







Is it scientific?

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Which results can give us good papers?

- 1. We have re-implemented the entire gcc compiler in Java.
- 2. We show that tracking read-after-write dependences is enough to debug parallel code.
- 3. This paper presents the first open-source implementation of the icc compiler.
- 4. We present an alias analysis technique that is faster than previous approaches for languages without pointer arithmetics.
- 5. We provide experimental evidence that only 2% of all the loops written in C found in SourceForge are embarrassingly parallel.
- 6. We have implemented and tested a complete simulator for the x86 architecture.
- 7. We present a proof that the register allocation algorithm of Appel *et al* [Appel'94] is correct.
- 8. We show that the register allocation algorithm of Appel *et al* [Appel'94] is not correct in face of register aliasing.
- 9. We describe a new object-oriented programming language that combines features of Python and Java.

Not very publishable

 2. 	We have re-implemented the entire gcc compiler in Java.	
3.4.	This paper presents the first open-source implementation of the icc compiler.	
5.		
6.	We have implemented and tested a complete simulator for the x86 architecture.	
7.8.		Simply implementing something is not a recipe for a paper. Can the world learn something
9.	We describe a new object-oriented programming language that combines features of Python and Java.	with your implementation?

Unless you bring something new.

- 1. We have implemented and tested a complete simulator for the x86 architecture. This simulator is faster than previous approaches, and can run even on a smartphone having modest computing capabilities.
- 2. We have implemented and tested a complete simulator for the x86 architecture. This simulator makes it easy to design and test new instructions for this architecture. As a proof of concept, we have used it to reproduce clamp, and instruction proposed by Xiu *et al* [Xiu'13], and we show that the correct implementation of this instruction can be done with resources already in place in the x86, contrary to what was originally thought by Xiu *et al*.

Not very publishable

1. We present a proof that the register allocation algorithm of Appel *et al* [Appel'94] is correct.

Unless...

- 1. Appel et al. have left this proof as an open problem, whose solution has eluded the programming languages community thus far.
- 2. In the process of building this proof, we have uncovered a small inconsistency in the algorithm, which can be fixed by means of a small extension that preserves all the good properties of the original design.

Solid Contributions

- 1. We show that tracking read-after-write dependences is enough to debug parallel code.
- 2. We present an alias analysis technique that is faster than previous approaches for languages without pointer arithmetics.
- 3. We provide experimental evidence that only 2% of all the loops written in C found in SourceForge are embarrassingly parallel.
- 4. We show that the register allocation algorithm of Appel *et al* [Appel'94] is not correct in face of register aliasing.

A research paper must bring something new.

It can be an analytical observation:

 We show that tracking read-after-write dependences is enough to debug parallel code.

Or an empirical observation:

- We provide experimental evidence that only 2% of all the loops written in C found in SourceForge are embarrassingly parallel.
- 1. Refute old assumptions
- 2. Shows something surprising
- 3. Answer open-questions

You can beat previous approaches:

 We present an alias analysis technique that is faster than previous approaches for languages without pointer arithmetics.



Feels good to be on top of everything:-)

You can combine known-techniques in novel ways

 We combine range-analysis and points-to analysis to provide an alias analysis technique that handles pointer arithmetics in C.

You can introduce a problem

- We show a new way to attack software, which cannot be prevented by the current protection mechanisms.
 - E.g.: "ROP is Still Dangerous: Breaking Modern Defense"

You can debunk previous art

- We show that the register allocation algorithm of Appel et al [Appel'94] is not correct in face of register aliasing.
 - E.g.: "Register Allocation After Classical SSA Elimination is NP-Complete"
 - "Even though Hack et al. have shown that register allocation has polynomical time solution for SSA-form programs, we show that this result does not hold after the elimination of SSA-form, if this elimination is done using known-approaches."