

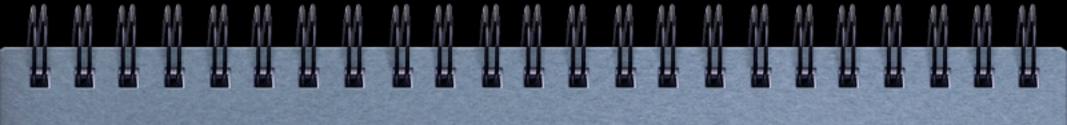
Tom Limoncelli, Employed Adam Moskowitz, Unemployed (please hire him!)

Overview

- U Why you should listen to us
- U What is the submission process
- U What we like and dislike
- 1 QEA

We got street creds!

- □ Tom:
 - □ 5 papers at Useníx/LISA cons
 - O "a bunch of" invited Talks
 - □ Been on many Prog Comms (PC)
- O Adam:
 - D Papers and Invited Talks
 - 1 More PCs than Tom



Disclaimer

- ◆ This is what Tom and Adam think
- Other PC members may disagree
- Each committee is different
- We don't guarantee your paper will be accepted if you follow our advice

Read The Fine Manual

- ☐ Complete instructions are in the "Call For Papers"
- □ Follow them.

The Paper Submission Process

- ☐ Authors submit extended abstracts
- □ Abstract read by committee members
- □ Accept/réject announced
- □ Accepted? Write full paper
- D Present 30-minute talk at conference

What is an extended abstract?

- □ A short version of the paper.
- 0 4-5 pages... not 4-5 paragraphs.
- □ Not a teaser... must actually explain the technology, concept, etc.

Purpose of the extended abstract

- ☐ Lets Program Committee decide whether to accept full paper
- □ Lets author know whether to invest time & effort in writing full paper

What is the decision process?

- □ Each paper is assigned to 4-5 "readers".
 - Other committee members may also choose to read it.

Decision Process (2)

- □ Each reader ranks the paper based on criteria such as value, quality of writing, appropriateness to the conference, and so on.
- □ Rankings submitted via web by a certain date.

Decision Process (3)

- Comments and scores are collected,
 coallated, then distributed to all
 committee members
- ☐ Committee meets, discusses each paper, votes
- □ Comments and decisions are mailed back to authors

The Meeting

- □ Papers with clear high or low scores are automatically accepted (or rejected)
 - unless a committee members asks for a discussion

The Meeting (2)

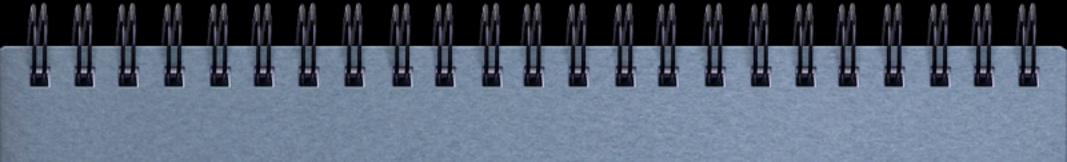
- □ Papers with mixed scores are discussed
 - O sometimes heatedly
- Decision is made
 - onot always unanimous
- D Program is considered as a whole
 - ☐ which sometimes leads to revisiting earlier decisions

What criteria wins a debate?

- ☐ Is the work worthwhile?
- □ Has it been done before?
- □ can the author write well?



What makes a good paper?



Tom's opinion There are 3 rules

Rule 1: Know the audience

- ☐ The committee is highly technical.
- Don't explain how to install, don't explain the history of the world.
- Do show that you've researched what's already out there.

Rule 2: Give up the goods

- □ Start out with the innovation
 - o even if you use terms that may not be clear.
- □ Later explain terms and process.
- ☐ (The opposite of what you learned in school)

Rule 3: Explain why work is original

☐ "How is your work different from others?"

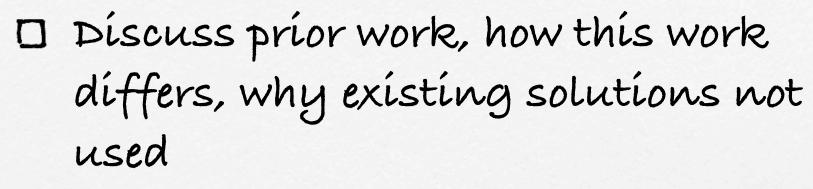
This is Tom's most important criteria for determining accept/reject.



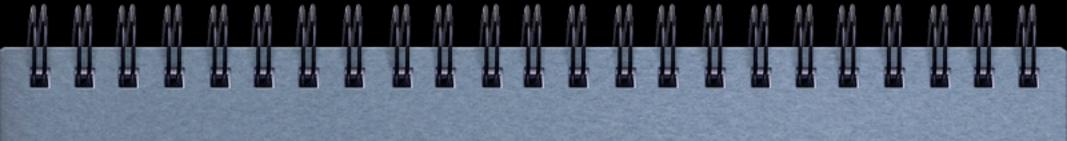
Adam's opinion

A good paper...

- 1 Is relevant
- ☐ Is new, or disproves something old, or significantly improves on prior work
- □ Clearly describes problem and solution
- Clearly shows method, data, and results



- ☐ Demonstrates knowledge of prior related work
- □ Is well-written (clarity, usage, grammar, spelling)



5 things to do

5 things Adam thinks everyone should do.

- 1. Clearly and concisely describe the problem and your solution
- 2. Compare/contrast your work with existing related work
- 3. Show your data
- 4. Show your results
- 5. Give references

5 things Tom thinks everyone should do.

- 1. WRITE!
- 2. Focus on what you did that is unique.
- 3. Measure (collect data, graph it, go beyond "worked fer us!")
- 4. Don't spend more than 1 paragraph on installation.

- 5. In the abstract: assume the reader knows the field, don't waste my time explaining it. That's what's the full paper is for.
- 6. Feel free to write notes to the PC.
 [In the full paper this section will list a detailed history.]
 [I submitted 2 papers, if you only pick one, please pick this one.]



Tom's Pet Peeve

Papers that are about "why I think x-y-z is a great open source tool." That's not a paper, that's a product review. On the other hand, a paper about the deployment of such a tool might be useful, but "war story" papers are very rare. (Just ask me, I've presented 2-3).

Adam's Pet Peeve

Papers that are Yet Another Solution to an already solved problem that don't even mention the existing solutions -- let alone compare the new work with the existing work (not to mention show how/why this new work is better).

Q & A