



# Writing Good Systems Papers

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# Disclaimers

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- This is about good papers, not good talks
  - ... didn't have the time to do a good one (or at least good slides)
- I've been around the traps longer than you, but I don't know it all!
  - I get papers rejected just as you do

# Rule 1: Reviewers are Pot Luck

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- ... even at top conferences
  - even good papers get rejected, sometimes for the wrong reasons
- Rejection is part of life, get used to it!
- Reviewers' top reasons for rejection
  - I'm not convinced you're solving a *real problem*
  - I'm not convinced you're *solving* the problem
  - *I don't understand* – your paper is too badly written
  - Your paper is just not competitive for {SOSP, OSDI, EuroSys...}

## Rule 2: Presentation Matters!

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The best work is useless if you can't convince the reviewers

Important bits:

- Introduction: sell the idea, the significance and the approach
- build tension, make reader interested
- convincing argumentation
- top-down, not bottom-up
- maintain reader state
- convincing eval
- state assumption/limitations honestly
- thorough and honest eval

# Introduction: Most Important Part of the Paper!

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- Explain the problem you're solving
- Outline your approach
- Indicate results/outcomes
- State contributions

## General hints for intro:

- Capture the reader's interest: sell your idea
- Be concise: Stay within about one page!
- Make sure the paper delivers what you promise
  - Reviewers hate “bait and switch”

# Other Parts

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- Background: set the scene in more detail
  - cite related work as needed, don't discuss more than necessary
- Describe problem in detail
- Explain solution in detail
  - be honest and forthcoming with limitations and assumptions
- Evaluation: often largest part
- Related work
- Conclusions
- Abstract
  - used to steer to the right reviewers

# Evaluation

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- Show that your solution actually works
  - significant improvements in important situations
  - no (or insignificant) degradation elsewhere
- Be careful about the scenarios you benchmark
  - artificial/construed best cases will be discounted
  - think of ways in which your approach could fail/deteriorate
  - go out of your way to be fair, anticipate any scepticism of your work
- Avoid benchmarking crimes!

# Benchmarking Crimes

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- Pretend microbenchmarks are representative of real performance
- Sub-setting benchmark suites
- Same dataset for calibration and evaluation
- No indication of significance of data
- “Measuring” simplified simulated system
- Relative numbers only
- No proper baseline
- Only compare to yourself
- Unfair benchmarking of competitors
- Silly games with numbers
  - throughput reduced 10%  $\Rightarrow$  overhead is 10%
  - 6%  $\rightarrow$  13% overhead  $\Rightarrow$  7% increase

# Style and Form

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- Write in engaging style, lead reader through the paper
  - avoid bottom-up structure, present ideas top-down
  - Use active voice!!!!
- Be mindful of reader's brain state (which is lossy)
  - maintain reader state
  - don't assume every reviewer is expert in your narrow area
  - but don't think you can hide stuff from reviewers!
- Follow formatting rules
  - don't play with margin, baseline skip etc
  - don't use microscopic fonts, >40y olds have problems with <8pt font
- Spell-check, proof-read, proof-read
  - get native speaker to proof-read if you aren't
  - get outsider to read it – great way to spot holes before it's too late!

# Further Reading

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- Levin & Redell: An evaluation of the 9<sup>th</sup> SOSP submissions, or How (and how not) to write a good systems paper
- Simon Peyton Jones (MSRC): How to write a great research paper
  - <http://research.microsoft.com/en-us/um/people/simonpj/papers/giving-a-talk/giving-a-talk-slides.pdf>
- My paper/thesis writing guide
  - <http://gernot-heiser.org/benchmarking-crimes.html>
- My list of benchmarking crimes:
  - <http://gernot-heiser.org/style-guide.html>



# Thank You!

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