

# Research Methods

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<http://www.cs.odu.edu/~mweigle/CS795-F10/>

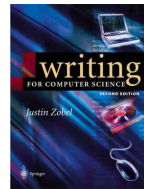
## Outline

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- Performing research
- Reading papers
- Writing summaries
- Writing papers
- Presenting data
- Giving presentations

# Main Resources

- *The Art of Computer Systems Performance Analysis* by Raj Jain
- *The Elements of Graphing Data* by William S. Cleveland
- *Writing for Computer Science* by Justin Zobel
  - this book is highly recommended!



*Other resources are linked on course webpage*

## Performing Research

*The Devil's in the Details*

- Good researchers pay great attention to detail...
  - when designing and running experiments
  - when analyzing data
  - when creating graphs
  - when writing papers
  - when preparing and giving presentations

# Performing Research

## *You Must Have a Plan*

- State goals and define the system
- List possible outcomes
- List possible parameters and variables
- Select metrics to study
- Select input model
- Design experiments
  - justify parameter settings
- Analyze and interpret data
  - do the results make sense?
  - can you explain them?
- Present results

From *The Art of Computer Systems Performance Analysis*, by Raj Jain

# Performing Research

## *Documentation is Essential!*

- Get a lab notebook and use it!
- Document experiments
  - why was the experiment run?
  - what were the expected results?
  - what were the experiment parameters?
  - what were the results?
  - write a one-page summary *before* presenting results to your advisor

# Reading Papers

## *Three Pass Approach*

- First Pass
  - title, abstract, introduction, section headings, conclusions, references
  - answer 5 Cs: category, context, correctness, contributions, clarity
- Second Pass
  - entire paper, ignoring details such as proofs
  - look at figures, graphs
- Third Pass
  - entire paper, identify and challenge every assumption in every statement

From "How to Read a Research Paper" by S. Keshav

# Reading Papers

## *Questions to Answer*

- What are the motivations for the work?
- What is the proposed solution?
- What is the evaluation of the work?
- What are the contributions?
- What are the future directions for this research?

From "How to Read an Engineering Research Paper" by William Griswold

# Writing Summaries

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- Turn answers to the questions into a summary
  - summary must be in your own words
- Don't "cut and paste" the article
  - If your summary is a "jumble of statements nearly straight from the article", then you haven't really understood what the article was about.

From "Summary of a Scientific Article", Department of Biology, George Mason University

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# Writing Papers

## *Organization*

- Abstract
  - single paragraph
  - readers use it to determine if article is relevant
  - concise summary of aims, scope, conclusions
- Introduction
  - describe topic, problem/motivation, approach, scope, conclusions
  - clearly tell reader what is novel
- Related Work
- Approach and Results
- Conclusions and Future Work

*From Writing for Computer Science by Justin Zobel*

# Writing Papers

## *Style*

- Be clear, simple, correct, interesting, direct
  - delete unneeded words, simplify sentence structure, establish logical flow
- Be objective and accurate
  - primary objective is to inform, not entertain

*From Writing for Computer Science by Justin Zobel*

# Writing Papers

## *Style*

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- Don't use contractions or slang
- Use examples when needed for clarification
- Link text together as in a narrative
  - each section should tell a clear story

From *Writing for Computer Science* by Justin Zobel

# Writing Papers

## *Style Specifics*

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- Every sentence in a paragraph should be related to the paragraph's topic
- Don't italicize words unnecessarily.
- Don't use capitalization for emphasis, only for abbreviation

From *Writing for Computer Science* by Justin Zobel

# Writing Papers

## *Editing*

- Your first draft is not your final draft!
- The goal is to make the paper clear and readable
- There is no excuse for spelling errors!
- Double-check noun-verb agreement

From *Writing for Computer Science* by Justin Zobel

# Writing Papers

## *Editing*

- Double-check bibliography - make sure that the citations match your list of references
- Make sure that you have been consistent throughout the paper
- If you are unsure of grammar usage, look it up!

From *Writing for Computer Science* by Justin Zobel





# Writing Papers

## *Improving Your Paper*

- Use the spell checker (and grammar checker)!
- Sloppy papers take away from the content
- Don't rely on color graphs
  - everything should be readable in black & white

From "A Referee's Plea" by Mark Allman

# Writing Papers

## *Citation Style*

- Don't use the citation label (e.g., [16]) as a noun
- *et al.* ('and others') is an abbreviation. It should be italicized because it's a foreign language phrase
  - *et* means 'and' - no period
  - *al.* is an abbreviation for *alii*, meaning 'others'
- Provide a complete a citation as possible
  - include page numbers, dates, etc.
  - follow conference/journal guidelines
  - don't just copy from citeseer, use citation in ACM Digital Library, IEEE Xplore, or author's webpage

From *Writing for Computer Science* by Justin Zobel

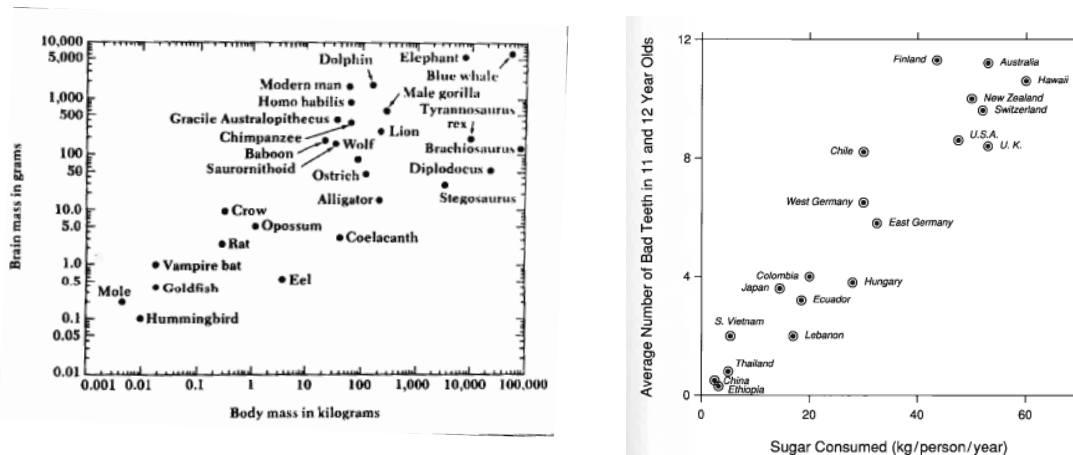
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## Presenting Data

*The Data is the Most Important Part*

- Don't allow labels to interfere with the data



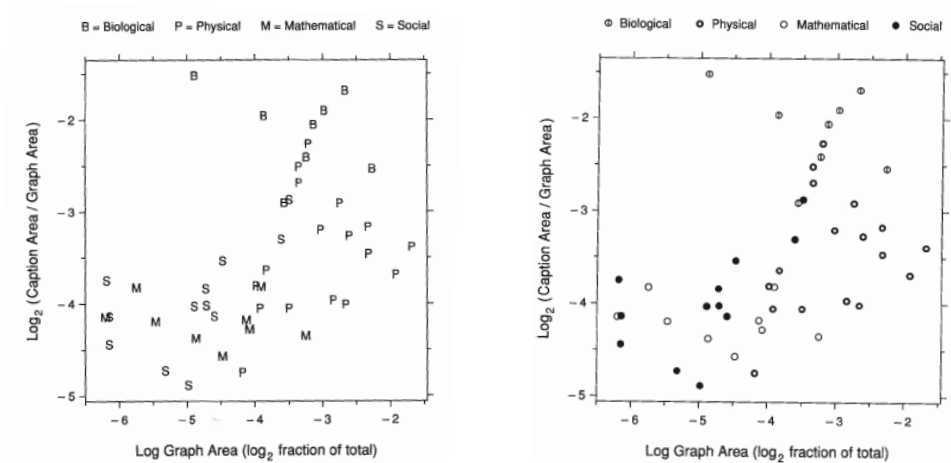
*Don't make the reader work to understand your graph!*

From *The Elements of Graphing Data* by William S. Cleveland

# Presenting Data

## *The Data is the Most Important Part*

- Plotting symbols should be easy to distinguish



*Don't make the reader work to understand your graph!*

From *The Elements of Graphing Data* by William S. Cleveland

# Presenting Data

## *Graphs in Papers*

- Each figure or graph should be numbered with an informative caption
- Write descriptive x and y axis labels that include units. Use large fonts.
- Don't make readers flip backwards to find your figure
- If you use a figure from another source, give attribution in the caption

From *The Elements of Graphing Data* by William S. Cleveland

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## Giving Presentations

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- Consider the audience
  - don't bore them with background they already know
- Think about what you want the audience to walk away knowing
- Keep in mind your time limit
  - leave time for questions

# Giving Presentations

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- Don't provide too much detail
- Start with motivation
- First slide should always contain the title, your name (and names of your collaborators), and your affiliation

*From Writing for Computer Science by Justin Zobel*

# Giving Presentations

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- Proof-read your slides
- Check consistency in capitalization and font usage
- Keep slides clean and simple

*From Writing for Computer Science by Justin Zobel*

# Giving Presentations

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- Make transitions between topics smooth
  - don't just read the title of each slide as a transition
- Speak clearly and slowly
- Face the audience
- Practice! Practice! Practice!

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