

**ModSim 2022 – Day One, August 10, 2022**

7:30-8:15 a.m.	<b>Registration and Welcome to ModSim</b>
<i>Introductions and Keynote Speaker</i>	
8:15-8:45 a.m.	Introduction to the 2022 ModSim Workshop – <b>Adolfy Hoisie</b>
8:45-9:30 a.m.	<b>Keynote Speaker; David Mountain: <i>You Ain't Seen Nothing Yet</i></b>
<i>Session Title Lessons Learned From Success and Failure– Session Lead: Rob Hoekstra</i>	
9:30-10:00 a.m.	<i>A Retrospective Look at SPEC Benchmarking, including Successes and Failures - John Henning</i>
10:00-10:30 a.m.	<i>Applications and ModSim: How the two are intertwined – Tom Gibbs</i>
10:30-11:00 a.m.	<b>Break</b>
<i>Session Title Applications and Work Flows – Session Lead: Rob Hoekstra</i>	
11:00-11:30 a.m.	<i>ModSim and Application Co-design: From Petascale (Roadrunner) to Exascale (ECP) - Tim Germann</i>
11:30am-12:00 pm	<i>Title TBA - Giri Chukkapalli – NO SHOW</i>
12:00-12:30 p.m.	<i>Modeling and Simulation in the Exascale Computing Project - Scott Pakin</i>
<b>Lunch Pickup: 12:30 – 1:30 p.m.</b>	
1:30 - 2:45 p.m.	<i>Panel: <u>Simulators &amp; Simulation</u>: Moderator: Rich Carlson &amp; Dan Ernst Panelist: Hameed Badawy, Tim Germann, Serge Leef, Jason Lowe-Power, Jeff Vetter</i>
2:45-3:15 p.m.	<b>Break</b>
<i>Session Title ModSim Method and Tools: – Session Lead: Bob Mrosky</i>	
3:15-3:45 p.m.	<i>Profiling and Modeling for Application and System Analysis - Heidi Poxon</i>
3:45-4:15 p.m.	<i>Principal Kernel Analysis: A Tractable Methodology to Simulate Scaled GPU Workloads - Tim Rogers</i>
4:15-4:45 p.m.	<i>Thoughts and Experiences on Decades of Modeling – David Donofrio</i>
4:45 – 5:00 p.m.	<i>Almadena Chtchelkanova : NSF update</i>
5:00-5:10 p.m.	<b>Closing Remarks</b>
	<b>End Day One</b>

**ModSim 2022 – Day Two, August 11, 2022**

8:15-8:25 am	<b>Day 2 Opening Remarks – Adolfy Hoisie</b>
<i>Session Title: Success and The State-of-the-Art – Session Lead: Bob Mrosky</i>	
8:25-8:55am	<i>A Decade of Design to Reach Exascale for ModSim – AI Geist</i>
8:55-9:25am	<i>The Modeling and Simulation Process for Large IBM Systems - Jose Moreira</i>
9:25-9:55am	<i>Towards FugakuNEXT - Experiences of Fugaku and Path Moving Forward - Satoshi Matsuoka</i>
9:55-10:25am	<b>Break</b>
10:25-11:30am	<i>Ad-Hoc Panel: Reflections on ModSim: Successes, Failures, and the Future – Moderator: Bruce Childers</i>
<b>Lunch Pickup: 11:30 am - 12:30 pm</b>	
<b>Contributed Presentations Session: – RAPID-FIRE: Session Leaders: Martin Schulz and Almadena Chtchelkanova</b>	
12:30-12:40 pm	Ayaz Akram– <b>Toward High-Fidelity Heterogeneous Memory System Modeling in gem5</b>
12:40-12:50 pm	Mikhail Isaev – <b>ParaGraph: An application-simulator interface and toolkit for hardware-software co-design</b>
12:50-1:00 pm	Thomas Flynn – <b>SimNet: Machine Learning-based Computer Architecture Simulation</b>
1:00-1:10 pm	Christian Engelmann – <b>Resilience Design Patterns: A Structured Modeling Approach of Resilience in Computing Systems</b>
1:10-1:20 pm	Jack Jones – <b>A design space exploration for optimal vector unit composition</b>
1:20-1:50 pm	<b>Break</b>
1:50-2:00 pm	Raveesh Garg – <b>SST-STONNE: Enabling cycle-level simulation of flexible spatial accelerators for DNNs and GNNs with a detailed memory hierarchy</b>
2:00-2:10 pm	Patrick Lavin – <b>Multifidelity DRAM Simulation</b>
2:10-2:20 pm	Jeffrey Young – <b>Improving Tooling for Capturing and Summarizing Sparse Memory Accesses</b>
2:20-2:30 pm	Prasanna Balaprakash – <b>Graph Neural Network for Anomalies Detection in Scientific Workflows</b>
2:30-2:40 pm	Qijing (Jenny) Huang – <b>Learning A Continuous and Reconstructible Latent Space for Hardware Accelerator Design</b>
2:40-3:10 pm	<b>Break</b>
3:10-3:20 pm	Stephen Dabideen – <b>DARPA’s Distributed Experimentation Environment and its application to the evaluation emerging Department of Defense technologies</b>
3:20-3:30 pm	Rafael Ferreira da Silva – <b>Measuring the Performance of Generated Workflow Benchmarks at Scale</b>
3:30-3:40 pm	Anastasiia Butko – <b>Exploring Message-driven Computation to Unlock the Performance of Asynchronous Algorithms</b>
3:40-3:50 pm	Subhankar Pal – <b>Agile Design Space Exploration of SoCs for Autonomous Vehicles</b>
3:50-4:00 pm	Nageswara Rao – <b>Design-to-Deployment Continuum Platform for Computing-Instrument Ecosystems</b>
4:00-4:10 pm	<b>Break</b>
4:10-5:10 pm	<b>Poster Q&amp;A Session</b>
4:45–6:45 pm	<b>Reception with Refreshments</b>

**ModSim 2022– Day Three, August 12, 2022**

8:00-8:15 a.m.	<i>Dr. Sudhakar Yalamanchili – White Paper <b>AWARD Presented</b> by Hyesoon Kim</i>
8:15-9:00 a.m.	<b>Keynote Presenter; Horst Simon - <i>Scientific Computing Beyond the Exascale Era</i></b>
<b>Session Title: Architecture – Session Lead: Jason Lowe-Power</b>	
9:00-9:30 a.m.	<b><i>Modeling and Self-evaluation for Accelerator Control and Performance</i> - Kevin Brown</b>
9:30-10:00 a.m.	<b><i>Reflections on AMD’s Publicly Available Simulators: Successes, Challenges, and the Future</i> – Brad Beckmann</b>
10:00-10:30 a.m.	<b><i>Challenges and Directions in Modeling Cloud Performance</i> - Abhishek Dhanotia</b>
10:30-11:00 a.m.	<b><i>Future of ModSim with Cloud, AI and Gaming</i> - Mujtaba Hamid</b>
11:00-11:10 a.m.	<b><i>Break</i></b>
11:10am-12:20 pm	<b><i>Panel Topic: <u>Computing at Extreme Scales</u>: Moderator: Shekhar Borkar &amp; Noel Wheeler Panelists: Ron Brightwell, Dan Ernst, Al Geist, Satoshi Matsuoka, Horst Simon</i></b>
12:20-12:30 p.m.	<b><i>Workshop Wrap-up</i></b>