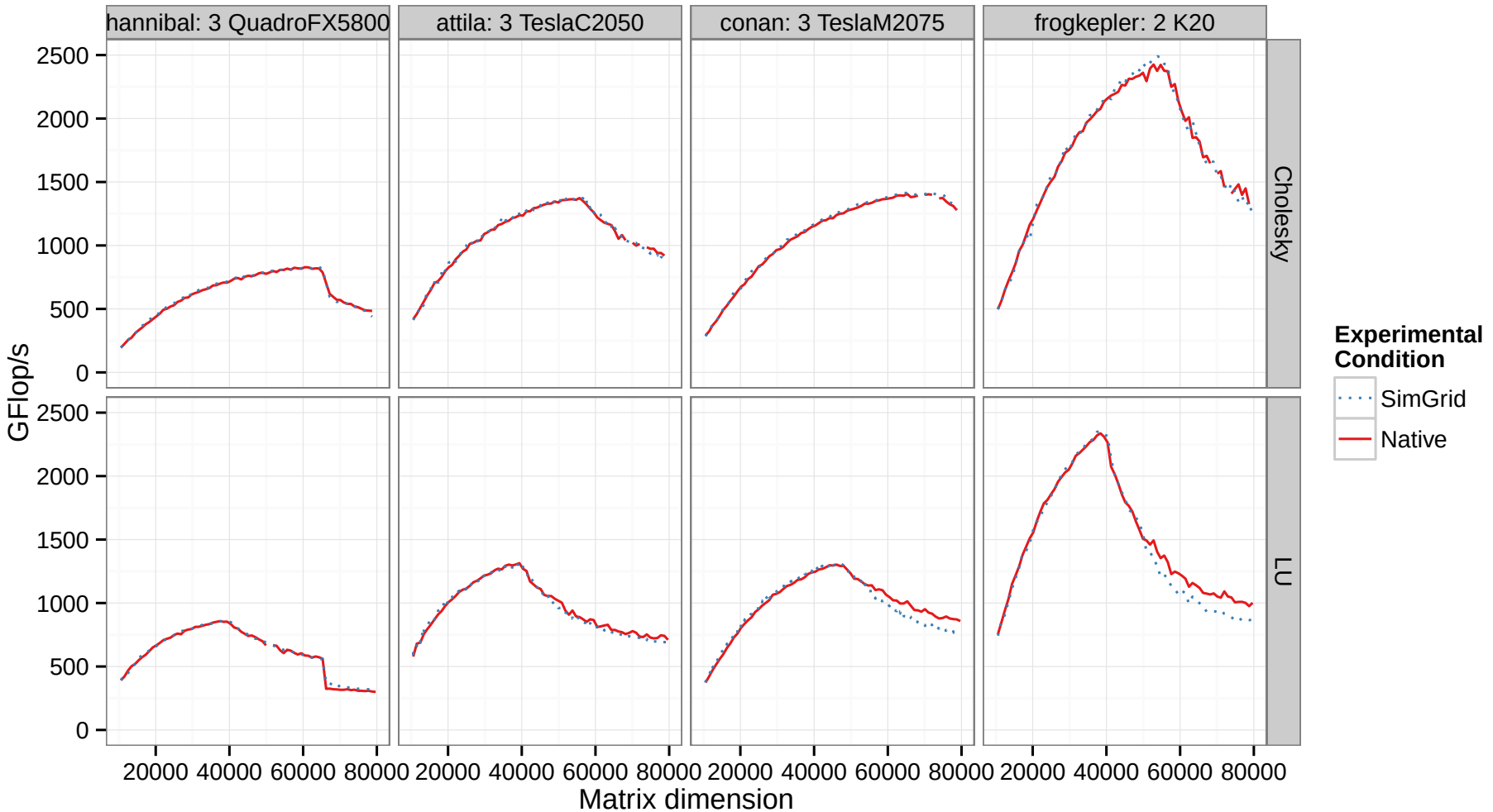
## Simgrid

Versatile simulator for distributed systems

Implementation:

- StarPU applications and runtime are emulated
- All operations related to thread synchronization, actual computations and data transfer are simulated
- Control part of StarPU is modified to dynamically inject computation and communication tasks into the simulator
- StarPU calibration and platform description is used by Simgrid

# Results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80000
Matrix dimension
Experimental Condition
SimGrid
Native

# Results

# Results

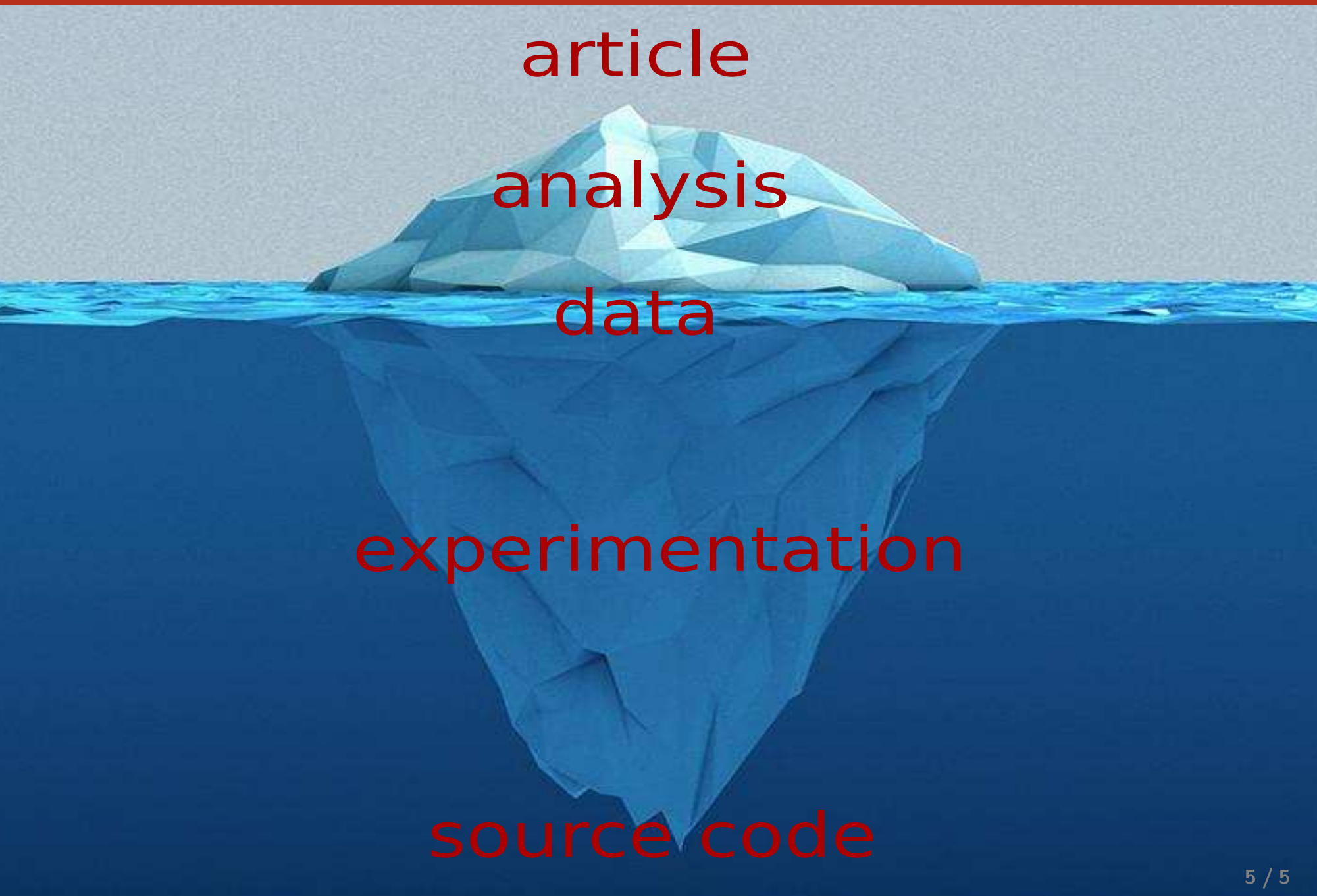
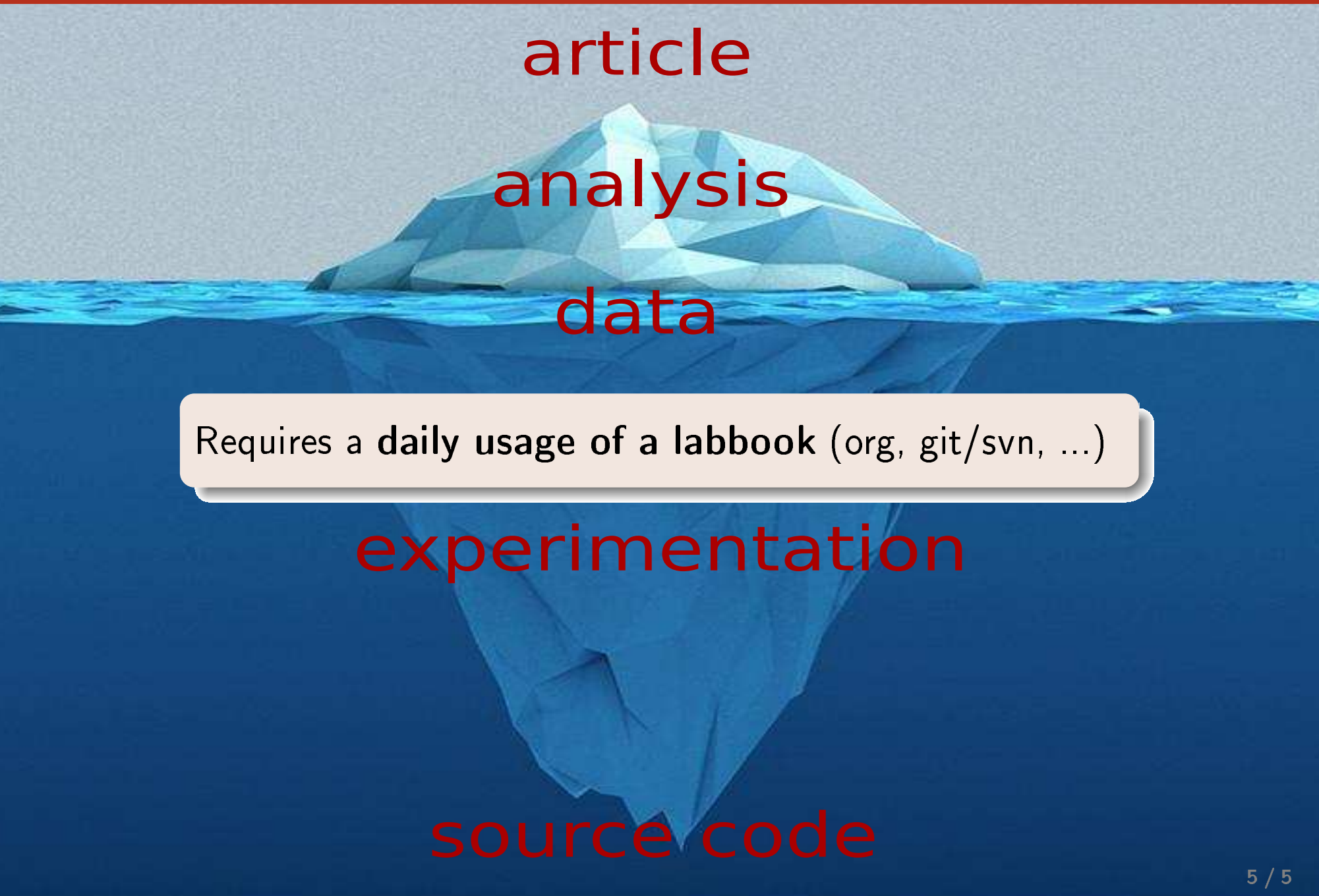
- Works fine now, but coming to this point was not easy
- We had to do many iterations of:
  1. Running complex beta code on several not always dedicated machines
  2. Comparing with simulations, debugging, understanding, remodeling and going back to step 1 until not satisfied

- With good results, we decided to make a reproducible article
  1. From outside it looks like any other pdf paper
  2. From inside . . .

I will try to convince you that our article is not only reproducible but also readable and understandable!

http://dx.doi.org/10.6084/m9.figshare.928338

# Reproducible Research



# Reproducible Research