

Giving Talks on Research

Whats and Hows

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With inspiration from Derek Dreyer, Simon Peyton Jones, Finn Hacket, Robert Xiao

October 27, 2023

Contents

- Whats 
- Hows

Contents::Whats

- Whats
 - Goals 
 - Perks

Contents::Whats::Goals

- Get people to read your paper? ✗
- Give people positive feelings about you and your work!¹ ✓
- Entertain your audience! ✓
 - "Your mission is to wake them up!"²
 - "Your most potent weapon, by far, is your enthusiasm!"²
 - "Put on a show!"³

1: Derek Dreyer. How to write papers and give talks that people can follow. (The Cornell, Maryland, Max Planck Pre-doctoral Research School, 2023)

2: Simon Peyton Jones. How to give a great research talk. (MSR Summer School, 2016)

3: John Hughes. Unaccustomed as I am to public speaking. (PLMW, 2016)

During the talk:

- *Verbal*
 - Variation in your voice
 - Interesting puns
- *Nonverbal*¹
 - Eye contact
 - Gestures
 - Moving on the stage

1: Finn Hacket and Robert Xiao. Workshop on presentation skills.


On the conclusion slide:

- Conclusion sentence
- Acknowledgements
- Website and QR code for publicity

Q&A session:

- Acknowledge good questions.
- Disagreement:
 - Understand their viewpoint.
 - Acknowledge reasonable points.
 - Politely present personal opinion.
- Inability to answer:
 - *Be honest.*
 - Present relevant parts that we *do know*.
 - Anticipate *directions for future work*.

Contents::Whats

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Contents::Whats::Perks



- You can't say much.
- The audience may or may not care.
- The audience may easily get lost.
- You have to convey information visually.

A ~~paper~~ talk structure that works¹

- ~~Abstract~~
- Introduction (8 minutes)
- Key ideas (11 minutes)
- ~~Technical details~~
- ~~Related work~~
- *Conclusion slide*

1: Derek Dreyer. How to write papers and give talks that people can follow. (The Cornell, Maryland, Max Planck Pre-doctoral Research School, 2023)

- Intro (8 minutes)
 - Stage the motivation!
 - General version of your problem (2 minutes)
 - Your specific problem (4 minutes)
 - Tell them what you did!
 - Contributions
 - Overview of the key ideas

Coherence ¹:

- Be minimal. ²
- Make the focus obvious. ²


Flow ¹:


- Be incremental. ²
- Introduce concepts when we need them. ²

1: Derek Dreyer. How to write papers and give talks that people can follow. (The Cornell, Maryland, Max Planck Pre-doctoral Research School, 2023)

2: Ranjit Jhala, "How to Design Talks".

Contents

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- Hows
 - Tools 
 - Note-taking
 - Practicing

- Slides 
- Figures

Tools with decreasing *expressiveness*

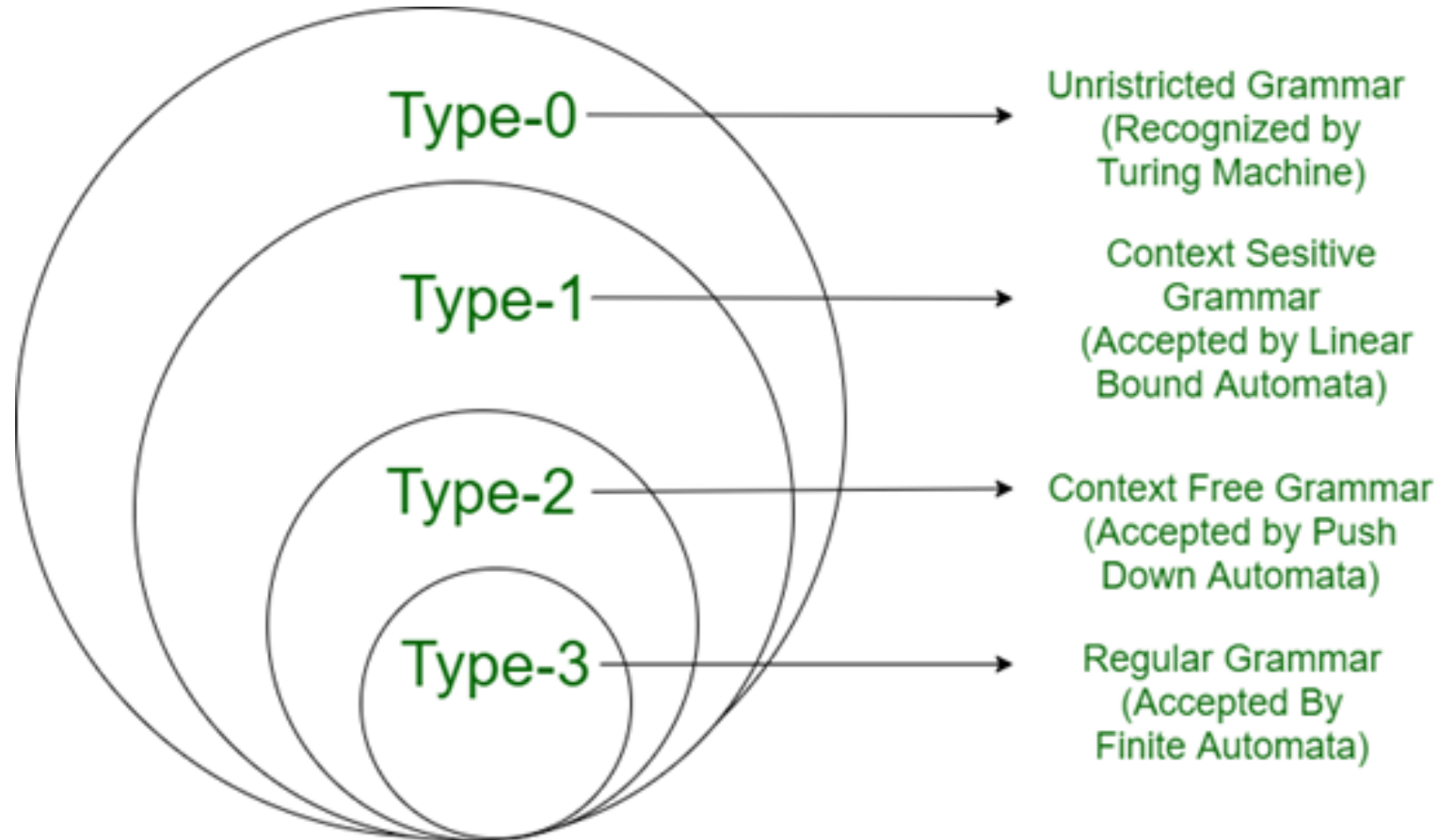
- Presentation programs
- Beamer
- Frameworks for designing presentations with *Markdown dialects*
 - Rmarkdown¹
 - Marp²
 - Pandoc³

1: <https://rmarkdown.rstudio.com/>

2: <https://marp.app/>

3: <https://pandoc.org/>

Powerful \neq Best for the job



Aspects to consider

- *First-class support* for features including:
 - Animations
 - Block quotations
 - Code blocks
 - Math expressions
 - Citations
 - Interactive visualizations
- Integration with the rest of the research pipeline
- Collaboration

- Slides
- Figures 

Figures

*"Diagrams are pictorial, yet abstract, representations of information. Line graphs, bar charts, engineering blueprints, and architects' sketches are all examples of diagrams, whereas photos and video are not."*¹

- Diagrams ➔
- Other Figures

1: Michael Anderson (1997). "Introduction to Diagrammatic Reasoning"

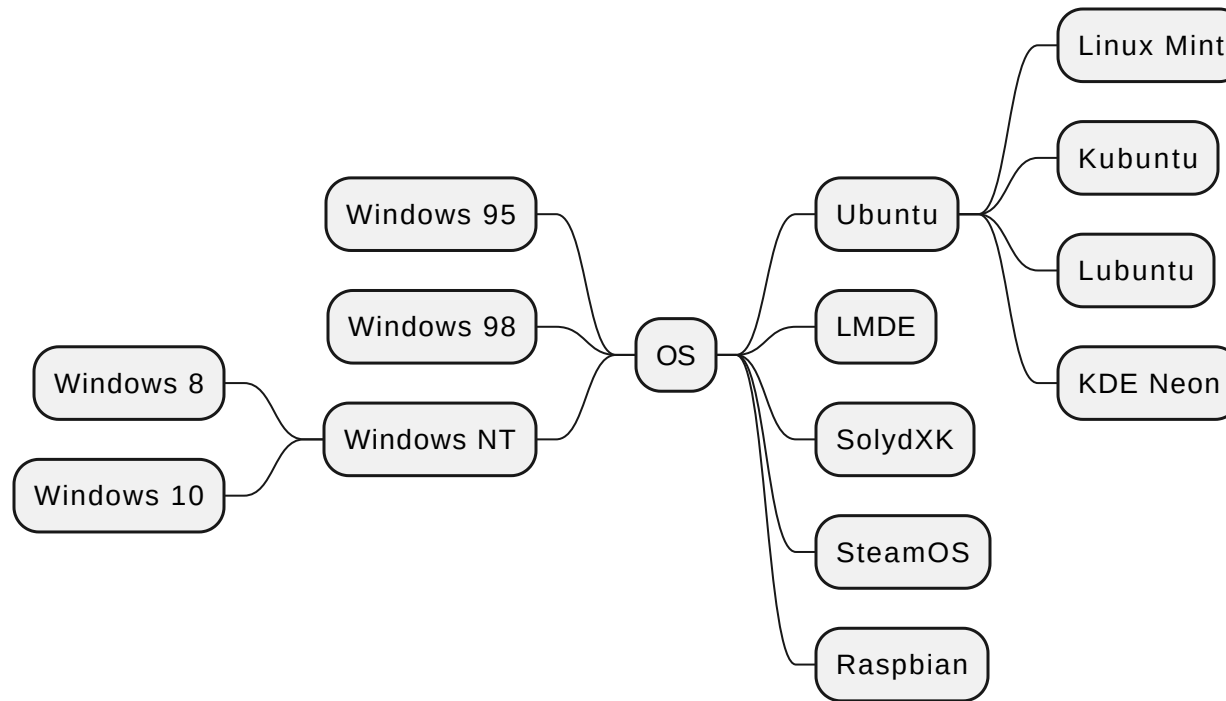
Diagrams

- Quantitative Diagrams
 - *Please search "data visualization tools"*
- Qualitative Diagrams →

Qualitative Diagrams

- Existing Models →
- From Scratch

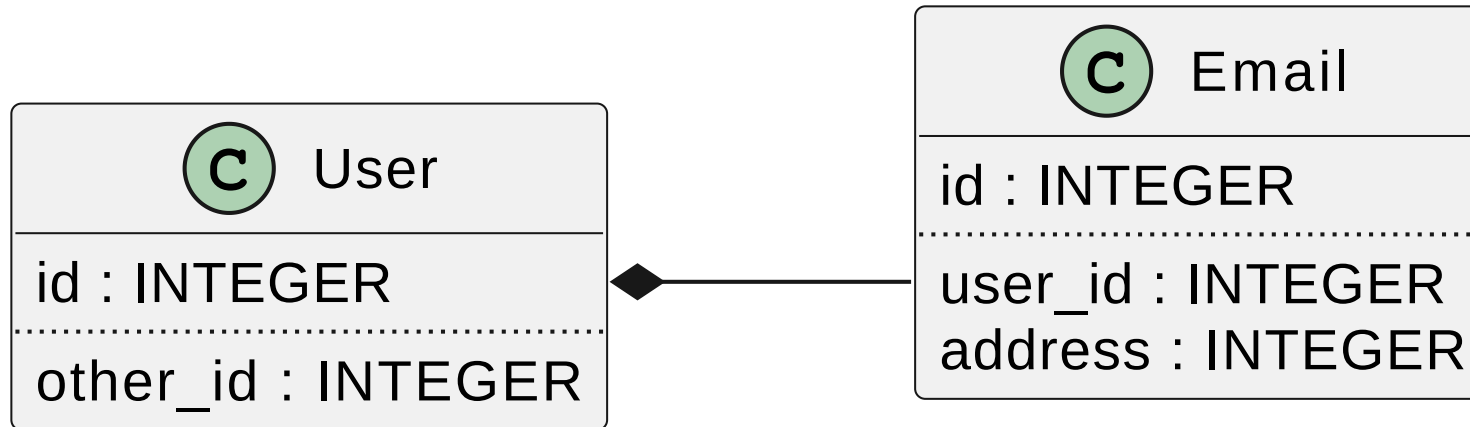
Mindmaps¹²



1: <https://mermaid.js.org/syntax/mindmap.html>

2: <https://plantuml.com/mindmap-diagram>

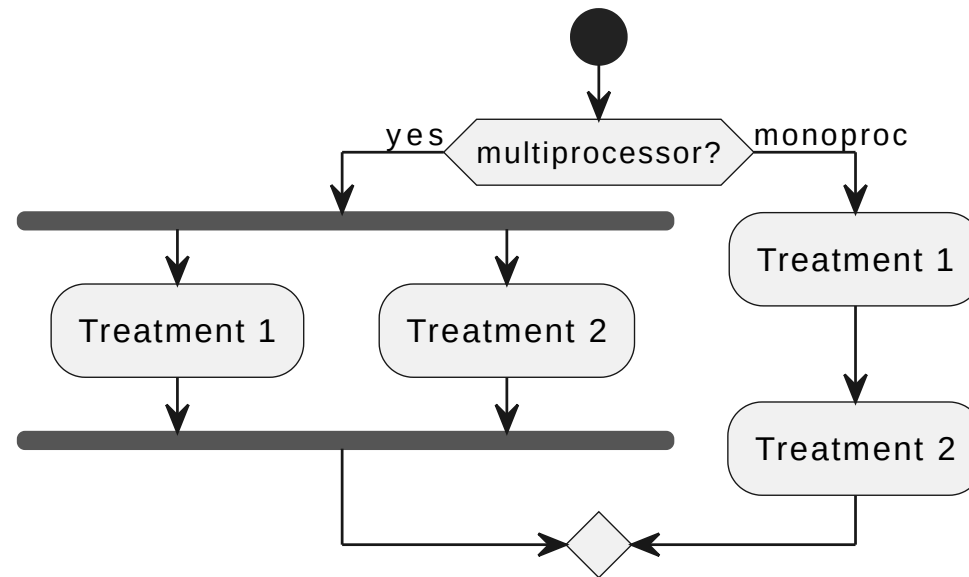
Class Diagrams¹²



1: <https://mermaid.js.org/syntax/classDiagram.html>

2: <https://plantuml.com/class-diagram>

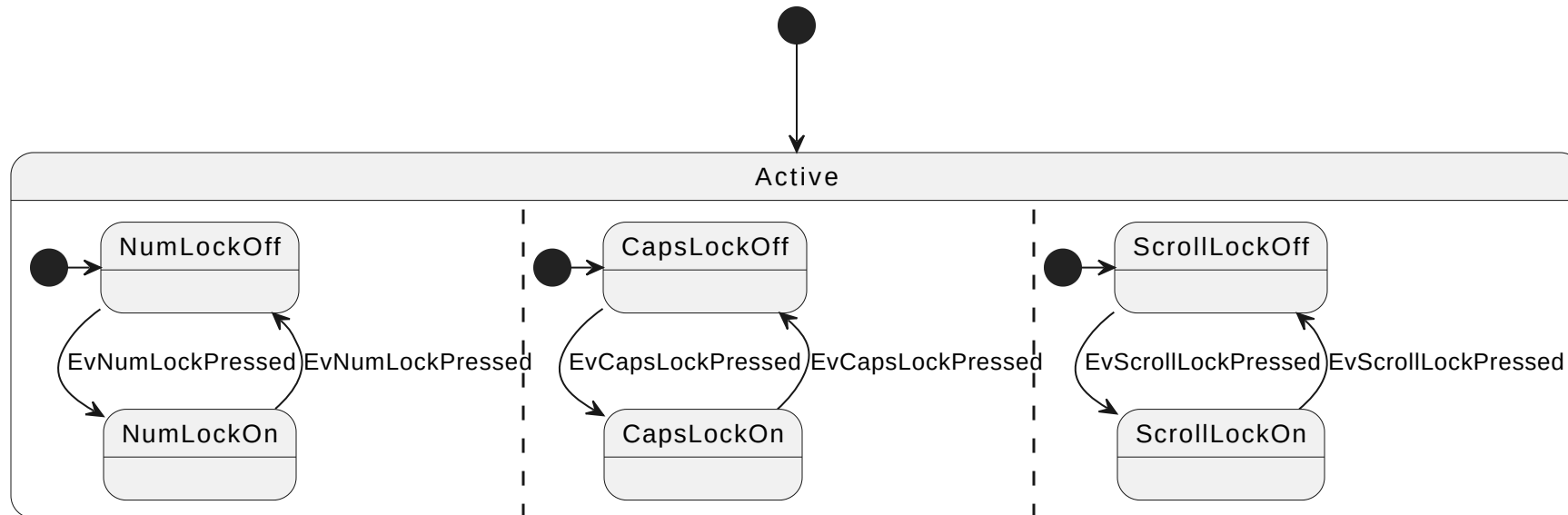
Flowcharts¹ and Activity Diagrams²



1: <https://mermaid.js.org/syntax/flowchart.html>

2: <https://plantuml.com/activity-diagram-beta>

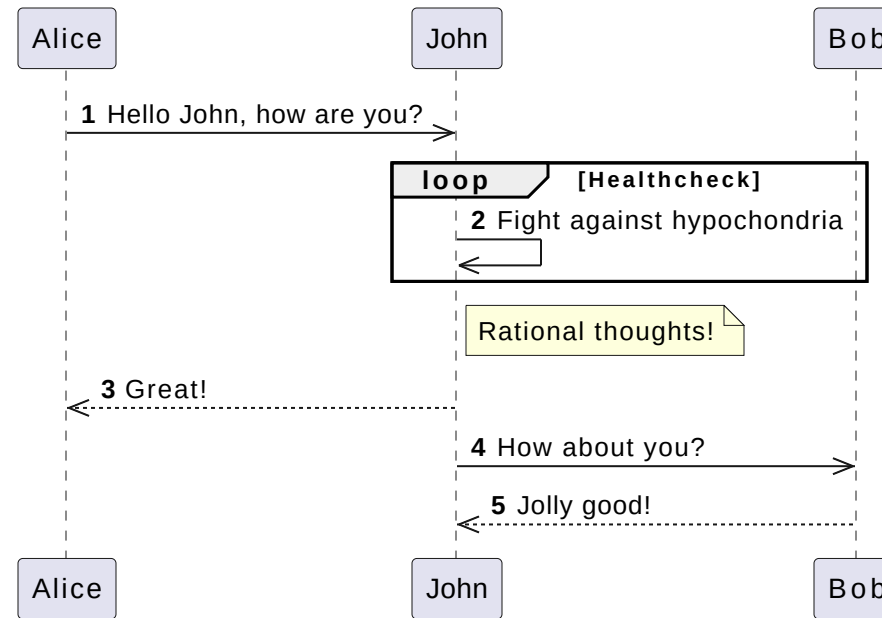
State Diagrams¹²



1: <https://mermaid.js.org/syntax/stateDiagram.html>

2: <https://plantuml.com/state-diagram>

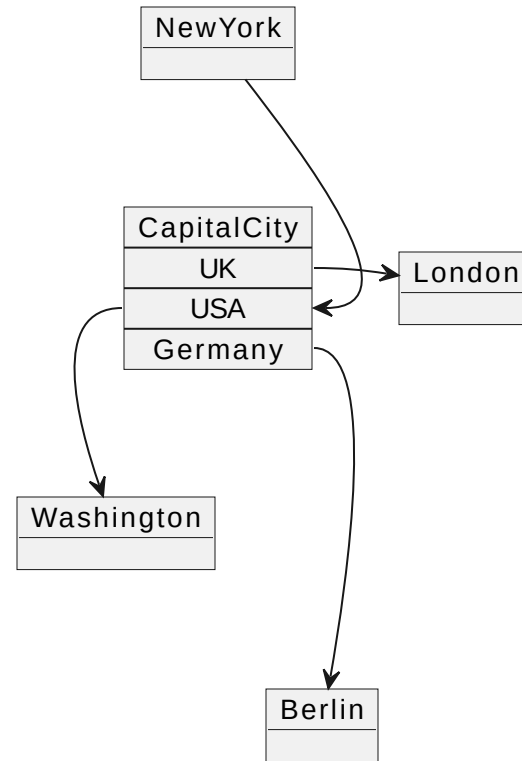
Sequence Diagrams¹²



1: <https://mermaid.js.org/syntax/sequenceDiagram.html>

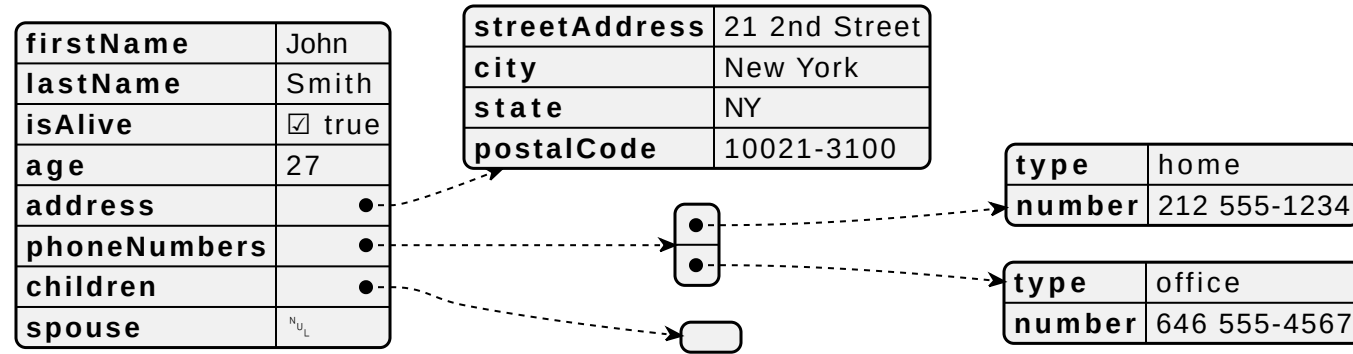
2: <https://plantuml.com/sequence-diagram>

Object Diagram¹



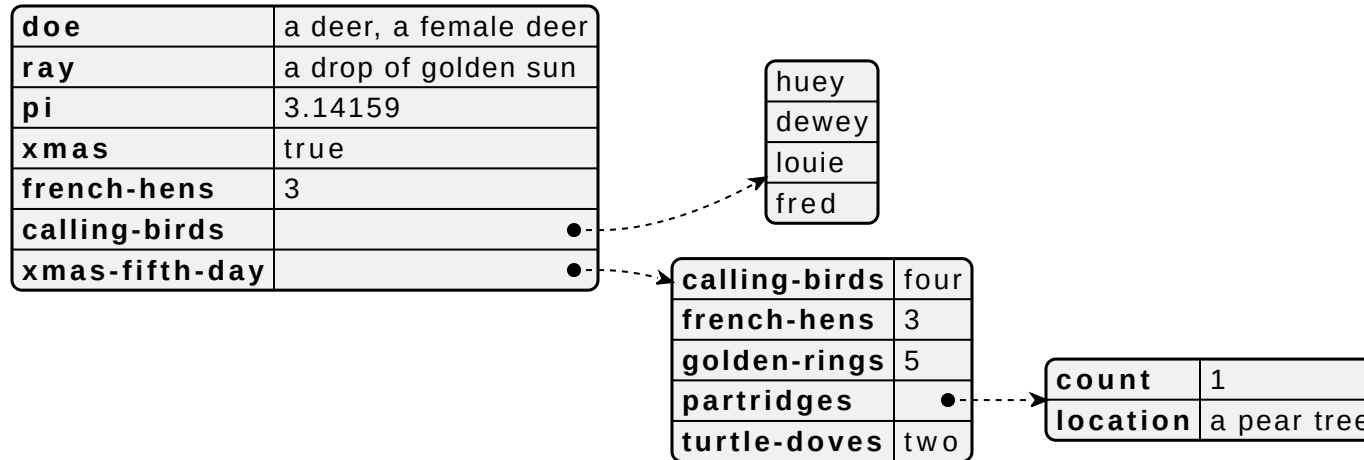
1: <https://plantuml.com/object-diagram>

JSON¹



1: <https://plantuml.com/json>

YAML¹

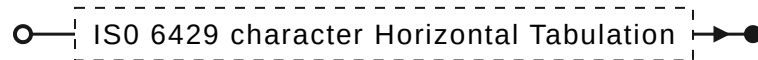


1: <https://plantuml.com/yaml>

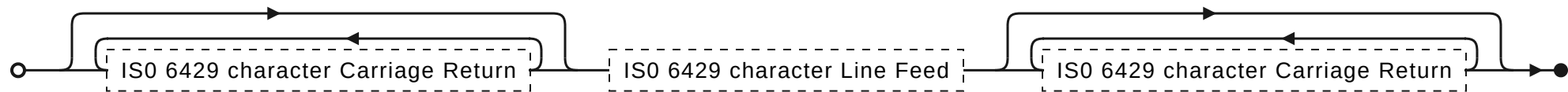
EBNF¹

Example from §8.1 ISO-EBNF

h-tab

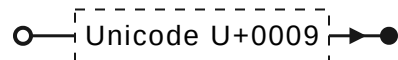


new-line

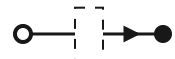


Other possible examples:

h-tab



empty-special



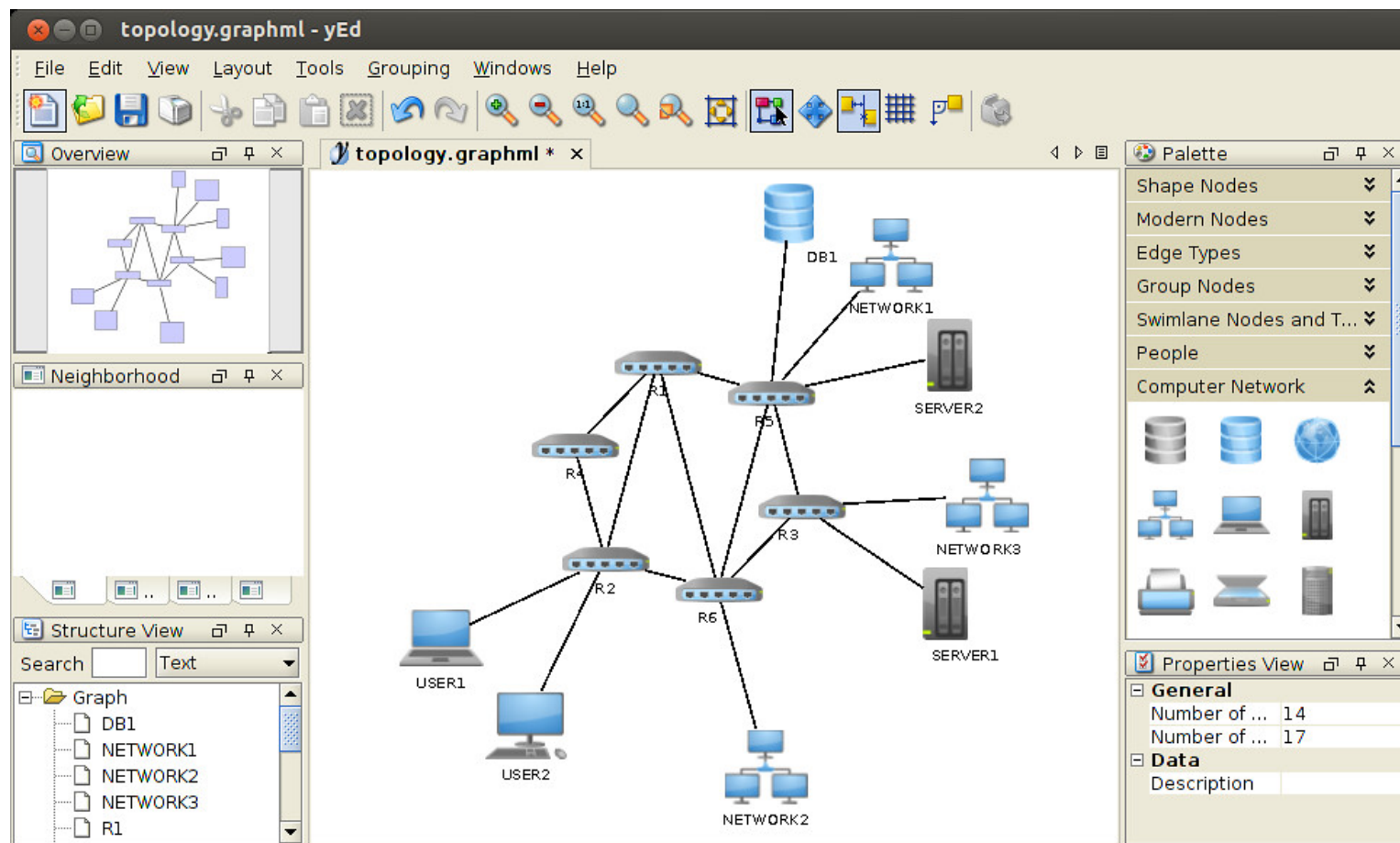
1: <https://plantuml.com/ebnf>

Qualitative Diagrams

- Existing Models
- From Scratch 

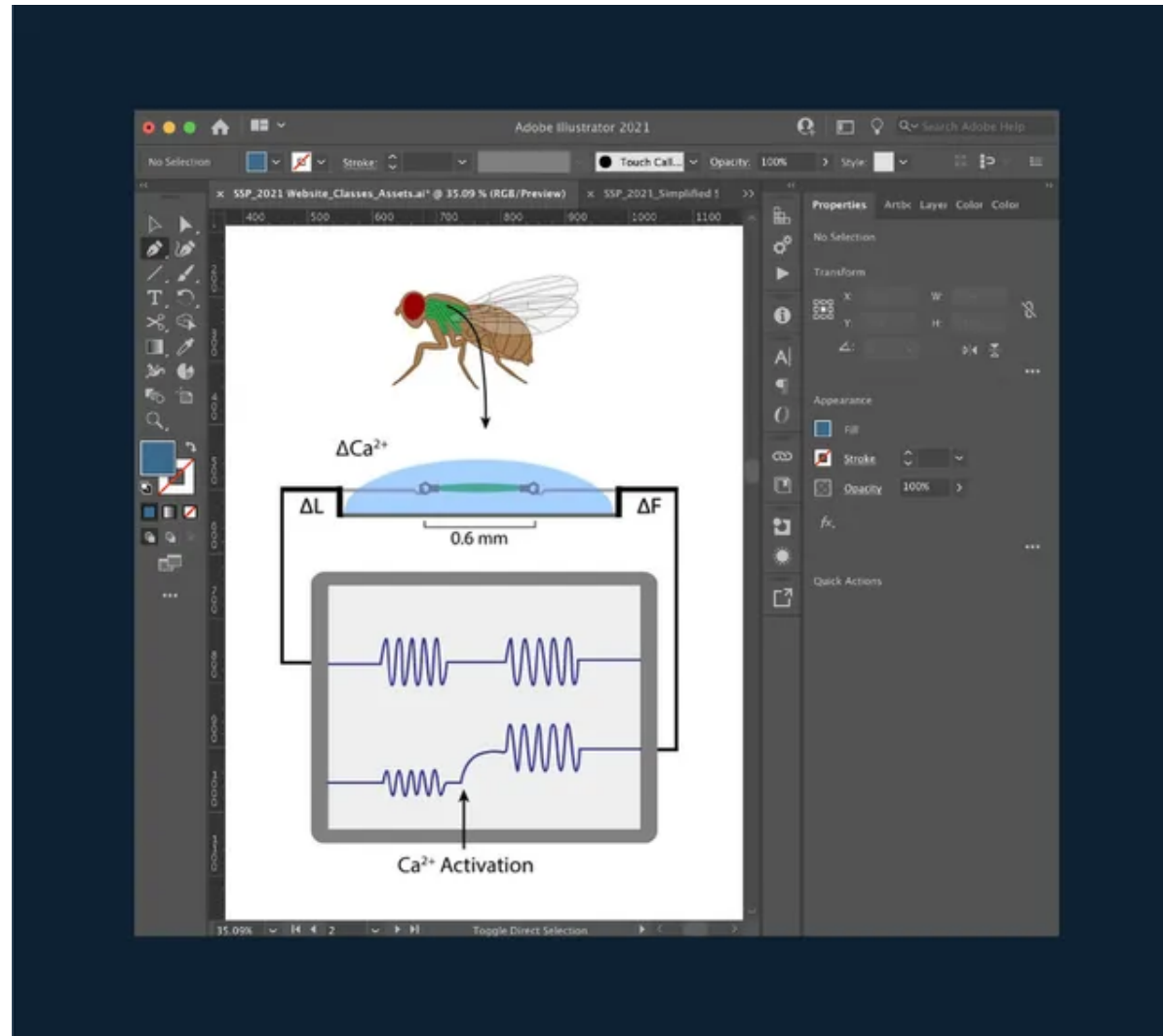
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Structured:

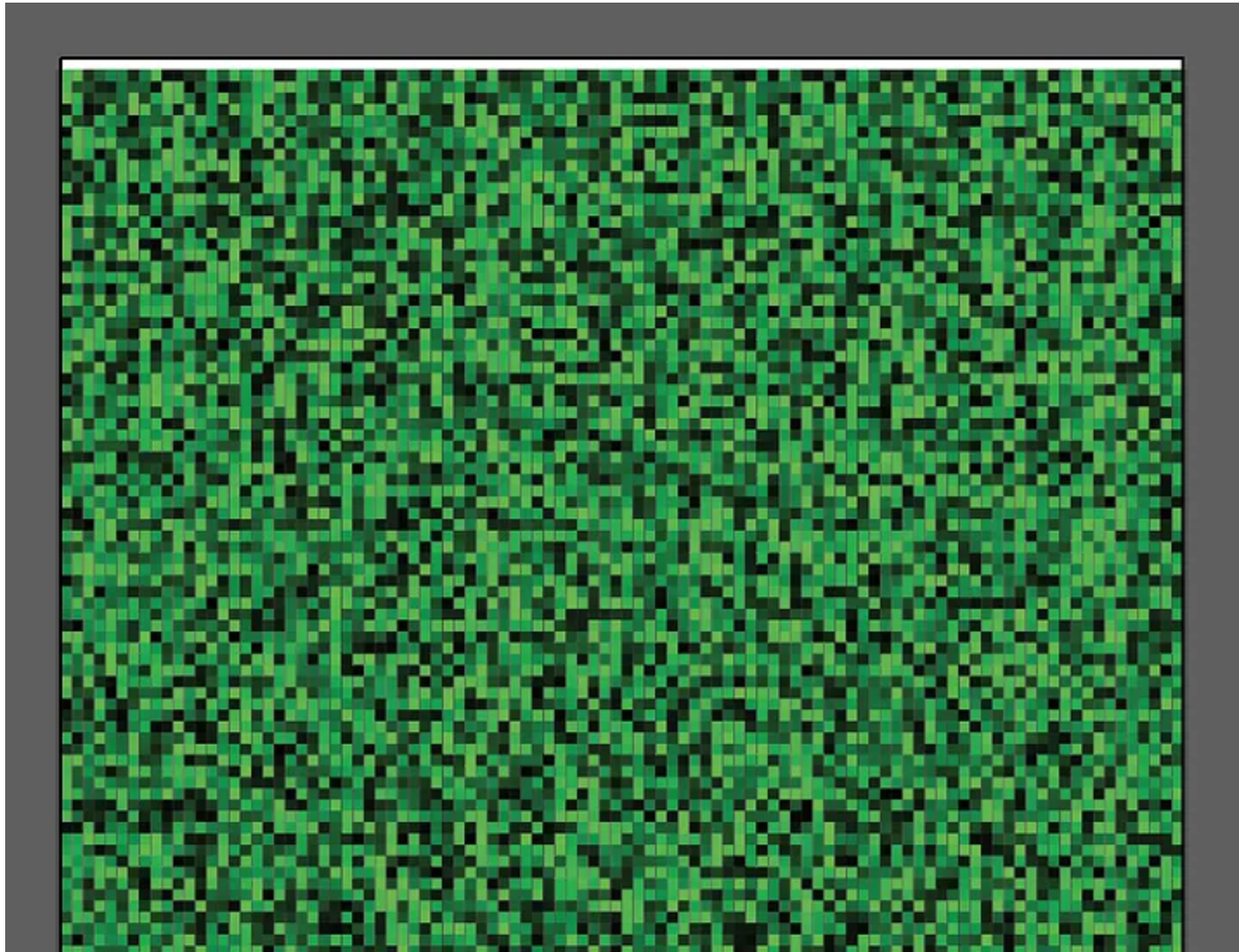


Contents::How's::Tools::Diagrams::Qualitative Diagrams::From

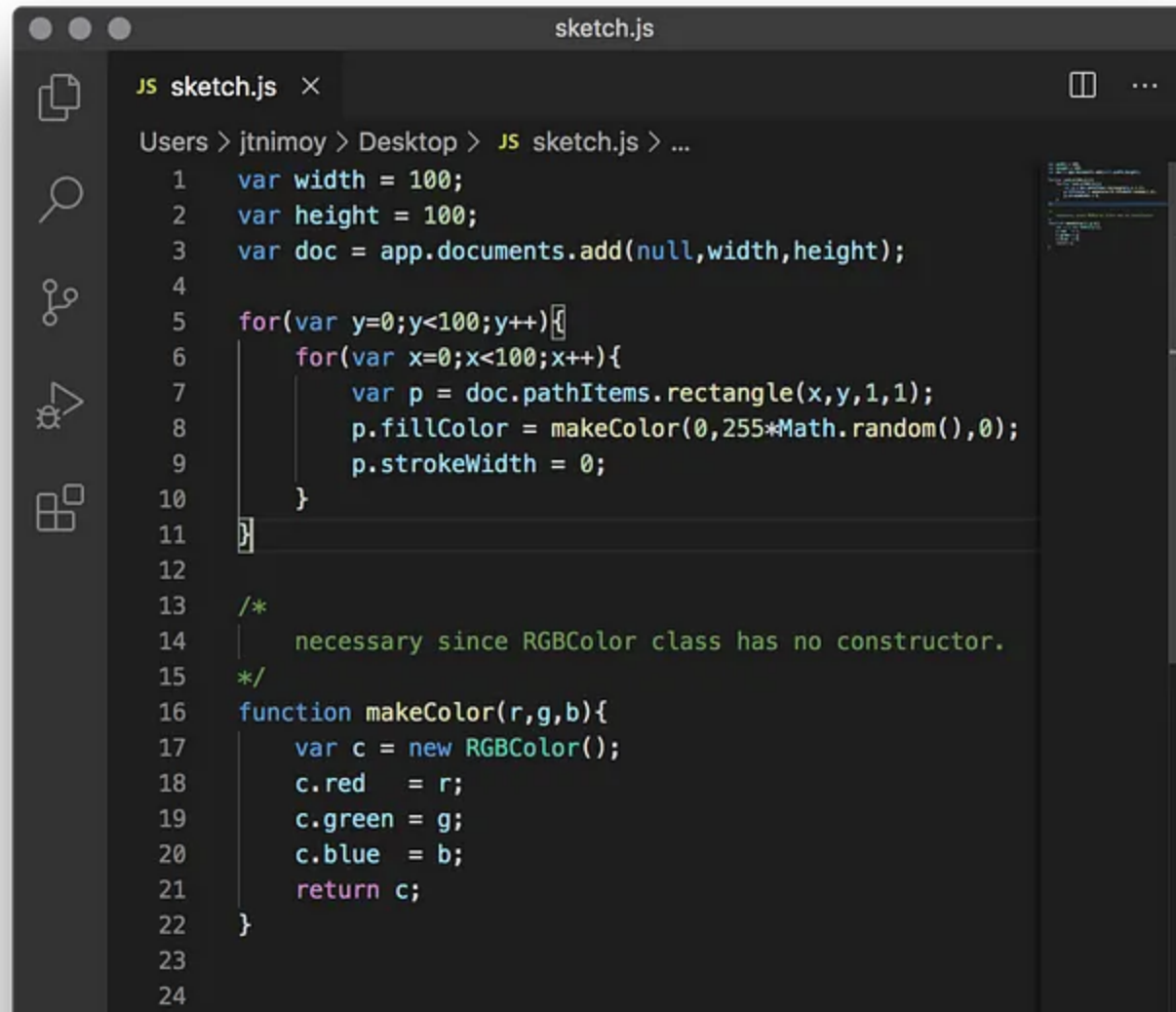
Unstructured: make sure to leverage existing *stock images*!



What if it is complicated, but there are patterns?



Scripting to the rescue!



```
sketch.js
JS sketch.js x
Users > jtnimoy > Desktop > JS sketch.js > ...
1  var width = 100;
2  var height = 100;
3  var doc = app.documents.add(null,width,height);
4
5  for(var y=0;y<100;y++){
6    for(var x=0;x<100;x++){
7      var p = doc.pathItems.rectangle(x,y,1,1);
8      p.fillColor = makeColor(0,255*Math.random(),0);
9      p.strokeWidth = 0;
10   }
11 }
12
13 /*
14  necessary since RGBColor class has no constructor.
15 */
16 function makeColor(r,g,b){
17   var c = new RGBColor();
18   c.red   = r;
19   c.green = g;
20   c.blue  = b;
21   return c;
22 }
23
24
```


- JavaScript scripting for Adobe Illustrator¹²
- Python scripting for Inkscape³
- Python scripting for GIMP⁴

1: <https://medium.com/@jtnimoy/illustrator-scripting-in-visual-studio-code-cdcf4b97365d>

2: <https://ai-scripting.docsforadobe.dev/>

3: <https://inkscape.org/~pakin/★simple-inkscape-scripting>

4: <https://medium.com/@chriziegler/introduction-to-python-scripting-in-gimp-141b860ad7e>

- Hows
 - Tools
 - Note-taking 
 - Practicing

Different people have different habits¹:

- Full written script?
- Talking points?
- No notes at all?

Personal approach:

1. Try to deliver the talk *impromptu* in front of the computer.
2. When feeling *stuck* or *awkward*, think about how to present the content, and write notes.

- Hows
 - Tools
 - Note-taking
 - Practicing →

With whom?

- Yourself
- Your supervisor
- Other people from your lab
- People from other labs
 - *Ignorance is a plus.*¹

Conclusions

We can all give great talks!

Follow my personal website at abbaswu.github.io!

