



# BERKELEY LAB

LAWRENCE BERKELEY NATIONAL LABORATORY



U.S. DEPARTMENT OF  
**ENERGY**

# Designing and Presenting a Science Poster

## Computing Sciences Summer Student Program

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**June 30, 2016**

# Poster Sessions at Major Conferences

- Sessions for attendees to mingle in an around posters and presenters
- Posters usually viewable any time the conference is in session
- Often there is a poster session or reception
- Often 100s of posters are presented



# Presentations vs. Papers

## Papers

- Single preplanned narrative
- Remote audience
- Remote engagement
- Multiple pages
- Supporting material can be provided, e.g. references, URLs

## Presentations

- Speech
- Single narrative
- Captive audience
- 15+ minutes
- Multiple “slides”
- Fixed mode of interaction

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## Posters

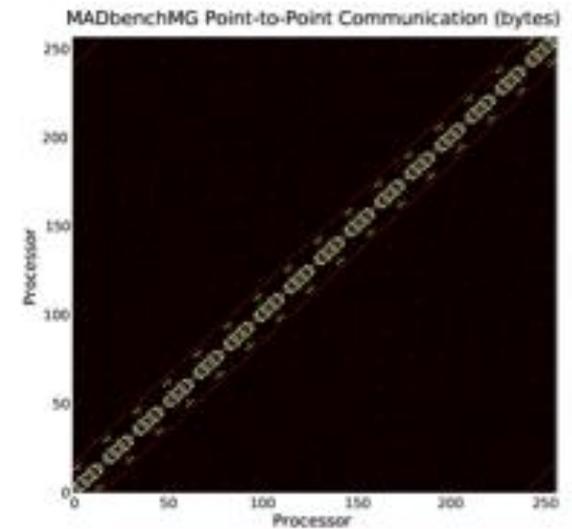
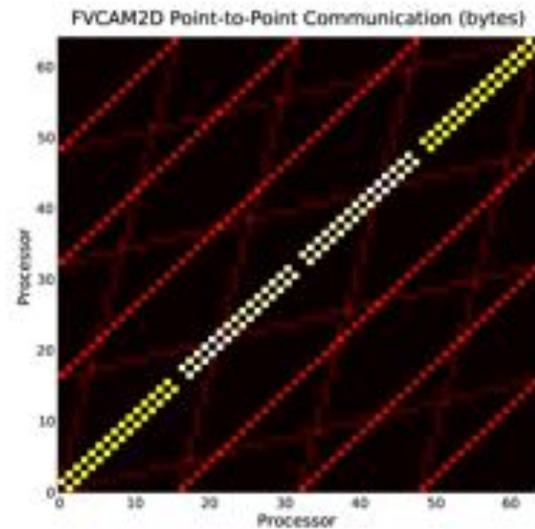
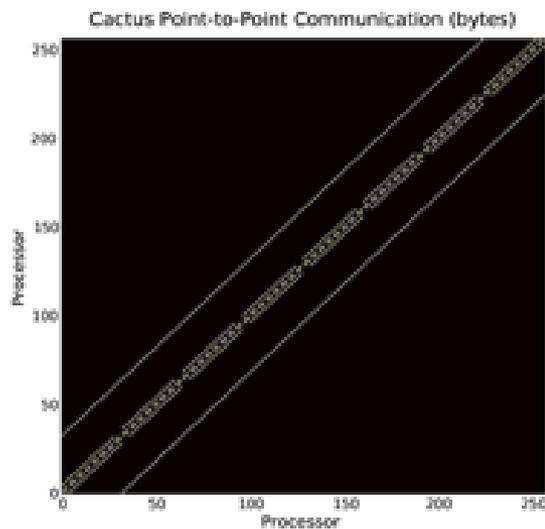
- Discussion
- Multiple narratives
- Browsing audience
- ~5 minutes per discussion
- Single “slide”
- Supporting material can be provided, e.g. paper, tablet device, demo, etc.

# Basic Poster Content

- **Title**
  - Briefly convey the subject matter
  - Attract interest without gimmicks
- **Introduction**
  - Problem Statement (why it matters), avoiding as much jargon as possible
- **Methodology**
  - Not too much detail, graphics work well in many cases
- **Results**
  - What worked, what didn't
  - Brief data analysis
- **Conclusions**
  - Your interpretations (Don't repeat results)
  - Further work
- **Citations**
- **Acknowledgements**
- **Contact information!**

# Visual Communication

- Graphics to help you talk to your work
- Label graphs and charts legibly, and clearly enough that the label stands on its own
- Use different portions of poster to engage at different level of abstraction and separate logical concepts



# Marketing Your Poster

- Make your poster compelling so it will stand out
  - “Title should be visible from the moon”
- Look like you want people to stop and talk
- Don’t stand in front of your poster
- Make room for multiple visitors
- Talk to your visitors as opposed to your poster
- Think about auxiliary materials, e.g QR-codes, handouts
- Perhaps:
  - Coordinate your outfit with your poster: Keegan, D.A., and S.L. Bannister. 2003. Effect of color coordination of attire with poster presentation on poster popularity. *Canadian Medical Association Journal* 169:1291-1292

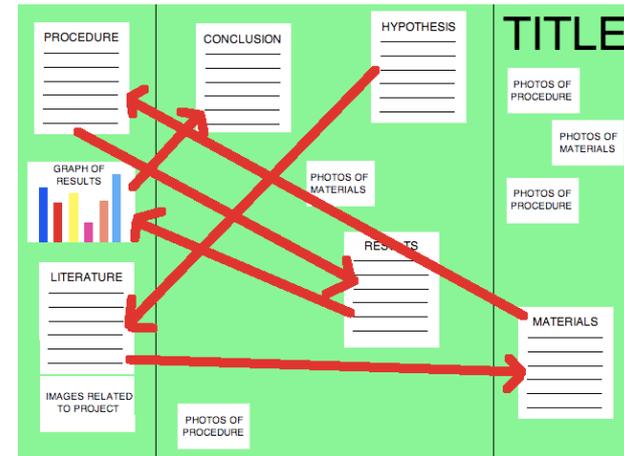
# Software

- **Microsoft Powerpoint**
  - Frequent choice, optimized for slides rather than posters
- **Google Slides / Drawings**
  - Free with LBL account
  - Slides is similar to Powerpoint, Drawings is page composition software
- **LaTeX (many templates available)**
  - Favorite of mathematics typesetters
  - Open source
- **Scribus, Inkscape**
  - Page composition software
  - Open source
- **OmniGraffle (Mac and iOS)**
  - Primarily image generation
  - Limited feature version available free
- **PosterGenius**
  - Designed for posters
  - Free trial available

# Things to Avoid

- **Too verbose**
  - Aim for 500-700 words
- **Avoid large blocks of text**
  - Consider using lists
- **Avoid over-crowded or busy layouts**
  - Flow is often confusing, or the eye doesn't know where to look
- **Avoid garish color schemes or awkward font choices**
  - Dark backgrounds can print poorly

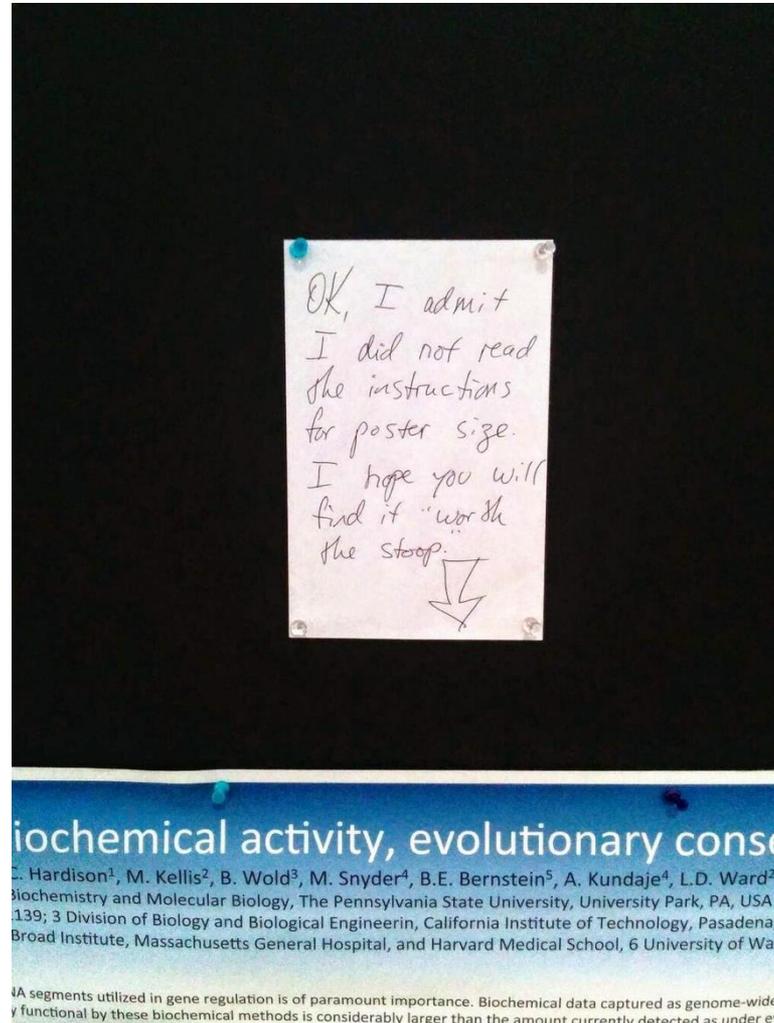
<http://sciencefair.math.iit.edu/display/layoutflow/>



<http://bonfx.com/bad-typography/>

**COUNTRY MANOR:**  
**SPACIOUS. RESTFUL.**  
**RELAXING. QUIET.**

# Follow Poster Session Instructions



# Bad Poster Bingo by Zen Faulkes

Different parts of poster don't line up	Boxes within boxes	Zigzag reading order	More than three <b>typefaces</b>	Long-winded title
Gradient fills in coloured boxes	Big blocks of text	Photographic background	Unlabelled error bars on graphs	Pixelated pictures
More than five colours	Institutional logos bookending title	Free space	ALL CAPITALS	Text with shadows, outlines, or bevels
Abstract	<u>Underlined text</u>	Comic Sans	3-D graphs	Checking tablet or phone during presentation
Tables showing data that could be in a graph	Poster does not fit on poster board	Comic Sans (it's that annoying)	Objects almost touching or overlapping	Tiny, unreadable type

# More resources

- **Colin Purrington, Swarthmore College**
  - <http://colinpurrington.com/tips/academic/posterdesign>
  - Suggestions for software, templates, and more...
- **George Hess, Kathryn Tosney, and Leon Liegel, North Carolina State University**
  - <http://www.ncsu.edu/project/posters/>
- **Michael Barton, Bioinformatics Zen**
  - <http://www.bioinformaticszen.com>
- **Zen Faulkes**
  - <http://betterposters.blogspot.com>
- **Many YouTube videos...**

# CS Summer Student Program Poster Session

- August 4<sup>th</sup>, 10:00-12:00
- Bldg 59, Room 3101
- 20-30 posters presented
- High visibility for lab scientists in CS and elsewhere in the lab



# Fabrication

- **We can print 4' by 3' posters with a high-resolution pdf file**
- **Print your poster in small form and check it carefully, limited redos**
- **Posters will be attached to the wall or on poster boards on desks**

# Examples

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# WHICH IS MORE IMPORTANT: NUMBER OF PATCHES OR CONNECTIVITY?

Darin Kalisak, PBS Student

Contact: dikalisa@unity.ncsu.edu

## INTRODUCTION AND OBJECTIVES

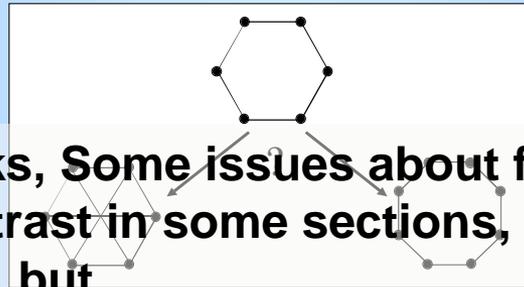
Metapopulation conservation efforts with limited resources would benefit from a clear understanding of the effects of different conservation strategies, so that the conservationists can decide how to best spend their resources. In particular, in metapopulations with randomly occurring patch extinction and recolonization, it is desirable to know what conservation strategy is more effective: is it better to spend effort to add new patches to the metapopulation, or is it better to spend that effort to facilitate migration between patches?

As an aid to real-life conservation efforts, this model might be useful in weighing various strategies. For example, if the conservation choices for an endangered species are either to buy land to connect existing habitats (increasing connectivity), or to simply work to preserve multiple habitats (increasing number of patches), the model may avoid a solution which is economically preferable but ecologically ineffective.

I developed a simple metapopulation model to investigate this issue. I ran the model using varying numbers of patches, where each patch is considered to be either extinct or occupied, and where every pair of patches is either connected or disconnected for purposes of migration. The whole metapopulation is considered to be either extinct or occupied.

- Too many large text blocks, Some issues about flow (solution stated before problem), Poor color contrast in some sections, Some unlabeled figures, A cut-and-paste from Excel, but
- A reasonable overall balance and format, clear titles

## THE ISSUE



## LIMITATIONS

Starting patch habitation was randomly determined, and so the results may not correspond well to specific species metapopulations with known starting conditions.

All patches were assumed to be either fully occupied or extinct, and of equal value to the metapopulation.

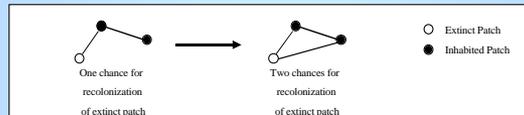
All migration pathways were equivalent, regardless of spatial distances or other factors involved.

The model had a low resolution for differing probabilities of extinction and migration.

The model amalgamated results from differing extinction and migration probabilities within a number of patches. It is possible that for specific parameter values, this amalgamation will hide results contrary to the overall trend reported here.

Adding patches increases the overall population of the organism, and makes a total extinction less likely by increasing the sheer number of patches which would have to go extinct.

Adding migration pathways increases the likelihood of recolonization of extinct patches, by giving extinct patches more sources for immigration.

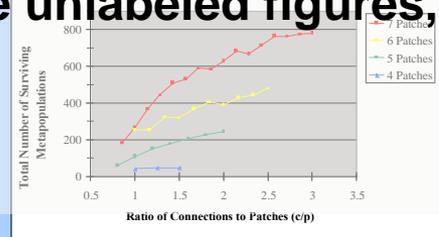


## RESULTS

I tested the model by running simulations which varied over four parameters:

- number of patches (values 4, 5, 6, and 7)
- minimally connected to maximally connected (expressed as the ratio of migration pathways to number of patches, or  $c/p$ )
- time-step-extinction probabilities of .2, .4, .6, and .8
- time-step-migration probabilities of .2, .4, .6, and .8

For every combination of these parameters, I ran 100 simulations of 1000 time-steps each, and tracked the number of instances out of those 100 runs that the metapopulation did not go extinct. For each number of patches, I then summed the numbers of surviving metapopulations for each connection ratio to obtain a summary value for each patch/pathway configuration. The results are graphed below. The model showed that increasing the number of patches by only one patch had a far greater effect on metapopulation survival than did increasing the connectivity between patches. A horizontal line intersecting two result curves would, at each intersection, show the ratio of connectivity necessary to achieve the same survival rate for each of the two metapopulations. In every case, the metapopulation with greater number of patches had a higher survival rate than the metapopulation with fewer patches, even when the former had a single patch.



## CONCLUSIONS

The results of this model indicate that, when possible, adding patches to a metapopulation is far preferable to incremental increases in numbers of migration pathways. There are some cases in which substantial gains in numbers of pathways can improve the long-term viability of the metapopulation compared to addition of a patch. When the costs of these additional pathways is relatively low, this may be a good strategy, however in most cases the greatest benefit to the metapopulation will come from adding more patches.

It is worth noting that in our results, the curve for each additional patch is steeper than the last. It may be that the low numbers of patches I tested are an important limit on the effects of connectivity. Simulations using larger numbers of patches may show that increased connectivity can have a greater effect on metapopulation survival than is seen here.



# PIGS IN SPACE: EFFECT OF ZERO GRAVITY AND AD LIBITUM FEEDING ON WEIGHT GAIN IN CAVIA PORCELLUS



SPACEEXES

## ABSTRACT:

One ignored benefit of space travel is a potential elimination of obesity, a chronic problem for a growing majority in many parts of the world. In theory, when an individual is in a condition of zero gravity, weight is eliminated. Indeed, in space one could conceivably follow ad libitum feeding and never even gain an gram, and the only side effect would be the need to upgrade one's stretchy pants("exercise pants"). But because many diet schemes start as very good theories only to be found to be rather harmful, we tested our predictions with a long-term experiment in a colony of Guinea pigs (*Cavia porcellus*). In a simulated zero-gravity condition, individuals were housed separately and given unlimited amounts of high-calorie food pellets. Fresh fruits and vegetables were also available. They were offered every 30 days, each Guinea pig was weighed. After years, we found that individuals on average weighed less than those on Earth. No weight appeared to be gained over the duration of the protocol. If space continues to be gravity-free, and we believe it will, the elimination of weight gain in the overweight animal nose at risk for overweight in space would be a lasting cure.

## INTRODUCTION:

The current obesity epidemic started in the early 1960s with the invention and proliferation of elastane and related stretchy fibers, which released wearers from the rigid constraints of clothes and permitted monthly weight gain without the need to buy new outfits. Indeed, exercise today for hundreds of million people involve only the act of wearing stretchy pants in public, presumably because the constrictive pressure forces fat molecules to adopt a more compact tertiary structure (Xavier 1965).

Luckily, at the same time that fabrics became stretchy, the race to the moon between the United States and Russia yielded a useful fact: gravity in outer space is minimal to nonexistent. When gravity is zero, objects cease to have weight. Astronauts and cosmonauts had to secure themselves to their ships with seat belts and sticky boots. The potential application to weight loss was noted immediately, but at the time travel to space was prohibitively expensive and thus the issue was not seriously pursued. Now, however, multiple companies are creating space elevators, and the proliferation of personal consumers, and potential travelers are also creating new ways to pay for products and services that they cannot actually afford. Together, these factors open the possibility that moving to space could cure overweight syndrome quickly and permanently for a large number of humans.

We studied this potential by following weight gain in Guinea pigs, known on Earth as fond of ad libitum feeding. Guinea pigs are considered to be the "Guinea pigs" of space research, too, so they seemed like the obvious choice. While space travel plans are of course desirable, but we feel this current study will be critical in acquiring the attention of granting agencies.

## MATERIALS AND METHODS:

One hundred male and one hundred female Guinea pigs (*Cavia porcellus*) were transported to the International Space Laboratory in 2010. Each pig was housed separately and deprived of exercise wheels and fresh fruits and vegetables for 48 months. Each month, pigs were individually weighed by duct-taping them to an electronic balance sensitive to 0.0001 grams. Back on Earth, an identical cohort was similarly maintained and weighed. Data was analyzed by statistics.

## RESULTS:

Mean weight of pigs in space was 0.0000 +/- 0.0002 g. Some individuals weighed less than zero, some more, but these variations were due to reaction to the duct tape, we believe, which caused them to be alarmed push briefly against the force plate in the balance. Individuals on the Earth, the control cohort, gained about 240 g/month (p = 0.0002). Males and females gained a similar amount of weight on Earth (no main effect of sex), and size at any point during the study was related to starting size (which was used as a covariate in the ANCOVA). Both Earth and space pigs developed substantial dawlaps (double chins) and were lethargic at the conclusion of the study.

## CONCLUSIONS:

Our view that weight and weight gain would be zero in space was confirmed. Although we have not replicated this experiment on larger animals or primates, we are confident that our result would be mirrored in other model organisms. We are currently in the process of obtaining necessary human trial permissions, and should have our planned experiment initiated within 80 years, pending expedited review by local and Federal IRBs.

## ACKNOWLEDGEMENTS:

I am grateful for generous support from the National Research Foundation, Black Hole Diet Plans, and the High Fructose Sugar Association. Transport flights were funded by SPACE-EXES, the consortium of wives divorced from insanely wealthy space-flight startups. I am also grateful for comments on early drafts by Mañana Athletic Club, Corpus Christi, USA. Finally, sincere thanks to the Cuy Foundation for generously donating animal care after the conclusion of the study.

## LITERATURE CITED:

NASA. 1982. Project STS-XX: Guinea Pigs. Leaked internal memo.  
 Sekulić, S.R., D. D. Lukač, and N. M. Naumović. 2005. The Fetus Cannot Exercise Like An Astronaut: Gravity Loading Is Necessary For The Physiological Development During Second Half Of Pregnancy. *Medical Hypotheses*. 64:221-228  
 Xavier, M. 1965. Elastane Purchases Accelerate Weight Gain In Case-control Study. *Journal of Obesity*. 2:23-40.

- Too many large text blocks
- Text confused with background
- Randomly sized and colored boxes
- Annoying logos
- Cutesy and hard-to-read title



# Algorithmic Probes for Evaluating Computer Architectures

## FUTURE TECHNOLOGIES GROUP

Khaled Ibrahim [kzibrahim@lbl.gov](mailto:kzibrahim@lbl.gov) Shoaib Kamil [skamil@cs.berkeley.edu](mailto:skamil@cs.berkeley.edu)

### Behavioral Modeling Using Apex Map

#### Apex-Map: Memory Access Probe

Apex-Map generates memory references as stochastic variates based on sampling the following random process:

$$x_i = \frac{M}{L} r^{i/\alpha}$$

where  $\alpha$  represents the temporal locality parameter of an application,  $M$  represents the memory footprint of this application, and  $L$  represents the spatial locality parameter of the application.

#### Assessing the Performance of an Architecture

Performance curve studies the system interaction with multiple parameters.

Figure shows average cycle time per instruction. For any given architecture, parameters. (The lower the cycle time, the better the performance.)

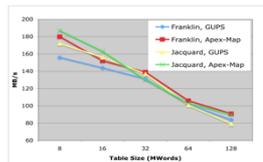


- Text font hard to read
- Good balance between text and graphics
- Good color contrast
- Organization of poster reflects organization of project, but is the reading order clear?

#### Using Apex Map as an Application Proxy

Other parameters are added to the model to capture complex application, such as computational intensity, register pressure, and concurrency level.

The figures below shows that Apex-Map can follow the behavior of CUPS application closely.

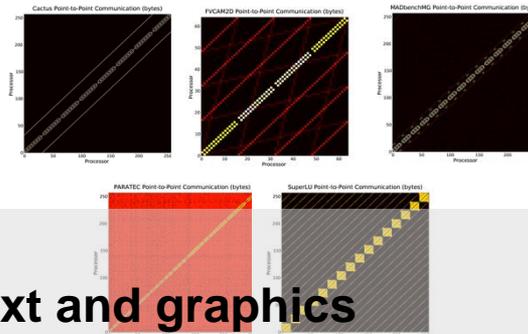


Apex-Map	Stream
Pattern	Random
Temp Locality	1
Spatial Locality	1
Reg. Pressure	1
Comp. Intensity	1S
Concurrency	NUPLICATE
Access Mode	NESTED

### Application Characterization

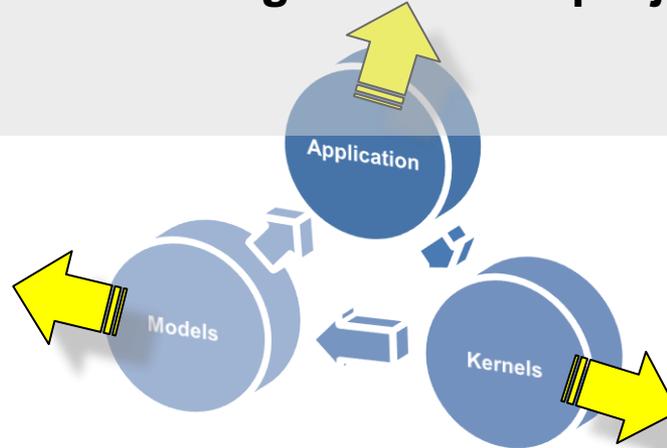
#### Application Communication Profiles

Characterize communication by using IPM profiling layer: run the full application unmodified and obtain the communication patterns. This shows the variety of communication signatures of DOE apps.



#### Extract Major Kernels

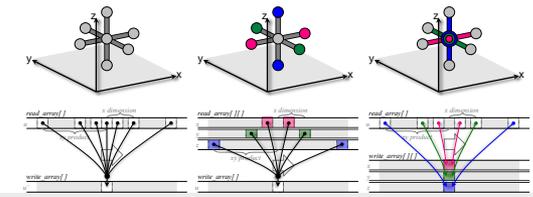
Based on communication and performance profiles, extract the major computational kernels into probes (reduced benchmarks, which can then be used to analyze the behavior of the application).



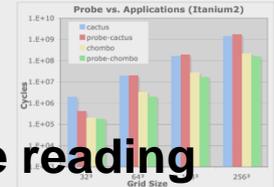
### Kernel Optimization

#### StencilProbe: Benchmark & Testbed for Stencil Optimizations

The StencilProbe enables optimization exploration of extracted stencil kernels, while avoiding the large overheads of running entire applications.



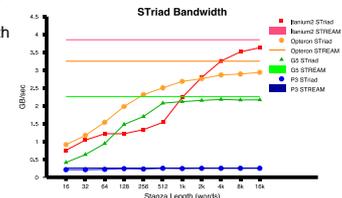
Using extracted kernels from Chombo and Cactus, two applications which heavily use stencils, data shows the StencilProbe accurately mimics application performance.



#### Discovering Prefetch Behavior using Stanza Triad

Based on the memory access pattern of cache-blocked stencils, the Stanza Triad is a simple version of the STREAM benchmark that uses *stanzas*: unit-stride triads are performed for a set number of locations before jumping in memory.

STriad results show that prefetching engines are sensitive to stanza length and memory bandwidth suffers if stanzas are (and thus stencil cache blocks) are too small.



**{ NEXT GEN SEQUENCING }**  
 millions of reads  
 hard to completely assemble

**{ FRAGMENTED ASSEMBLIES }**  
 repeat regions difficult to bridge  
 uneven read coverage

**{ REQUIRE FINISHING }**  
 join contigs together  
 trim nucleotide sequences  
 add PCR sequences



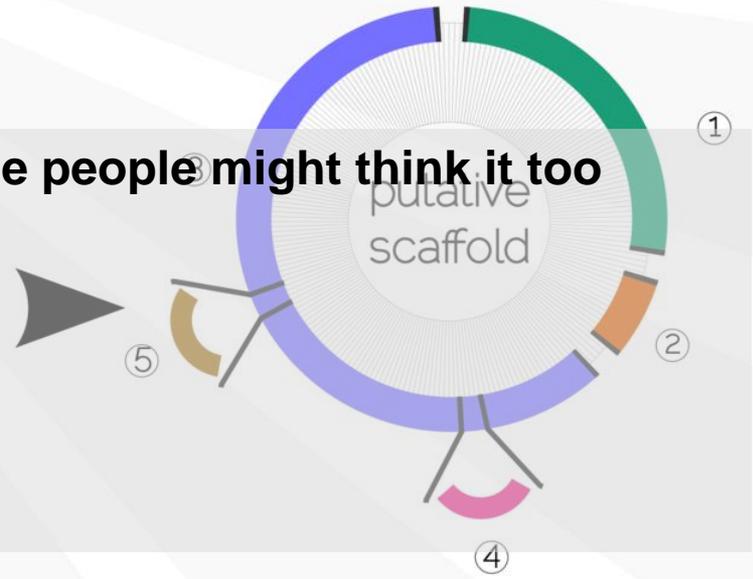
# scaffolder

microbial genome scaffolding software  
<http://next.gs>

michael d barton\*, hazel a barton  
 northern kentucky university

- Striking design and good visual appeal (some people might think it too much like an advert)
- Good balance between text and graphics
- Good color contrast
- Issues on left, solutions on right
- Color coding ties panels together

```
scaffold file
① sequence:
  source: 'sequence1'
② - unresolved
  length 20
  start 30
  stop 50
  source: 'sequence2'
  start 30
  stop 50
  inserts:
  source: 'insert1'
  start 8
  stop 160
  reverse: true
  open 200
  close 250
  source: 'insert2'
  open 400
  ⑤
```



**reproduce**  
 remove human-error and scaffolds can be reliably reproduced from the same data

**separate**  
 separate sequence from the scaffold organisation and preserve the original assembly data

**edit**  
 easier to edit the scaffold file compared with raw nucleotide sequence

**visualise**  
 provides an overview of the genome construction and allows easier comparisons of differences in scaffolds

*[ unreproducible ]*  
 manually editing a sequence can't be repeated by anyone else

*[ hard to change ]*  
 large blocks of nucleotide sequence are hard to update and determine the source contig