



## The Purpose of your Talk



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## The Purpose of your Talk

- Make the audience read your paper  
*(and talk about it)*
- Give them an *intuitive feel for your idea*
- Engage, excite, provoke them
- Make them glad they came

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From Simon Peyton Jones, "How to give a great research talk"

## Preparation

- Check the material
- Identify central topics and claims
- Outline the talk
- Make a detailed sketch

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## Ask Yourself

- Do the claims hold?
- Are the examples illustrative?
- Can I do better in presenting?
- What are the central claims, anyway?
- And how are they supported?

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## Ask Yourself

- If someone remembers *one thing* from my research talk, what should it be?

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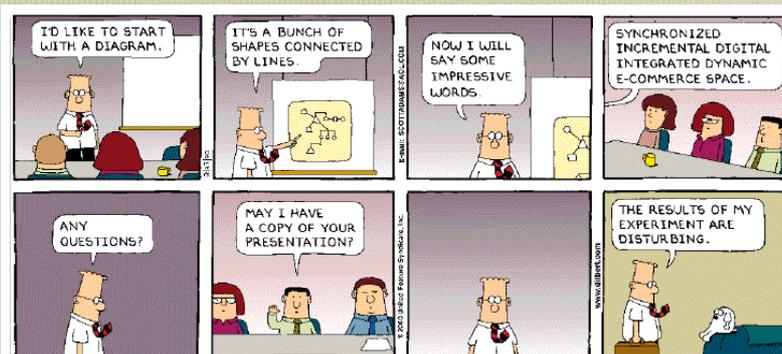
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## The Perfect Talk



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## Your Audience

- ~~I have read all your earlier papers~~ *have never heard of you*
- ~~Thoroughly understand Computational Complexity of Bio-inspired Computation in Combinatorial Optimization~~ *have heard of it, but wish they had not*
- ~~Are eagerly awaiting your latest and greatest~~ *could not care less*
- ~~Are fresh, alert, and ready for action~~ *just came back from lunch and are ready for a nap*

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Wake up!

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## Organizing Your Talk

- Motivation
- Solution (including failures)
- Results
- Conclusion

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## Motivation

- Present the general topic  
*A village in the woods*
- Show a concrete problem  
(and make it the audience's problem.)  
*Wicked dragon attacks the peasants*
- Show that the state of the art is not enough  
*Peasants' forks can not pierce dragon armor*

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## Solution + Results

- Show new approach and its advantages  
*Hero comes with vorpal blade and fights dragon.*
- Show how approach solves concrete problem  
*Vorpal blade goes snicker-snack; dragon is slayed*
- Does the approach generalize?  
*Would this work for other dragons, too? Why?*

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## Examples: Your main Weapon

- Motivate work
- Convey basic intuition
- Illustrate idea in action
- Use *examples* first, *generalize* afterwards

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## Outline

- Tell a story
- Make slides invisible
- Use examples, lots of examples
- Connect to the audience
- Hope for questions and feedback

What's wrong with this slide?

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## Outlines

- Don't use talk outlines *at the beginning*
- Don't use talk outlines *in between*
- Actually, don't use talk outlines *at all*
- Better: Use a diagram after 5 minutes
- Think of this diagram as a *memorable image*

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# Model Mining



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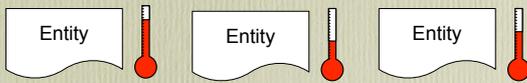
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## 1. Collect input data



## 2. Map post-release failures to defects in entities



## 3. Predict failure probability for new entities



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# Daikon



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# Slide Contents

- Concentrate on the bare necessities (e.g. at most 5 bullets per slide)
- Do not present full sentences on a slide, because these are far too long and hard to read; also, they may tempt you in reading the

Read full sentence aloud

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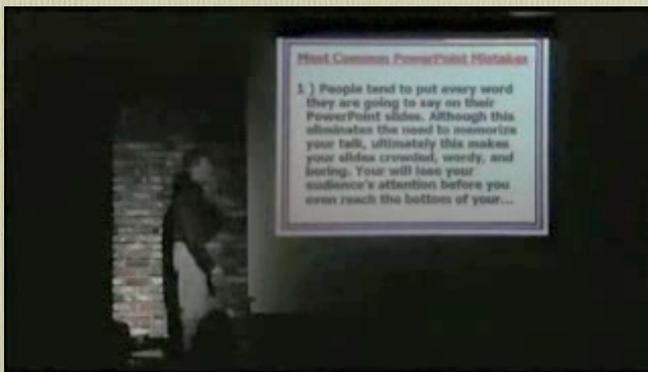
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# Death by Powerpoint



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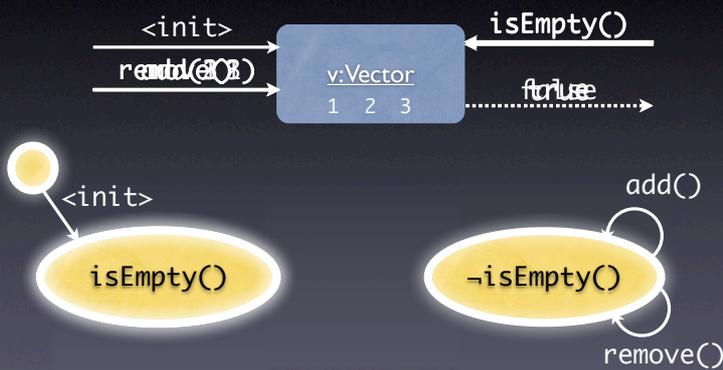
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# Building Models



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# Formal Background

**Concrete state**  $v \in V$  with  $v = (x_1, x_2, \dots, x_n)$   
 $x_i$  – Return value of an inspector

**Trace**  $t = [(v_1, m_1, v'_1), (v_2, m_2, v'_2), \dots]$   
with  $v_i \in V$  and  $m_i$  – name of a mutator

**State abstraction**  $abs: V \rightarrow S$

**Model** with transitions  $s \xrightarrow{m} s'$  and states  $s, s' \in S$

**Transition condition**  $s \xrightarrow{m} s'$  with  $s, s' \in S$  iff  
 $\exists (v, m, v') \in t \cdot abs(v) = s \wedge abs(v') = s'$

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## Maths

- Avoid maths.
  - Formulae are for papers, not slides
  - Few people can read + understand complex formulae in 30 seconds
- Demonstrate that the formal foundation can be presented on demand
- *Examples are more important than maths*

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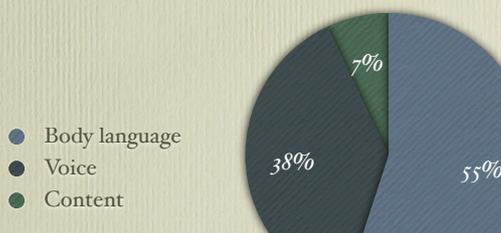
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## Diagrams

- Use simple, clear diagrams
- Convey exactly *one* message per diagram



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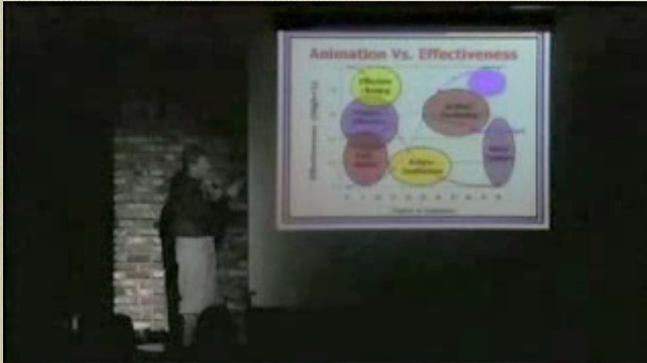
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## Death by Powerpoint



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## Strive for Simplicity

- Simple *messages* get across easier
- Simple *examples* fit on one slide
- Simple *slides* make the audience listen
- Simple *claims* tend to be general, too
- Simple = Hard!

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## The Talk

- Do not *read your slides* (from paper or slides)
- Speak slowly, loudly and clearly
- Speak *personally* (Use “I”, not “one”)
- Change your *tone* – and use *pauses*

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## The Jelly Factor

- Every presenter is nervous (and so am I)
  - Legs start shaking
  - Need for air
  - Brain goes into stand-by mode
- ... but nobody will notice, let alone worry

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## The Jelly Factor

Before the talk:

- Wash your hands
- Sit down
- Go through your slides
- Memorize the first sentences (no brain required)

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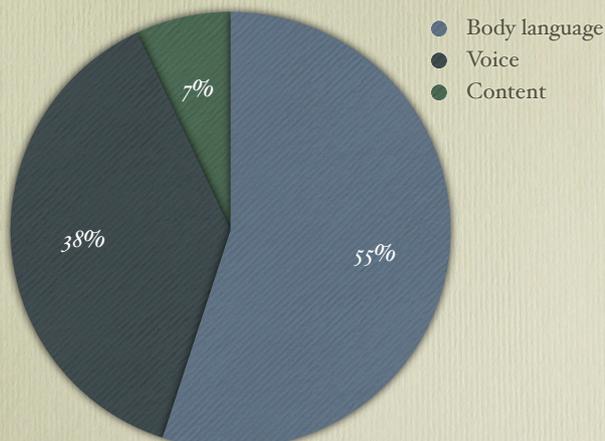
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## Your Impression



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# Connecting to the Audience

- Talk *directly* to the audience
- Ask *rhetorical questions*  
(“What should the poor peasants do?”)
- Search *eye contact* to audience  
(not to slides, not to professor)
- Convey your own *enthusiasm and excitement!*

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# Some Great Presenters

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# Steve Jobs



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# Dealing with Hard Questions

- Repeat question (helpful for audience + gives time for preparing an answer)
- In doubt: “I don’t know, but I’ll look into it”
- Or: “Let’s just take this offline”
- Be respectful to the audience – no punching in the lecture room

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# Summary

- Tell a story
- Make slides invisible
- Use examples, lots of examples
- Connect to the audience
- Aim for questions and feedback

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