# Popper: Practical Reproducible Evaluation of Systems

\$ popper init exp1

total 20K

-- Initialized exp1 pipeline.

-rw-r---- 1 ivo ivo README.md

-rwxr-x--- 1 ivo ivo setup.sh

-rwxr-x--- 1 ivo ivo teardown.sh

-rwxr-x--- 1 ivo ivo validate.sh

2016-10-05...

-rwxr-x--- 1 ivo ivo run.sh

\$ ls -l pipelines/exp1/

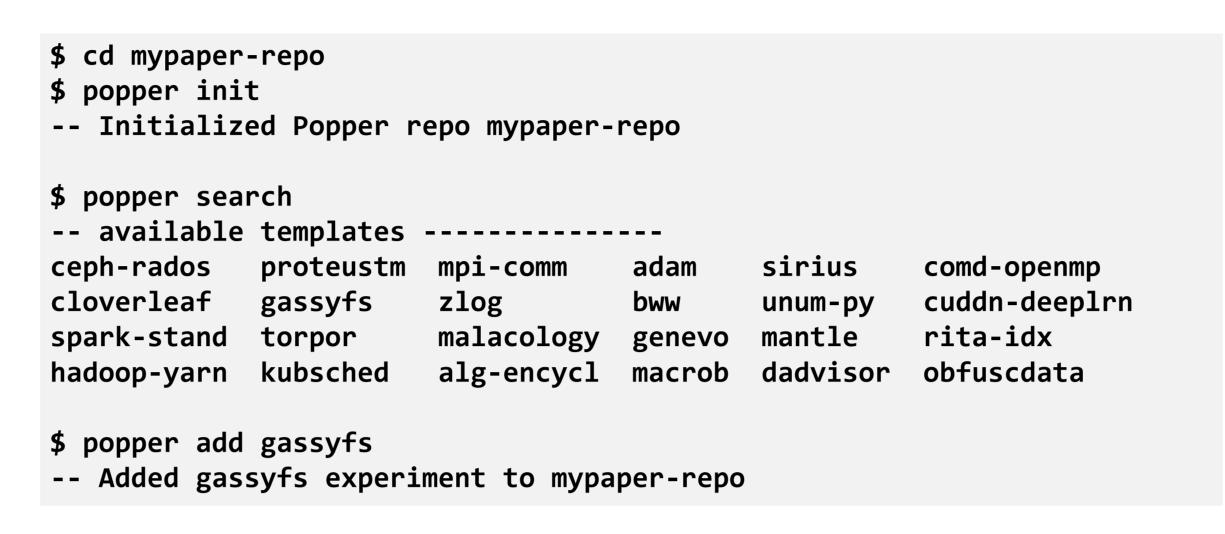
Ivo Jimenez, Michael Sevilla, Noah Watkins, Andrea Arpaci-Dusseau, Remzi Arpaci-Dusseau, Jay Lofstead, Carlos Maltzhan, Kathryn Mohror



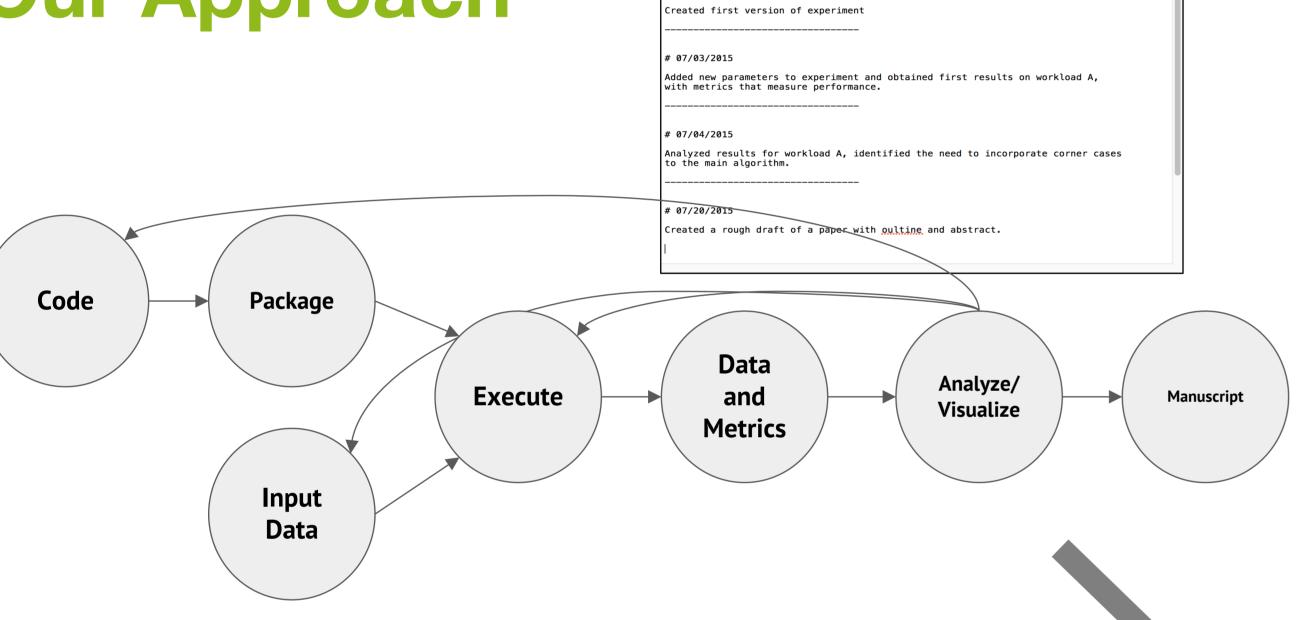
### Reproducibility as a DevOps Problem

- · Independently validating experimental results is challenging.
- Recreating experimental setup is often difficult to impossible.
- Software engineers deal with reproducibility all the time:
  - Bug A can be reproduced in version X on platform Y using input Z.
- Shared (cloud) computing and storage services readily available.
- Manage an academic article as a software project!

### Import Existing Projects



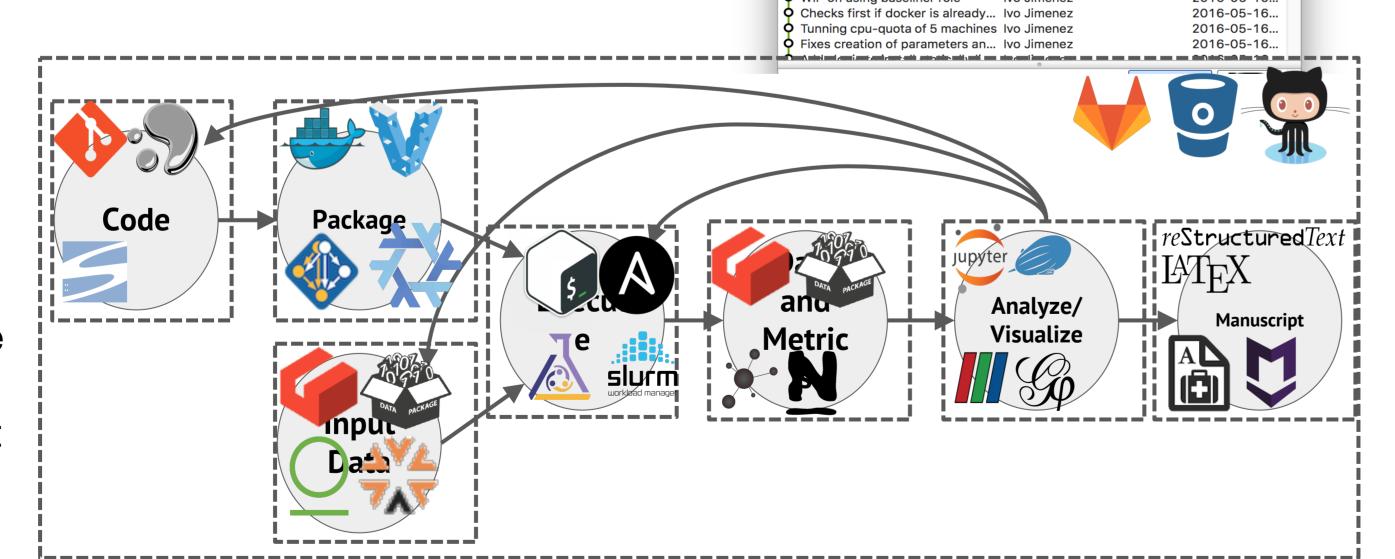
## Our Approach # 07/01/2015 Created first version of experiment.log Scaffolding



Popper: Take a common generic experimentation workflow (above) and apply a *DevOps* practice used in the development of open source software (OSS) projects (below).

#### **The Convention:**

- 1. Pick a DevOps tool for each stage of the scientific experimentation workflow.
- 2. Put all associated scripts (experiment and manuscript) in version control, in order to provide a self-contained repository.
- 3. Document changes as experiment evolves, in the form of version control commits.

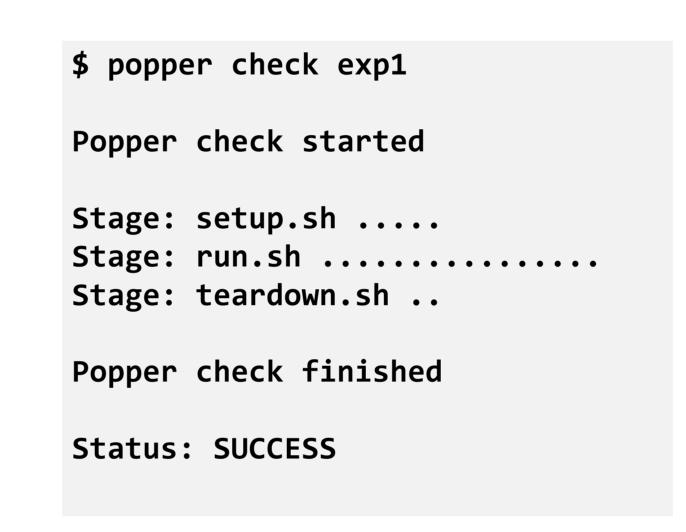


## Popper Compliance

**Tools:** Generate referenceable assets (associate unique IDs to binaries, data, configuration and infrastructure state); usable from scripts/CLI and capable of acting upon IDs.

**Experiment**: Provide all necessary assets in a single repository (self-contained), including experiment code, orchestration logic, data dependencies, results and validation criteria. **Article**: Provide full text and figures of article, as well as all popper-compliant experiments.

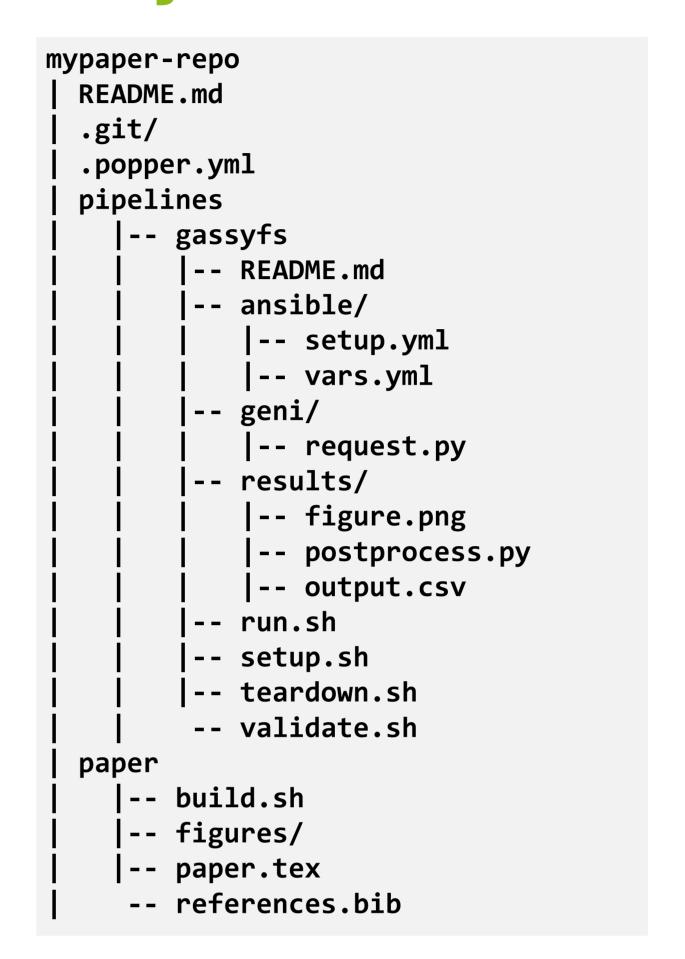
#### Validation



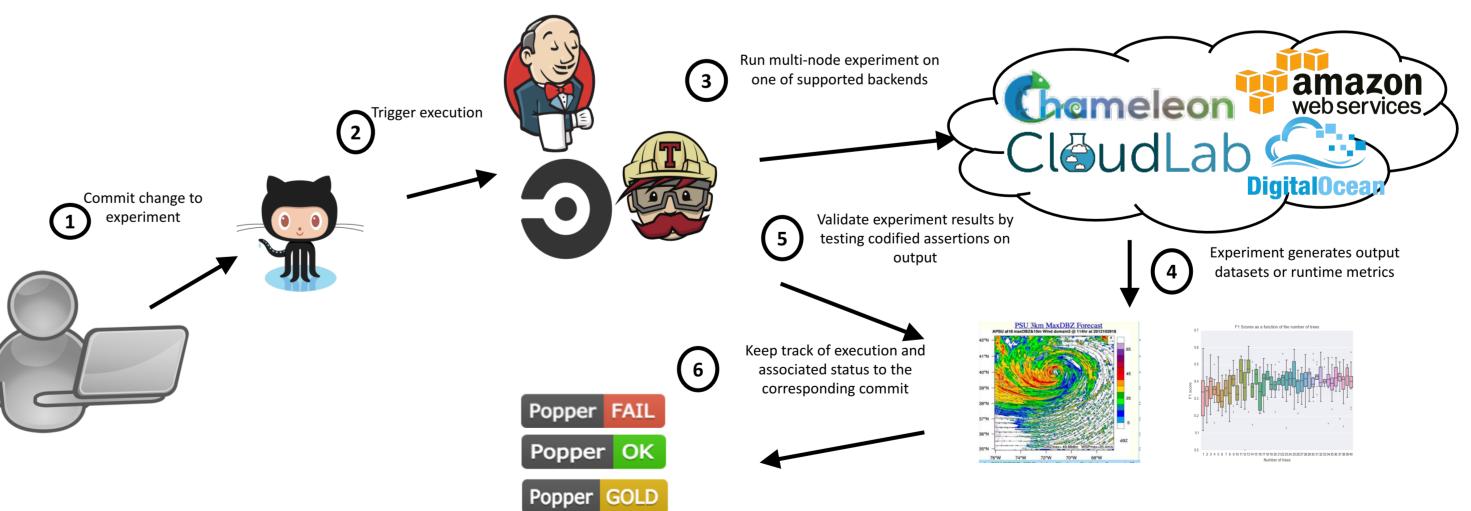
#### **Codified Validations:**

```
WHEN
    NOT network_saturated AND num_nodes=*
EXPECT
    system_throughput >= (baseline_throughput * 0.9)
```

#### **Project Structure**







### **Benefits and Challenges**

#### Pros:

- Experiments can be falsifiable with minimal re-execution effort.
- Facilitates collaboration by following the OSS model for sharing.
- Investing time in DevOps skills quickly pays off.
- The convention complements many existing efforts.
   Challenges:
- Steep learning curve of DevOps practices and tools/frameworks.
- Big cultural change; new experimentation paradigm.