# **Artifact Appendix**

#### **Abstract** A.1

The artifacts consist of the ILLIXR system, test applications, and results scripts.

#### A.2 Artifact check-list (meta-information)

- Program: ILLIXR, Monado, test applications, ILLIXR results scripts.
- Compilation: Make 4.2, clang 10.0, CUDA 11.1, Python 3.8 (included in install scripts)
- Data set: See §IIIC (included in artifact) and §IIID (downloaded by program).
- **Run-time environment:** Ubuntu 18.04 + install scripts.
- Hardware: Any x86-64 system with CUDA can run, but one needs the hardware in §IIIA for exact repeatability.
- Output: results/output/\* and results/Graphs/\*.
- Experiments: For each hardware platform, for each app, run ILLIXR.
- How much disk space required: 5Gb, including downloaded datasets
- How much time is needed to prepare workflow: 1 hour
- How much time is needed to complete experiments: 20 minutes per hardware platform
- Publicly available: Yes, see archive URL.
- Code licenses: The system licensed under NCSA. Each component is licensed under one of: ElasticFusion License, NCSA, MIT, Simplified BSD, LGPL v3.0, LGPL v2.1, Boost Software License v1.0, GPL v3.0. See https://github.com/ILLIXR/ ILLIXR/#licensing-structure
- Data licenses: Each dataset is licensed under one of: proprietary, ElasticFusion License, Creative Commons 0.
- Archived (provide DOI): https://doi.org/10.5281/zenodo. 5520211

#### A.3 Description

#### A.3.1 How to access

One can find the version we used for this paper here (https: //doi.org/10.5281/zenodo.5520211), and a rolling release here (https://github.com/ILLIXR/). We suggest using the rolling release, unless exact repeatability is desired.

## A.3.2 Hardware dependencies

One can find the hardware we used for this paper in §IIIA. ILLIXR will still work on a generic x86-64 Ubuntu system, but the results may not be exactly repeatable.

## A.3.3 Software dependencies

```
./ILLIXR/install\_deps.sh
python3 -m pip install poetry
sudo apt-get install build-essential scons pkg-config \
 libx11-dev libxcursor-dev libxinerama-dev libg11-mesa-dev \ Here are cutomizations we anticipate:
 libglu-dev libasound2-dev libpulse-dev libudev-dev \
 libxi-dev libxrandr-dev yasm
scons -C godot -j$(nproc) platform=x11 target=release_debug
cd results/analysis; poetry install; cd ../..
sudo sh -c 'echo 0 >/proc/sys/kernel/perf_event_paranoid'
```

See our online documentation for more details:

https://illixr.github.io/ILLIXR/getting\_started

#### A.3.4 Data sets

The software pulls required datasets automatically at runtime.

#### A.4 Installation

Not applicable.

#### A.5 Experiment workflow

First, we have to compile each application:

```
for app_path in OpenXR-Apps/*; do
  ./godot/bin/godot.x11.opt.tools.64
  # Import project (project.godot) (fig 1)
  # Export project (fig 2)
  # Select "Linux (Runnable)" (fig 3)
  # Select Custom Template="./godot/bin/godot.x11.opt.tools.64"
  # Select Export Path = ". / Open XR - Apps / $app / bin"
  # Where app is replaced by $app shorname (e.g.
```

Then, we run each application:

```
hardware=""
# manually set to one of "jetsonlp", "jetsonhp", "desktop"
for app_path in OpenXR-Apps/*; do
  app=$(basename ${app_path})
  cmd="./ILLIXR/runner.sh ILLIXR/configs/${app}.yaml"
  ${cmd}
  {\tt nvidia-smi-q--display=UTILIZATION,POWER,TEMPERATURE}
    --loop-ms=200
  perf stat -e power/energy-cores/,power/energy-pkg/,power/energy-ram/ \
       ${cmd}
  mv ILLIXR/metrics results/metrics-${hardware}-${app}
done
```

To switch between high- and low-power mode on Jetson

```
sudo jetson_clocks --restore ${lp_or_hp}_mode.txt
```

### A.6 Evaluation and expected results

Make sure to synchronize the results/metrics/ directory from all hardware platforms onto the desktop before continuing. On the desktop, run

```
cd results/analysis
poetry run python3 main.py
```

The output from our run is available in metrics-snapshot and our graphs are available in Graphs-snapshot.

- Fig 3 is results/Graphs/fps-jlp/jhp/desktop.pdf
- Fig 4 is results/Graphs/timeseries-platformer-desktop-1.pdf and results/Graphs/timeseries-platformer-desktop-2.pdf
- Fig 5 is results/Graphs/cpu-breakdown.pdf
- Fig 6 is results/Graphs/power-total.pdf and results/Graphs/power-breakdown.pdf
- Fig 7 is results/Graphs/mtp-platformer.pdf
- Fig 8 is results/Graphs/microarchitecture.pdf

To replicate Table IV and V, see ILLIXR-Evaluation/README.md. The output from our run of this script is available at ILLIXR\_SSIM\_FLIP.

#### A.7 Experiment customization

- Modify or add your own app to ILLIXR/app/\*.
- Add your own analysis pass to results/analysis/\*.py
- Add your own plugin to the ILLIXR system in ILLIXR/\*. See our online documentation for details:

https://illixr.github.io/ILLIXR/writing\_your\_plugin/

# A.8 Figures

Figure 1. Import a project in Godot

Godot Engine - Project Manager - © 2007-2020 
Projects Templates

Sort: Name

Godot OpenXR demo

//home/ylhan/Research/OpenXR-Apps/demo

Material Testers

//home/ylhan/Research/OpenXR-Apps/materials

Platformer 3D

//home/ylhan/Research/OpenXR-Apps/platformer

Sponza VR

//home/ylhan/Research/OpenXR-Apps/sponza



