Tips for Pursuing Computer Science Research and Research Writing

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Outline

- Introduction
- ▶ Problem: Making an impact
- Paradigm
 - theoretical, experimental
 - some advice for each kind
- Writing: conference papers, journal papers
- Summary

Introduction

- ▶ Main Point: Honesty
- Keep yourself honest
 - to find truth more rapidly
 - to avoid embarrassment
- ► Goal: positive impact
 - ▶ ideas, papers
 - system
- Writing: Do not oversell yourself
 - present the problem
 - present the evidence
 - present the limits and assumptions

How the Research is Judged?

- Impact
 - ▶ Is it widely used?
 - Does it lead to new directions?
 - Does it effect teaching?
- Standards differ place to place
 - Conference: timely, interesting, simple, share
 - Journals: correct, relevant, well-written

Challenge?

- ► Fundamental problems
 - Lots of prior work
 - ▶ Lots of researchers
- ► Approach:
 - Do lot of study to choose proper directions
 - First search is breadth-wise
 - Next search is depth-wise

Research Paradigms

- Theoretical Research
 - "Publish or Perish!"
 - E.g., Algorithm that solves some real problems
 - Evaluation of proof, elegance, clarity
- Experimental or System Research
 - "demo or die!"
 - evaluation by experiment, simplicity, utility
- Multidisciplinary Research

Theoretical Research

- Keep an eye on applications
 - Great source of problems and interest
 - Invest in a field that is starting to develop
- Look for "some thing to push against"
- Theorems relate two things
- Remember the costs
- Speed, space, complexity, etc.
- Strive for simplicity, elegant, clarity

Advice for Theoretical Research

- ► Stay "light on your feet"
 - Seek new approaches or simplifications
 - ▶ Do not work on same area forever
 - Have short goals
- ► Learn from writings
- Read Selectively and critically

Experimental/System Research

- Find ways to see farther
- Keep an eye on theory validation or invalidation are both good
- keep other eye on end users
- main source of problems, feedback
- Look for "some thing to push against"
- the way to evaluate your system or demo
- ► Look for insights (lessons, theories, etc.)

Advice for Experimental/System Research

- ► Do separate short projects
- Pickup simple solutions (avoid complex ones)
- ▶ Be sure to finish your project
- Do quantitative evaluation
- Do technology transfer!

Cross-disciplinary Research

- Applying computing to other disciplines
- Use computation for theory construction
- Evaluation in the area of application
 - Originality
 - Utility and results
- Evaluation in computing
 - Soundness and currency of the CS applied
 - Finding new CS problems

Ways to make a positive impact

- Publish important work first
 - think hard
 - use techniques/instruments
 - work in underdeveloped areas
 - start new (sub-) areas
- Publish clear descriptions
- relate to current understanding
- Be persistent

Finding good ideas!

- Look for problems
 - ▶ In reading, teaching
 - By using your own tools / systems
- Have lots of ideas
- Pursue one that:
 - you are uniquely qualified to handle
 - tackle important problems that:
 - excites you
 - that on which you make progress

How to improve?

- Ask lot questions (why?)
- Read a lot
- Development judgment about:
 - problems
 - solution techniques
 - explanations, evaluations

Becoming a Researcher

- Read widely and deeply
- Develop judgment about great papers
- Build general knowledge
- ► Look for issues and questions
- Capture opportunities
- Keep a Research Notebook
- Follow references and use citation index

Writing: Why does it matter?

- ▶ Determine if your ideas are:
 - Published
 - Read
 - Understood
 - Cited
 - ► Taught
- Writing:
 - ► The Scientific Style
 - Writing well, giving talk

The Scientific Style

- Purpose:
 - ▶ allow reader judge the research
 - describe present evidence
 - convey ideas and insights
- ▶ Different kinds of Writings:
 - teaching (as in textbooks):
 - focus on explanation of science
 - breadth and clarity are more important
 - newness (latest is not important)

Learning how to write?

- ▶ Read to observe the stype
 - journals in your field
 - Scientific American
 - story tellers
- Observe, how they:
 - organize
 - explain

The writing Process

- Start by "brainstormig"
- Organize the ideas (as outline)
- Do not "core dump!"
- Once the ideas are on paper, make them clear
- Prefer to edit from paper
- ▶ Seek feedback
- ► Enhance awareness by tracking problems
- Writing is rewriting

Writing my dissertation

- Keep a list
- ► Hardest lesson: "Do not core dump!"
- Writing is like Programming ¡

Programming	v/s	Writing
Declarative	is	definitive
Procedure Interface	is	Theorem statement
(Specifications)		
Implementation	is	Proof
Subroutine	is	Lemma
Comment	is	Remark
Test case	is	Example

Why Analogy is helpful?

- ▶ Is it well organized?
- Is every thing in proper place?
- Is it maintainable?
- Is there repetition?
- Does it work?

Write only related work

- Related to the Problem
- not just your solution technique
- Help reader fit your work into problem space
- Say how helps to solve problem
- Say why/how it does not solve problem
- Say how solution techniques differ

Getting all the related work

- Read other dissertations
- Ask the experts
- Read the references in good papers
 - citation index
 - recent conferences/journals
- How to link sentences?
- George Gopen and Judisth Swan, "The Science of Scientific Writing" (American Scientist, 78:550-558, 1990). (links available at www.krchowdhary.com)
- Linking Idea
- English sentences have two parts, first links to previous material and the second part provides new information and emphasis

Other writing ideas

- ▶ Illustration with examples
 - ▶ also, counter examples!
 - Specially any thing unclear
- ▶ 'Pair writing" with Professor
- Honesty
 - present facts, don't sell
 - look for flaws

Lower level Tips

- ▶ Use sign posting:
- "This section describes the algorithm for ..."
- Use topic sentences
- "The key idea is to use a divide-and-conquer strategy."
- Do not use (very many) adjectives

Summary

- ▶ Look for "some thing to push against"
- Read selectively and critically
- Writing is like programming
- Strive for clarity
- Strive for honesty
- Do not over sell