



WDDD 2005 -- CALL FOR PAPERS

Workshop on Duplicating, Deconstructing, and Debunking

<http://www.ece.wisc.edu/~wddd>

Madison, Wisconsin

June 4, 2005

Held in conjunction with the 32nd Intl. Symposium on Computer Architecture (ISCA-32)

Organizers:

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Important Deadlines

Abstract due:	April 15, 2005
Submission:	April 22, 2005
Acceptance:	May 2, 2005
Final version:	May 23, 2005

Program Committee:

- Mauricio Breternitz, Intel
- Brad Calder, UCSD
- Babak Falsafi, CMU
- Ken Leuh, Intel
- Mikko Lipasti, Wisconsin
- Ravi Nair, IBM
- Yale Patt, UT-Austin
- Ryan Rakvic, Intel

Workshop Overview:

WDDD provides the computer systems research community a forum for work that validates or duplicates earlier results; deconstructs prior findings by providing greater, in-depth insight into causal relationships or correlations; or debunks earlier findings by describing precisely how and why proposed techniques fail where earlier successes were claimed, or succeed where failure was reported.

Traditionally, computer systems research conferences have focused almost exclusively on novelty and performance, neglecting an abundance of interesting work that lacks one or both of these attributes. A significant part of research—in fact, the backbone of the scientific method—involves independent validation of existing work and the exploration of strange ideas that never pan out. This workshop provides a venue for disseminating such work in our community. Published validation experiments strengthen existing work, while thorough comparisons provide new dimensions and perspectives. Studies that refute or correct existing work also strengthen the research community, by ensuring that published material is technically correct and has sound assumptions. Publishing negative or strange or unexpected results will allow future researchers to learn the hard lessons of others, without repeating their effort.

This workshop will set a high scientific standard for such experiments, and will require insightful analysis to justify all conclusions. The workshop will favor submissions that provide meaningful insights and point to underlying root causes for the failure or success of the technique under investigation. Acceptable work must thoroughly investigate and clearly communicate why the proposed technique performs as the results indicate. Rebuttals may be invited for debunking submissions.

Submission Topics:

- Independent validation of earlier results with meaningful analysis
- In-depth analysis and sensitivity studies that provide further insight into earlier findings, or identify key parameters or assumptions that affect the results
- Studies that refute earlier findings, with clear justification and explanation
- Negative results for ideas that intuitively make sense and should work, along with explanations for why they do not
- **Expanded Scope:** In addition to the topics of computer architecture and microarchitecture that have previously been the focus of WDDD, we would like to expand this year's workshop to include papers in the related areas of code-generation and optimization, including efficient profiling mechanisms, static and dynamic optimization, feedback-driven and adaptive optimization, and modulo/trace scheduling.

Submission Procedure: 1) Submit a 200-word abstract plus title and list of authors in plain text email by **April 15, 2005** to tcain@us.ibm.com, 2) Submit a 5000-word **or less (brief and to-the-point submissions are strongly encouraged)** double-spaced manuscript by **April 22, 2005**, as a PS or PDF file on the workshop website www.ece.wisc.edu/~wddd. Inappropriate submissions, as described in the submitted abstract, will be rejected outright. Similarly, inflammatory, abusive, or overtly combative and negative submissions will not be considered. Accepted papers will be published in the ISCA-32 workshop proceedings.