SWE 795:

Intersections of Deep Learning & Software Engineering

Spring 2022



George Mason University

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Week 2: How to Present a Research Paper



Attribution



 Adapted from Simon Peyton Jones' presentation slides on "How to give a good research paper presentation"



Research is Communication

The greatest ideas are worthless if you keep them to yourself

- Your papers and talks
 - Crystalise your ideas
 - Communicate them to others
 - Get feedback
 - Build relationships
 - (And garner research brownie points)





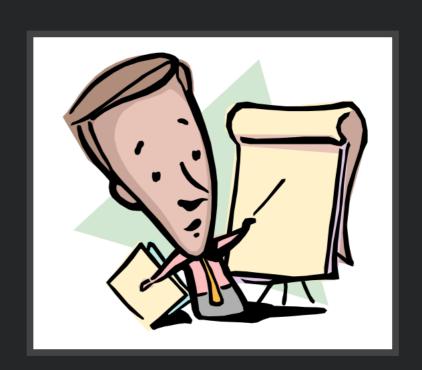
Good papers and talks are a fundamental part of research excellence

- Invest time
- Learn Skills
- Practice



Giving a Good Talk

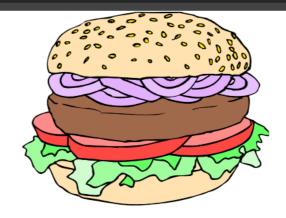
- This presentation is about how to give a good research talk
 - What your talk is for
 - What to put in it (and what not to)
 - How to present it



What Your Talk is For



Your paper = The beef



Your talk = The beef advertisement



Do not confuse the two



The Purpose of Your Talk...

- ...is not:
 - To impress your audience with your brainpower
 - To tell them all you know (or learnt) about the topic
 - To present all the technical details



The Purpose of Your Talk...

- ...but is:
 - To give your audience an intuitive feel for "your" idea (i.e., explain the main idea of the paper)
 - To make them foam at the mouth with eagerness "to read your paper" (even though everybody should have read the paper for the class!)
 - To engage, excite, provoke them

M

Your Audience...

- The audience you would like:
 - Have read all the related papers (which you read while preparing your presentation)
 - Thoroughly understand all the relevant approaches to "traceability link recovery"
 - Are all eager to hear about the paper that you spent so much time preparing this presentation for
 - Are fresh, alert, and ready for action



Your Actual Audience...

- The audience you get:
 - Have heard of IFCMIC, ACMIC, OCMIC, FCMEC, DCMEC coupling measures, but wish they hadn't
 - Have just had lunch and are ready for a doze
 - An instructor who read all the papers and even wrote some of them

Your mission is to

WAKE THEM UP!

and make them glad they did



What to put in





What to Put in the Talk

- 1. Motivation (20%)
- 2. The key idea (80%)
- 3. There is no 3

Motivation



- You have 2 minutes to engage your audience before they start to doze
 - Why should I tune into this talk?
 - What is the problem?
 - Why is it an interesting problem?

Example: Java class files are large (brief figures), and get sent over the network. Can we use language- aware compression to shrink them?

Example: Bug-tracking systems of large open source projects receive numerous duplicate bug reports. I'm going to present you a system, which automatically detects a large portion of those dups.



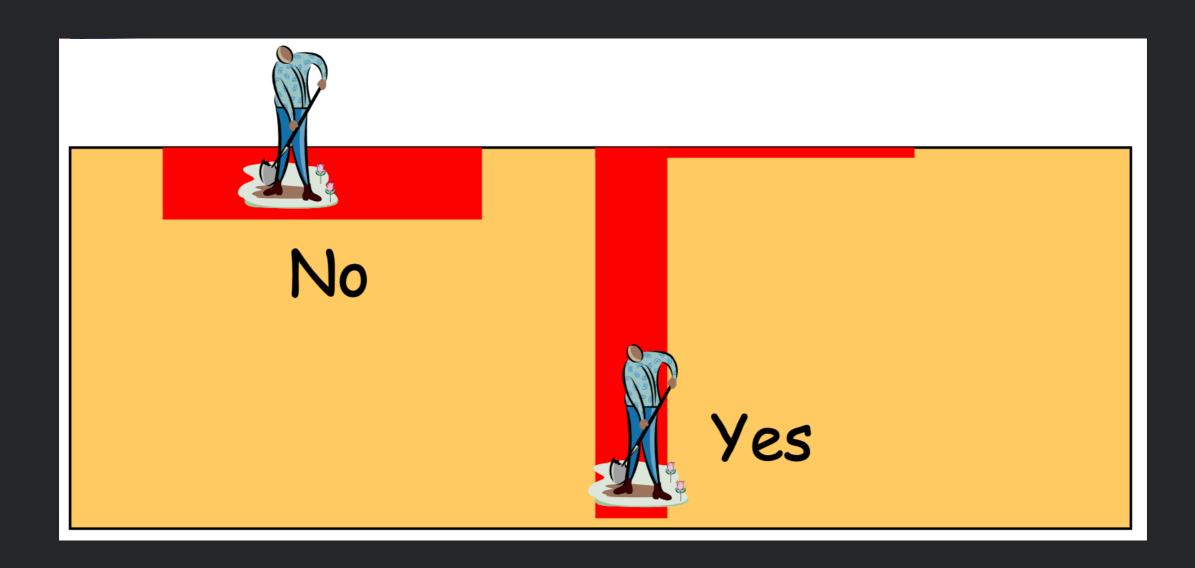
The Key Idea

If the audience remembers only one thing from your talk, what should it be?

- What are the contributions:
 - You must identify a key idea. "What I did this summer" is No Good.
 - Be specific. Don't leave your audience to figure it out for themselves (you must pretend that they do not know this!).
 - Be absolutely specific. Say "If you remember nothing else, remember this."
 - Organize your talk around this specific goal. Ruthlessly prune material that is irrelevant to this goal.



Narrow & Deep Beats Wide & Shallow



Avoid shallow overviews at all costs

Cut to the chase: the technical "meat"



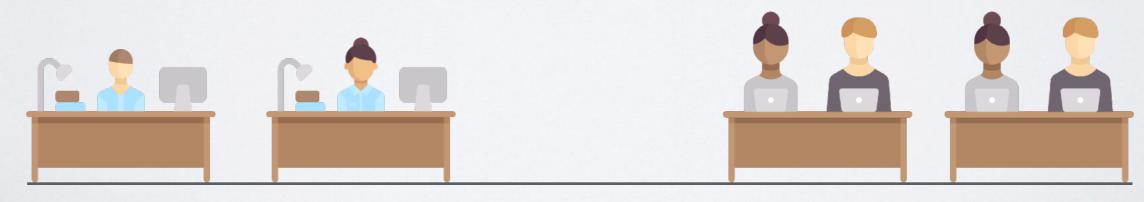
Your Main Weapon

Examples are Your Main Weapon!!

- To motivate the work
- To convey the basic intuition
- To illustrate The Idea in action
- To show extreme cases
- To highlight shortcomings

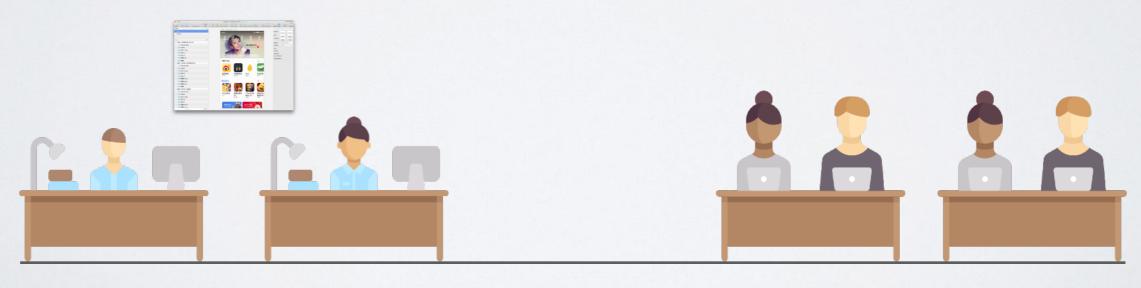
When time is short, omit the general case, not the example (if you do not have them in the paper – create them! At least the instructor will appreciate that ... extra points ...)





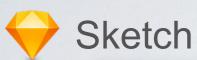
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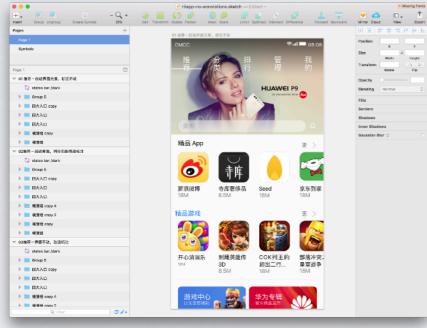


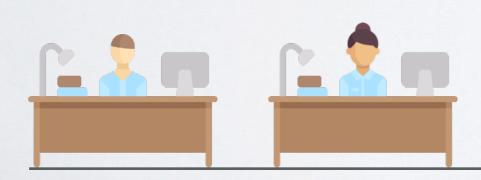


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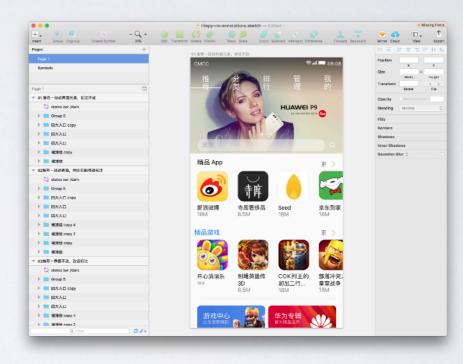


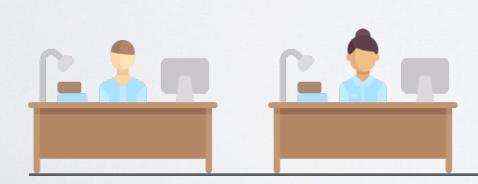




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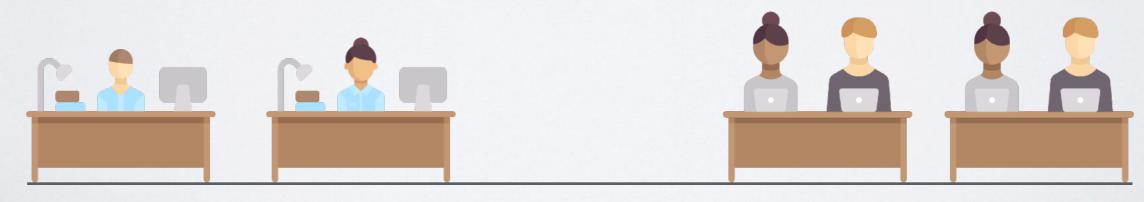






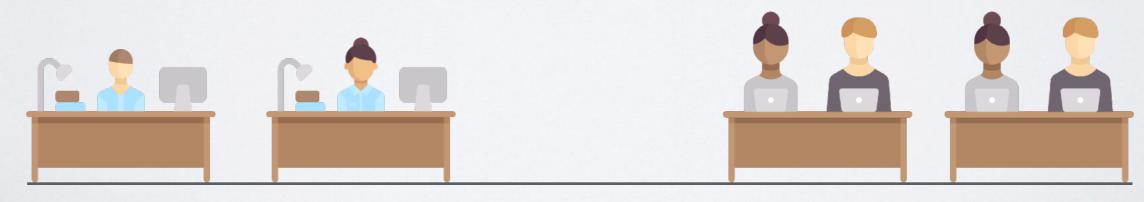
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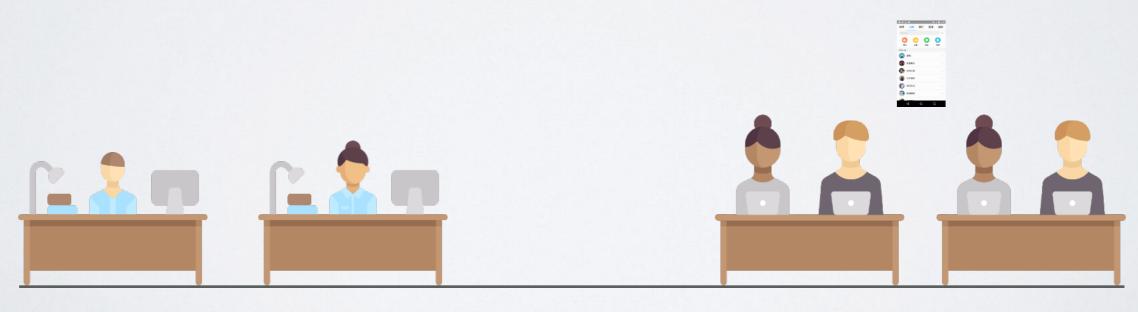
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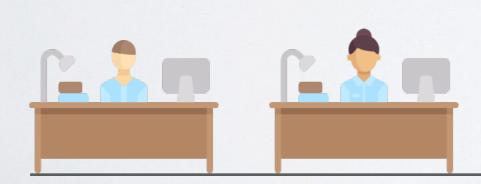


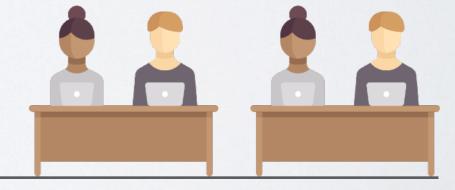


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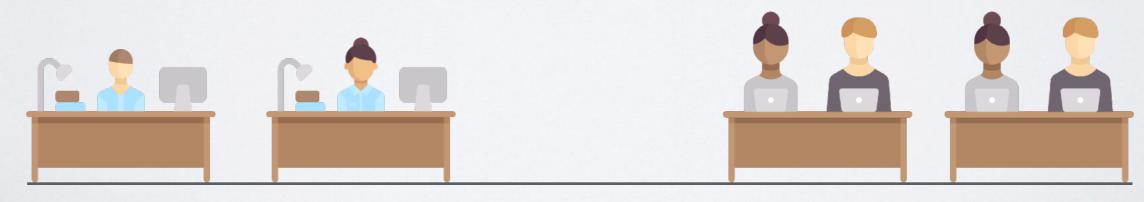






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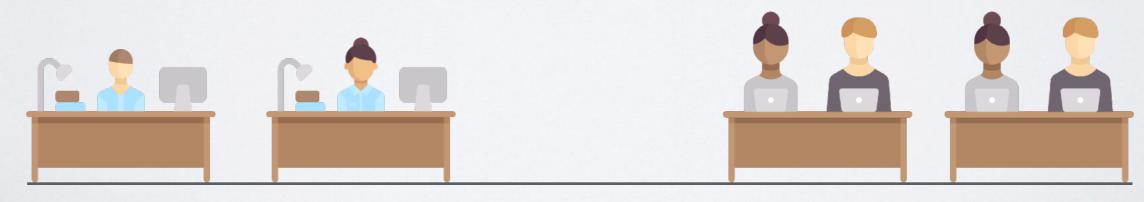
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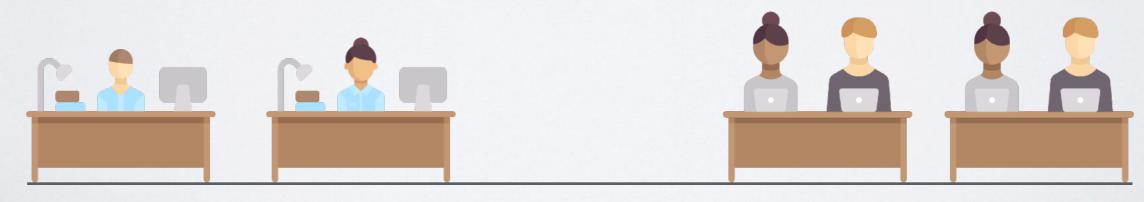
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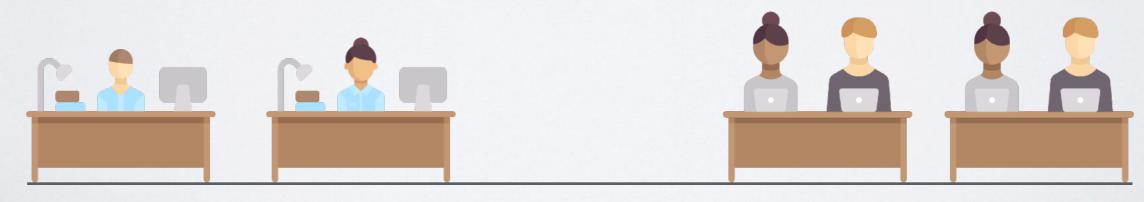
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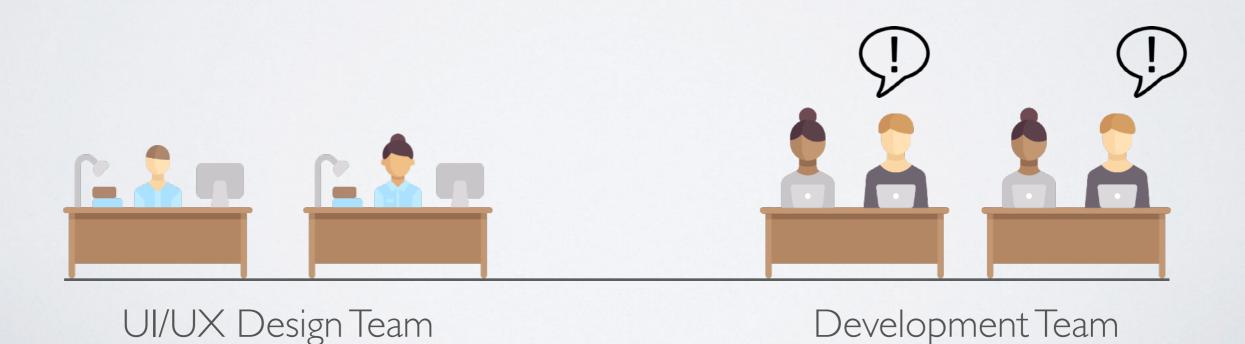
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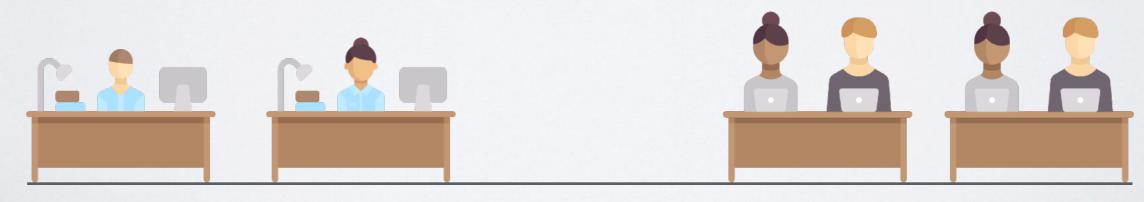


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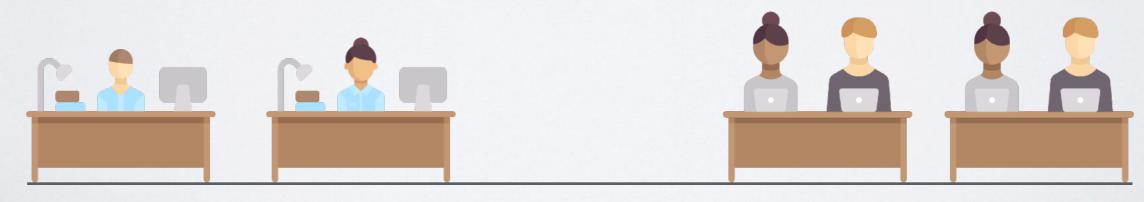






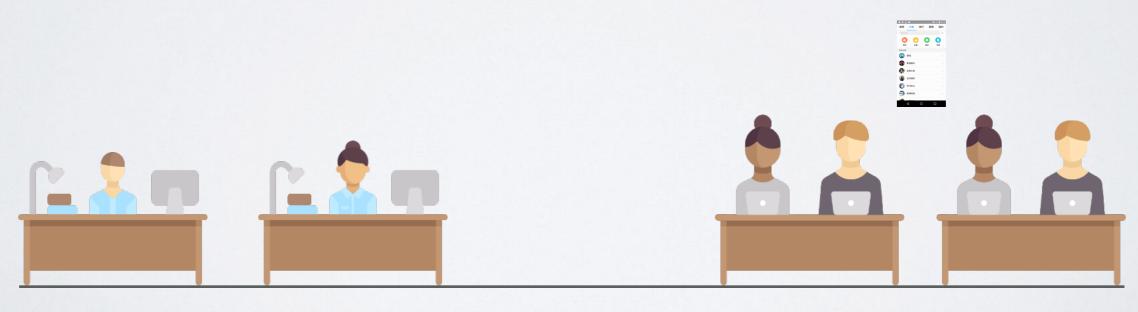
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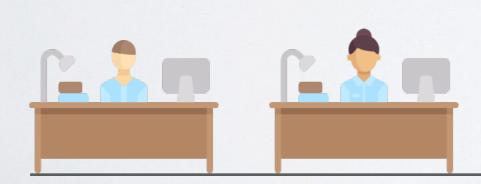


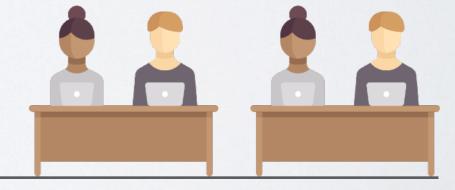


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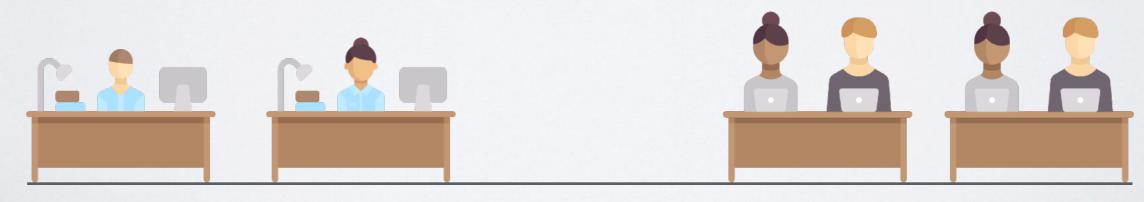






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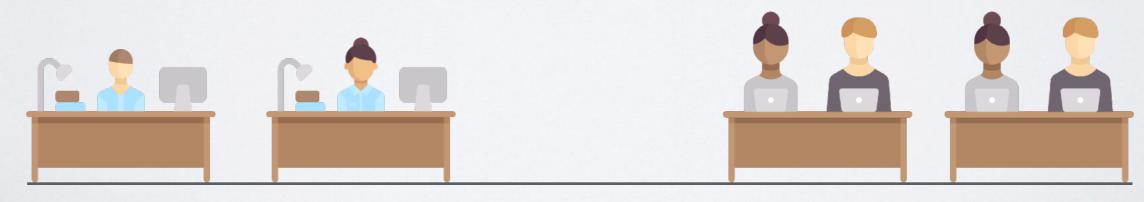




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RESEARCH PROBLEM





UI/UX Design Team

Development Team

What to Leave Out





Outline of Your Talk



- Background
- The SITIR approach
- Shortcomings of SITIR
- Overview of Java Platform Debugging Architecture (JPDA)
- Overview of Latent Semantic Indexing
- The Case Studies
- Related work
- Conclusions and further work



No Outline!



- "Outline of your talk": conveys near zero information at the start of your talk
 - But maybe put up an outline for orientation after your motivation
 - …and signposts at pause points during the talk

Related Work

- [Wilde'92] The seminal paper on feature location
- [Marcus'04] First use of IR for concept location
- [Antoniol'05] Scenario-based probabilistic ranking of events
- [Poshyvanyk'07] Combining IR with dynamic analysis for feature location
- [Eaddy'08] Combining IR, Dynamic and static analyses



Do not Present Related Work

- But...
 - Although you could present more related papers
 - You absolutely must know the related work; respond readily to questions (you will need to write it as a part of your project report anyway!)
 - Connect it to your project
 - X's very interesting work does Y; I am planning to use the similar technique to Y to extend another work on Z



Technical Details

$$\frac{\Gamma \cup \{x : \tau\} \vdash e : \tau'}{\Gamma \vdash k : \tau_{k}} \qquad \frac{\Gamma \cup \{x : \tau\} \vdash e : \tau'}{\Gamma \vdash \lambda x.e : \tau \to \tau'} \qquad \frac{\Gamma \vdash e_{1} : \operatorname{ST} \ \tau^{\circ} \ \tau}{\Gamma \vdash e_{1} > \Rightarrow = e_{2} : \operatorname{ST} \ \tau^{\circ} \ \tau'} }{\Gamma \vdash e : \operatorname{ST} \ \tau^{\circ} \ \tau}$$

$$\frac{\Gamma \vdash e : \tau}{\Gamma \vdash \operatorname{returnST} \ e : \operatorname{ST} \ \tau^{\circ} \ \tau} \qquad \frac{\Gamma \vdash e : \operatorname{MutVar} \ \tau^{\circ} \ \tau}{\Gamma \vdash \operatorname{newVar} \ e : \operatorname{ST} \ \tau^{\circ} \ (\operatorname{MutVar} \ \tau^{\circ} \ \tau)} \qquad \frac{\Gamma \vdash e : \operatorname{MutVar} \ \tau^{\circ} \ \tau}{\Gamma \vdash \operatorname{readVar} \ e : \operatorname{ST} \ \tau^{\circ} \ \tau} }{\frac{\Gamma \vdash e_{1} : \operatorname{MutVar} \ \tau^{\circ} \ \tau}{\Gamma \vdash \operatorname{writeVar} \ e_{1} \ e_{2} : \operatorname{ST} \ \tau^{\circ} \ Unit}}{\frac{\Gamma \vdash e : \operatorname{ST} \ \alpha^{\circ} \ \tau}{\Gamma \vdash \operatorname{runST} \ e : \tau}} \qquad \frac{\Gamma \vdash e : \operatorname{ST} \ \alpha^{\circ} \ \tau}{\Gamma \vdash \operatorname{runST} \ e : \tau} \qquad \alpha^{\circ} \not\in FV(\Gamma, \tau)}{\frac{\forall j.\Gamma \cup \{x_{i} : \tau_{i}\}_{i} \vdash e_{j} : \tau_{j}}{\Gamma \vdash \operatorname{let} \ \{x_{i} = e_{i}\}_{i} \ \operatorname{in} \ e' : \tau'}} \qquad \alpha_{j_{i}} \in FV(\tau_{i}) - FV(\Gamma)$$

Figure 1. Typing Rules

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Omit Some Technical Details

- Even though every line is <u>drenched</u> in your <u>blood</u> and <u>sweat</u>, dense clouds of notation will send your audience to sleep
- Present specific aspects only; refer to the paper for the details
- By all means have backup slides to use in response to questions (always know where to locate the details the paper in case if you do not have slides and need to show those details)



Do Not Apologize

- "I didn't have time to prepare this talk properly"
- "My computer broke down, so I don't have the results I expected" (for future project presentations)
- "I don't have time to tell you about this"
- "I don't feel qualified to address this audience"

Presenting Your Talk







Write Your Slides the Night Before

• (...kidding aside, you should polish the day or night before so they are fresh in your memory)

- Do at least one dry run to yourself
- Your talk absolutely must be fresh in your mind
- Remember that your slides are due by 10:00am on the day of the presentation in .pptx or .key format.

How to Present Your Talk



By far the most important thing is to

Be Enthusiastic!!!



Enthusiasm

- If you do not seem excited by the idea, why should the audience be? It you are not naturally excited about the idea, you will have to pretend that you are ...
- It wakes 'em up

- Enthusiasm makes people dramatically more receptive
- It gets you loosened up, breathing, moving around



The Jelly Effect

- If you are anything like me, you will experience apparently-severe pre-talk symptoms
- Inability to breathe
- Inability to stand up (legs give way)
- Inability to operate brain
- Good news: this is just a class presentation. It would be so much intense if you had to present at the conference

What to do About it

- Deep breathing during previous talk
- Script your first few sentences precisely
 - (=> no brain required)
- Move around a bit, use large gestures, wave your arms, stand on chairs ...
- You are not a wimp. Everyone feels this way.



Being Seen, Being Heard

- Point at the screen, not at the overhead projector
- Speak to someone at the back of the room
- Make eye contact; identify a nodder (I will be a default nodder in case I agree with your presentation), and speak to him or her (better still, more than one) ...
- Watch audience for questions...



Questions

Questions are not a problem

- Questions are a golden golden golden opportunity to connect with your audience
- Specifically encourage questions during/after your talk: if you are comfortable, pause briefly now and then, ask for questions
- Be prepared to truncate your talk if you run out of time (luckily we have some flexibility, but still ...).
 Better to connect, and not to present all your material





A very annoying technique



- A very annoying technique
- is to reveal

- A very annoying technique
- is to reveal
- your points

- A very annoying technique
- is to reveal
- your points
- one

- A very annoying technique
- is to reveal
- your points
- one
- by one

- A very annoying technique
- is to reveal
- your points
- one
- by one
- by one, unless...

- A very annoying technique
- is to reveal
- your points
- one
- by one
- by one, unless...
- there is a punch line



Use Animation effects



Use Animation effects

very



Use Animation effects

very

very



Use Animation effects

very

very

very



Use Animation effects

very very very very

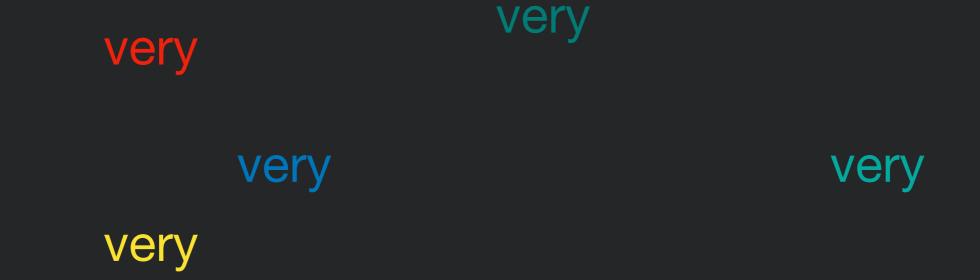


Use Animation effects

very very very very



Use Animation effects





Use Animation effects

very
very
very
very
very
very
very



Use Animation effects

very
very
very
very
very
very
very

sparingly



Finishing

Absolutely without fail, finish on time!

- I will give take off 5 points for every minute over 25 minutes that you go
- Audiences get restive and essentially stop listening when your time is up. Continuing is very counter productive
- Simply truncate and conclude
- Do not say "would you like me to go on?" (it's hard to say "no thanks")



There is Hope

The general standard is so low, that you don't have to be outstanding to stand out

 This is generally true about conferences I have attended in the past