

RESEARCH METHODS IN NETWORKS AND SYSTEMS

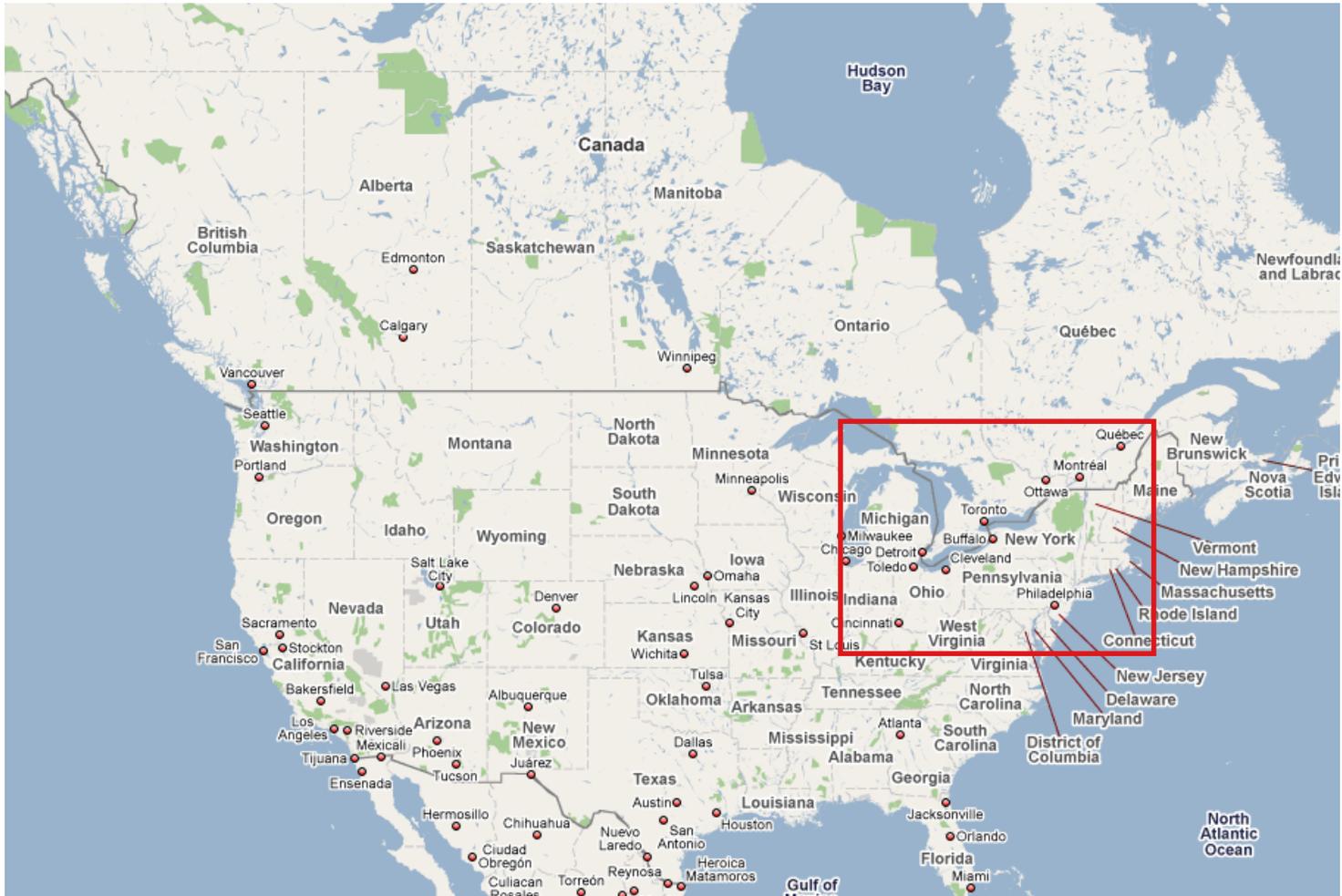
S. Keshav
School of Computer Science
University of Waterloo

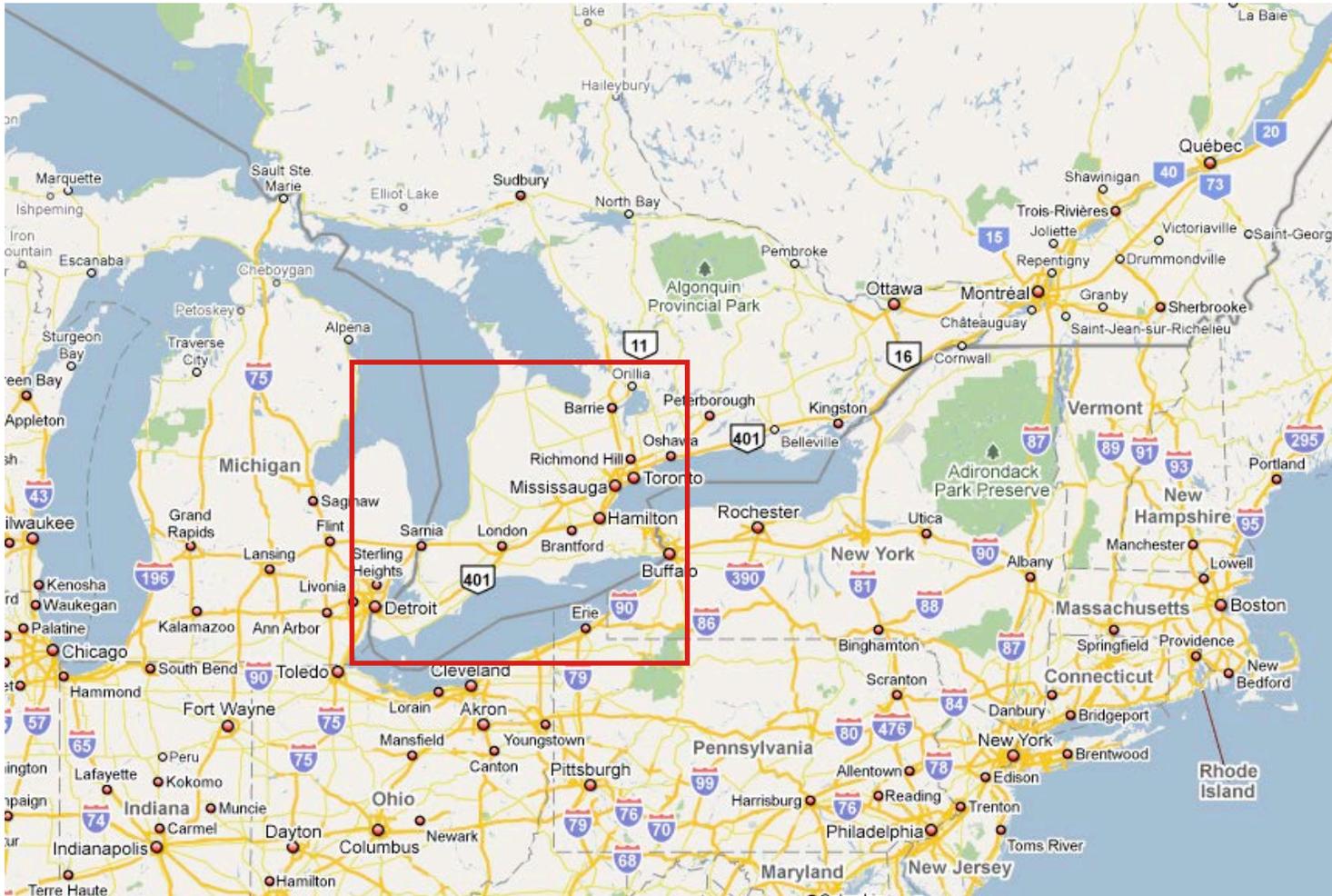
August 14, 2018

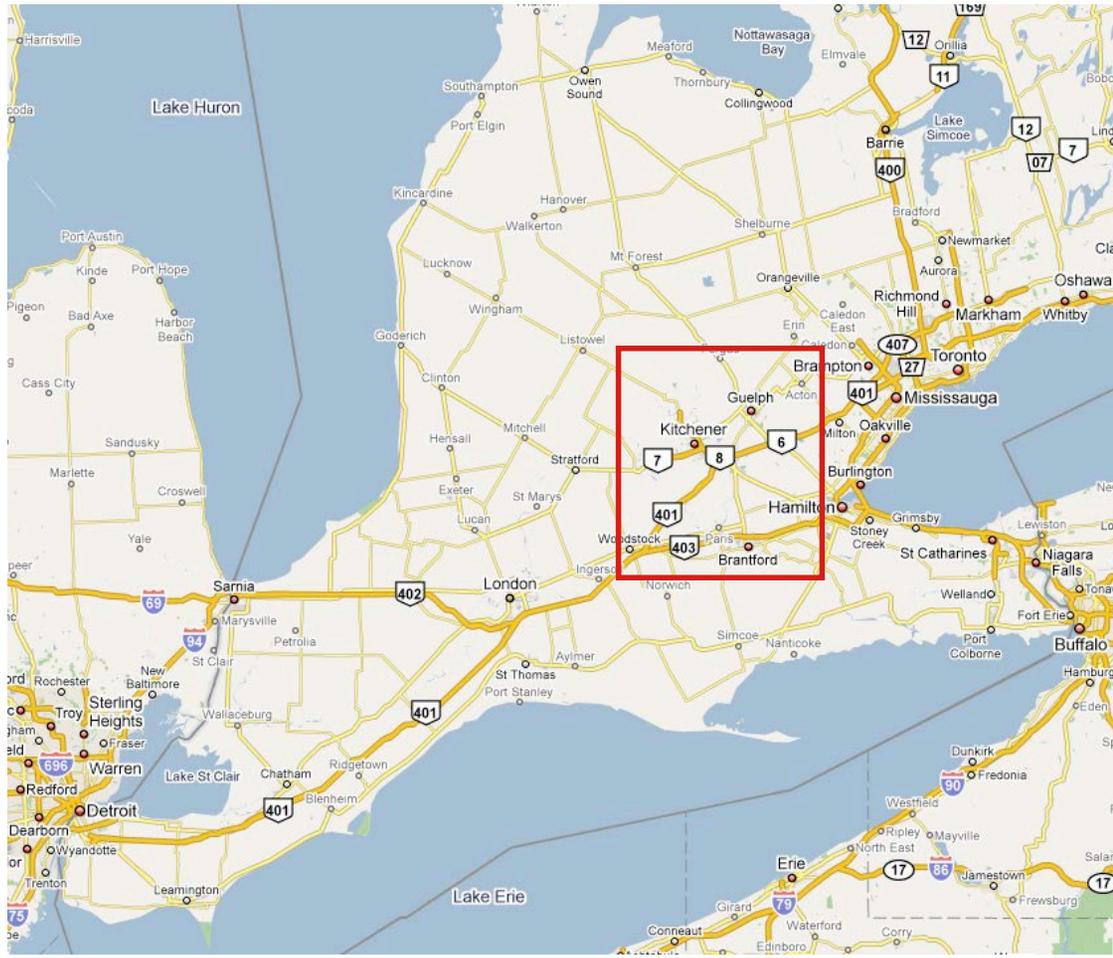


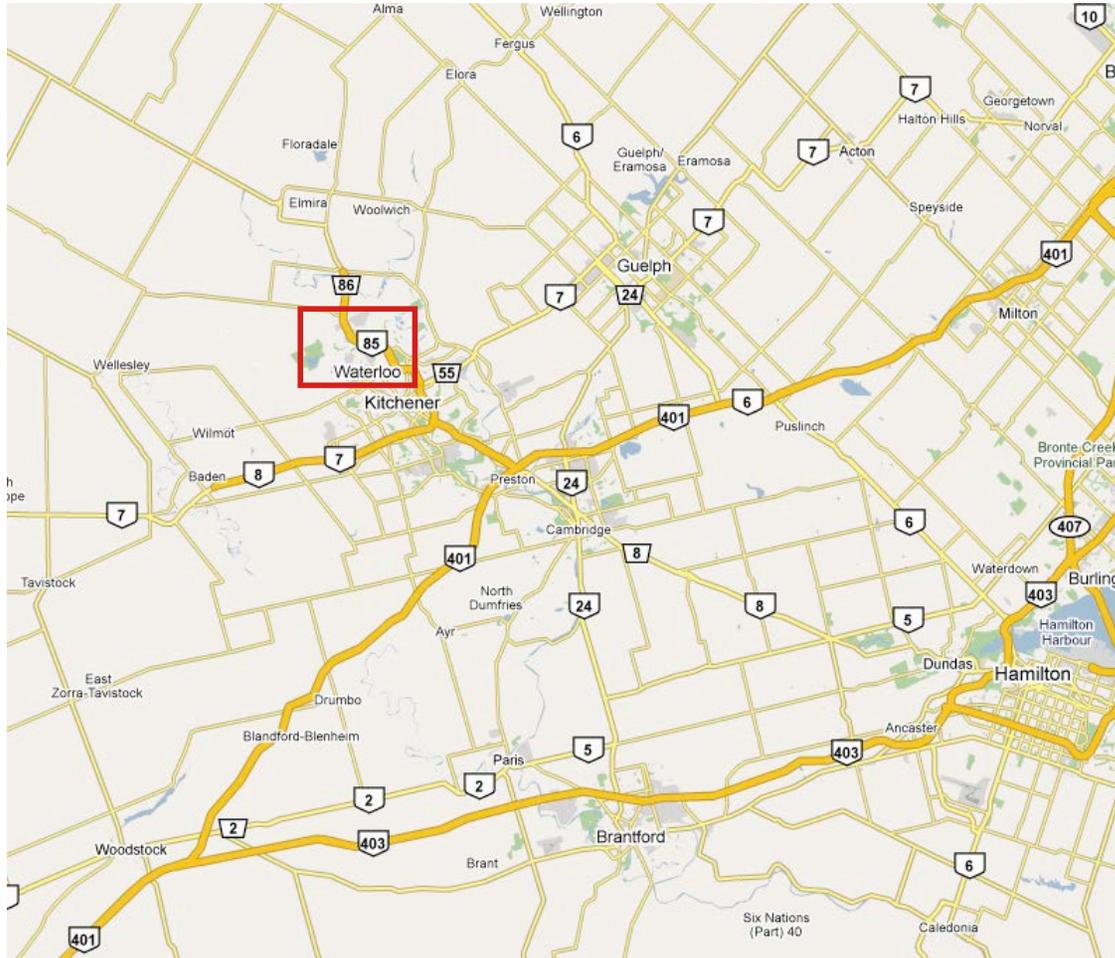
WATERLOO?

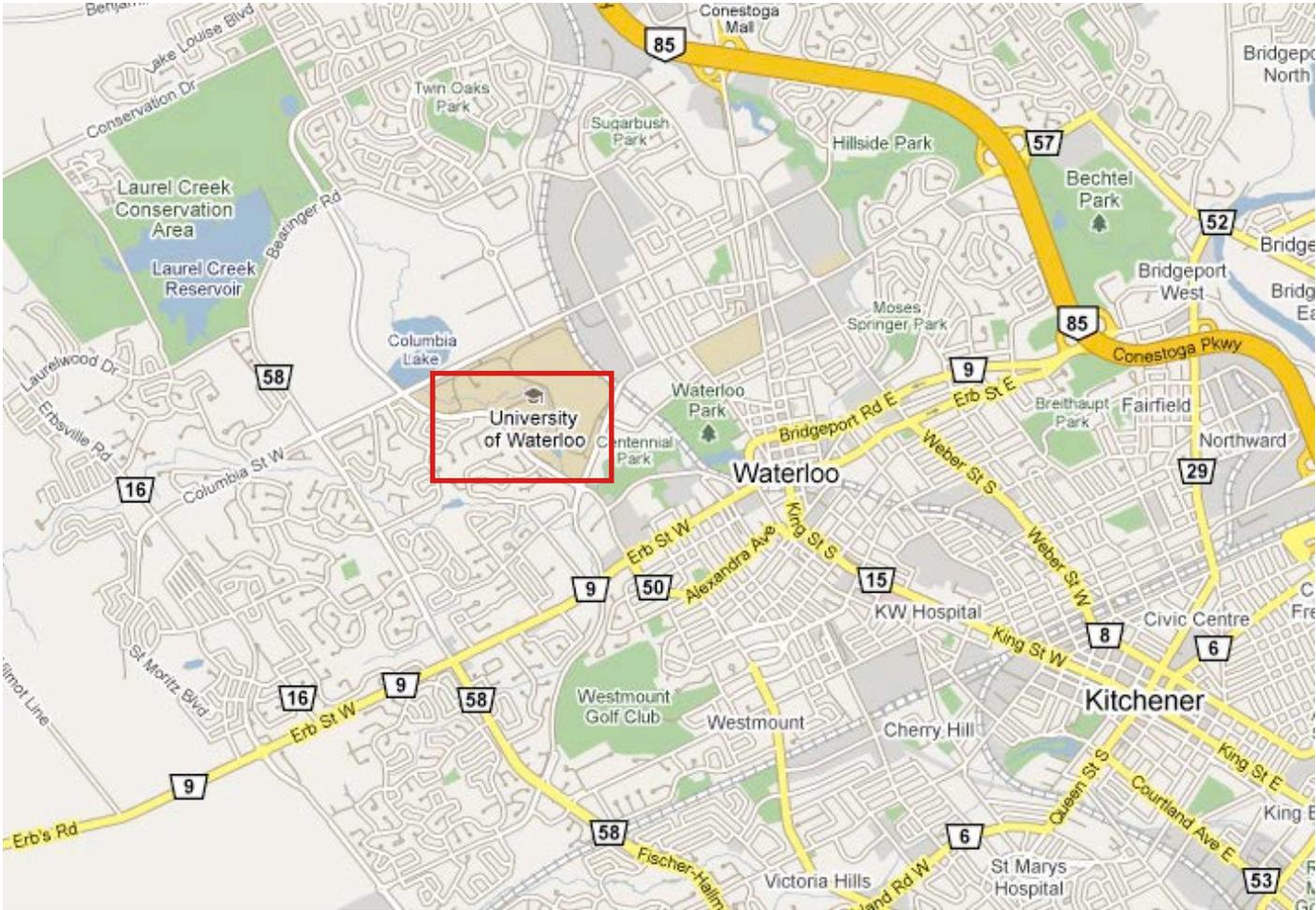
Where is that?

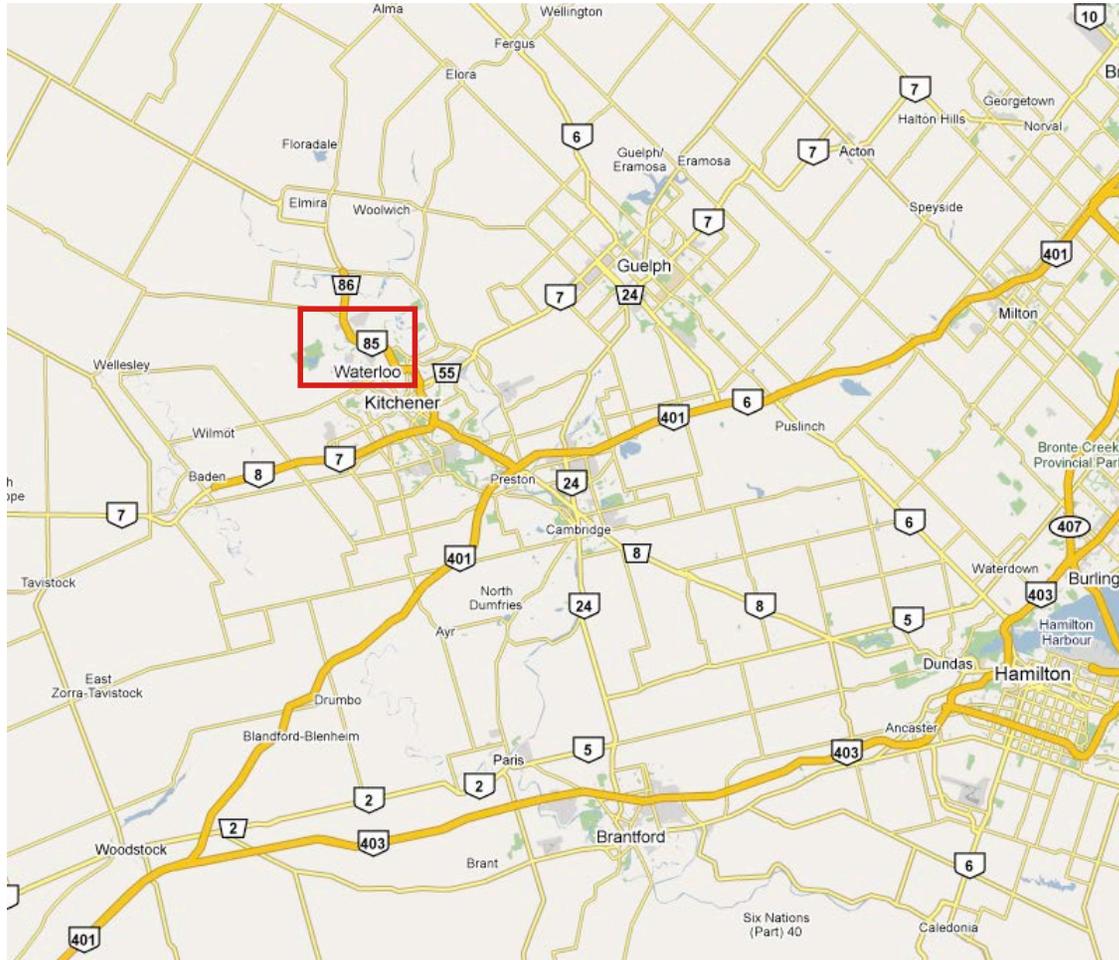


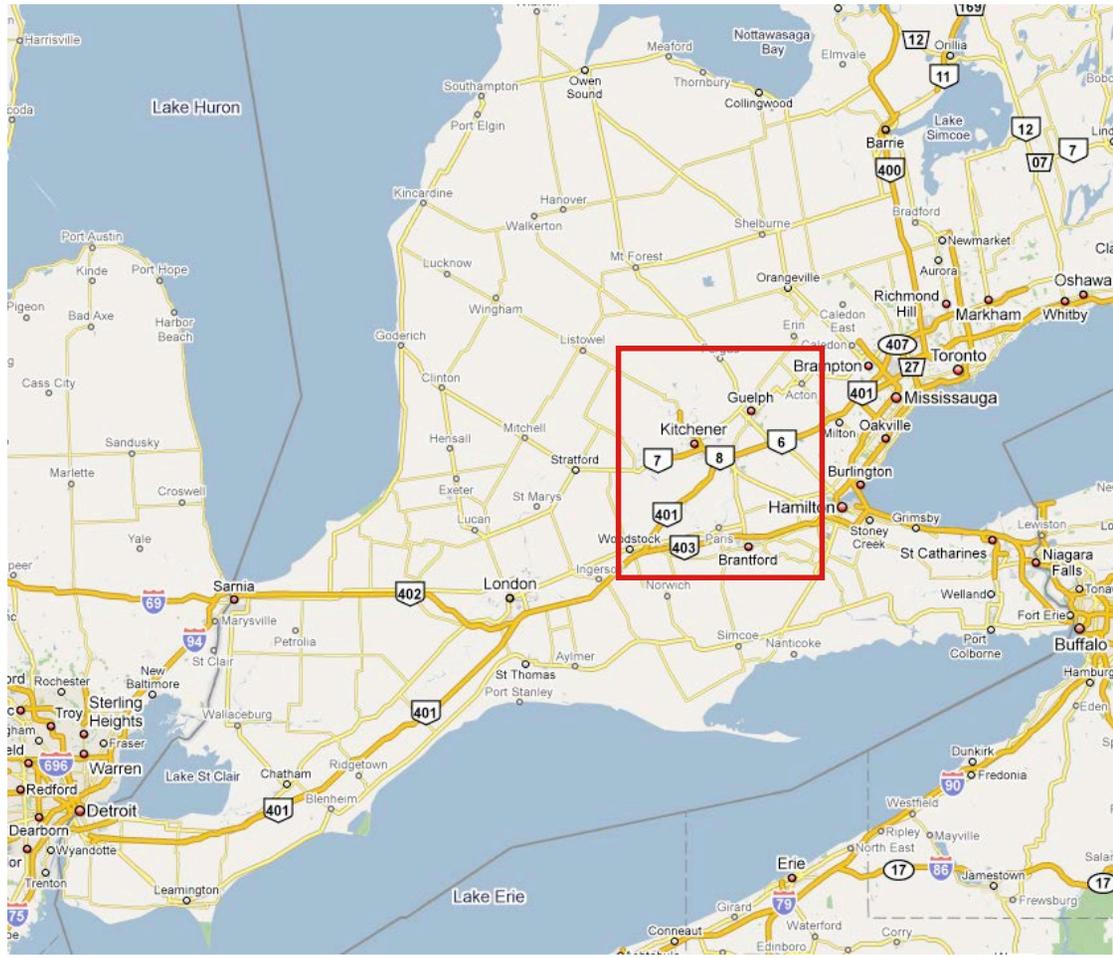


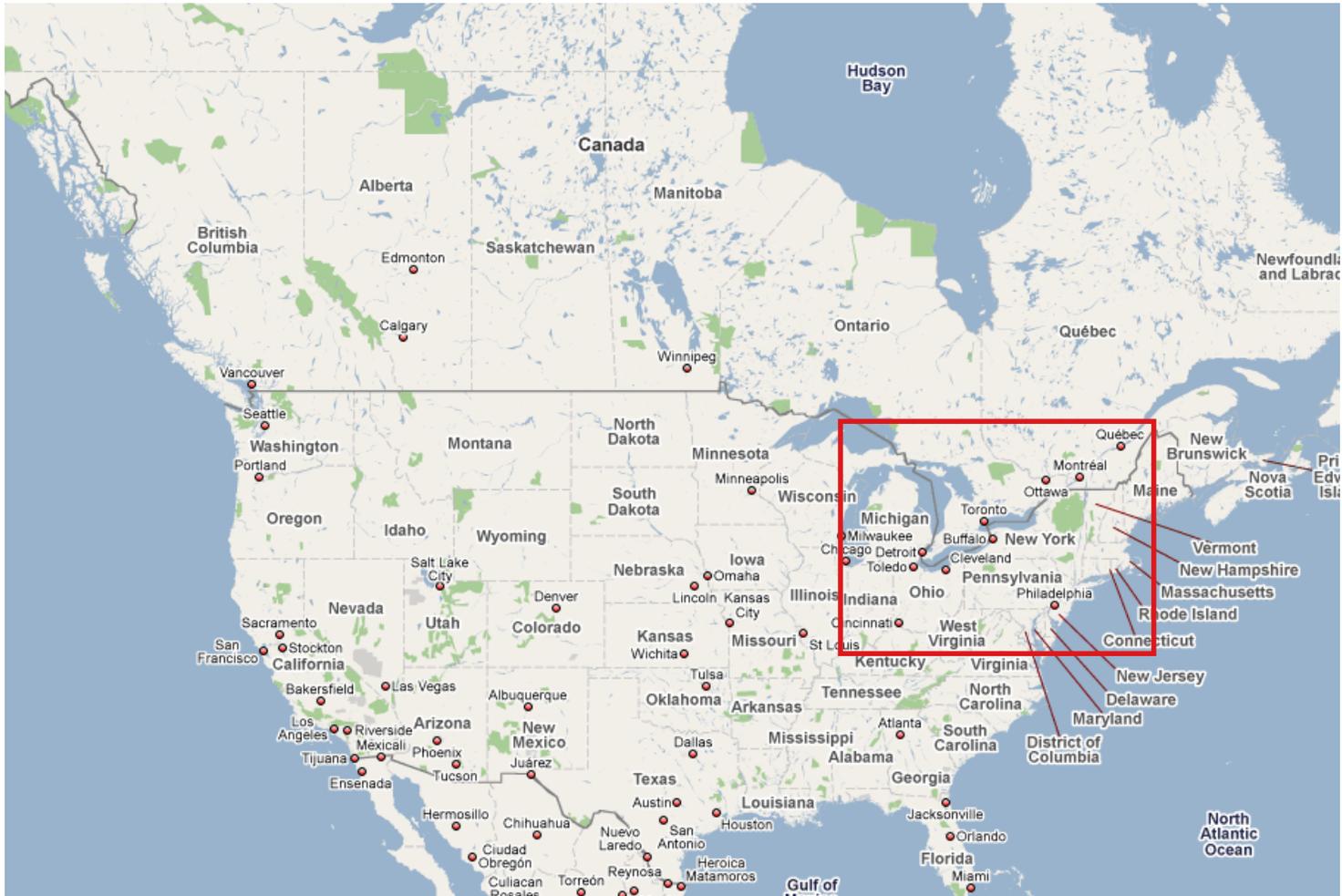
















RIM/Blackberry
Sybase/SAP
Maplesoft
Google, Square,
Clearpath, Vidyard, Thalmic + 1 200 more startups
Perimeter Institute for Theoretical Physics



AGENDA

1. Hints for doing GREAT research
2. How to read a paper
3. How to do a literature survey
4. How to give a talk
5. Q&A

HINTS FOR DOING **GREAT** RESEARCH



GREAT RESEARCH

Grounded

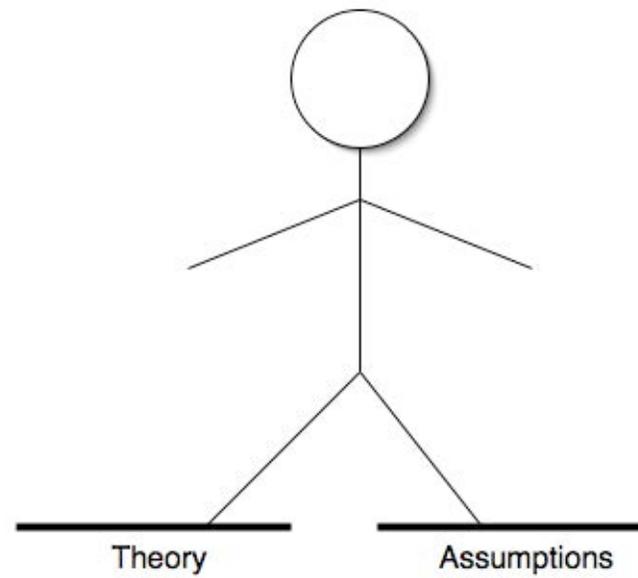
Risky

Ethical

Absorbing

Thorough

GROUNDED



GROUNDED

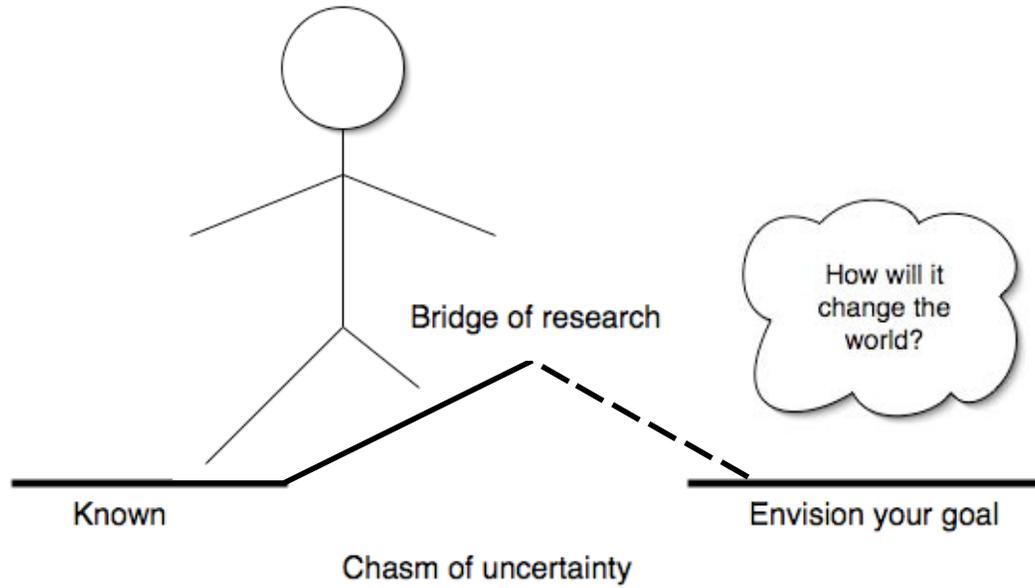
Look for **gap** between **hype** and **reality**

Use appropriate **theory**

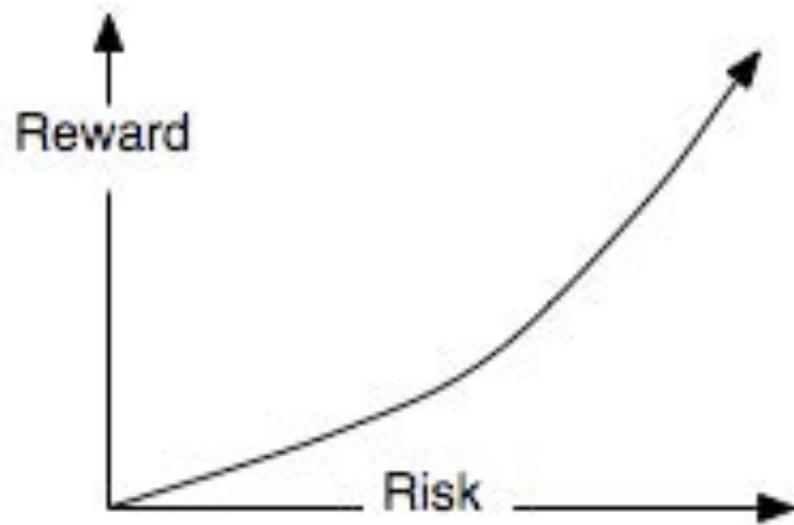
Assumptions are critical

- Be the harshest critic of your own work
- Prepare to move on

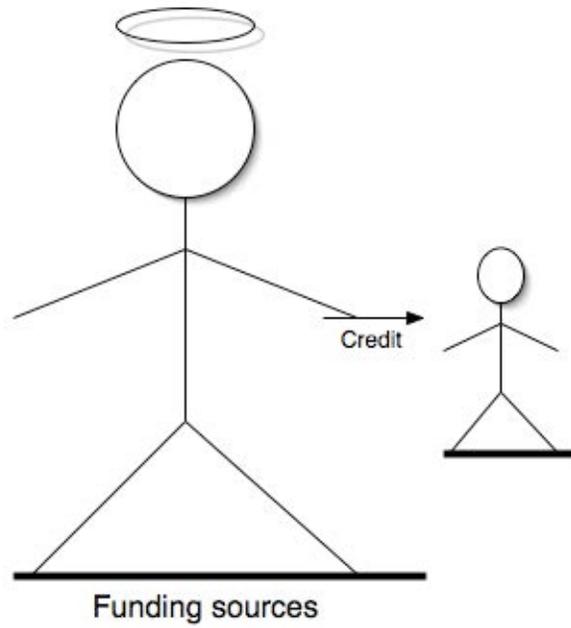
RISKY



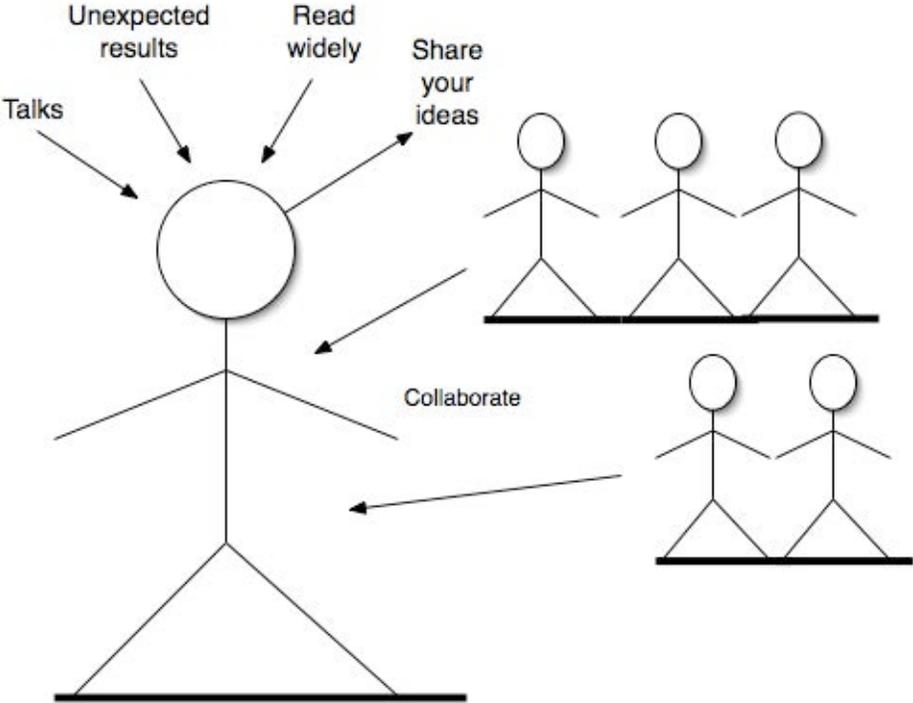
RISKY



ETHICAL



ABSORBING



ABSORBING

Be **passionate**

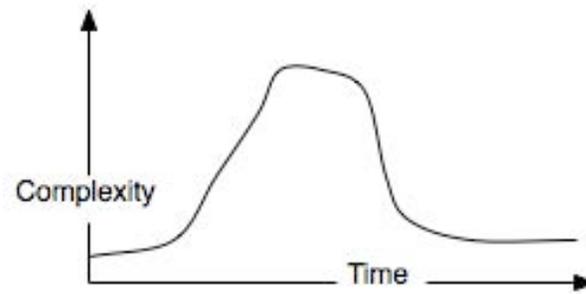
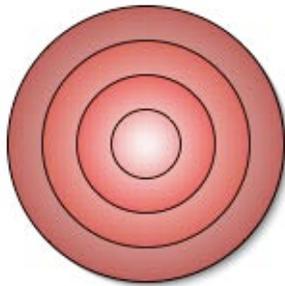
Read widely

Attend **diverse** talks

Share your ideas

- Maintain a research site

THOROUGH



BEING THOROUGH

Always begin with a **literature survey**

Start with the **simplest non-trivial instance**

Learn as you go

Prepare to change

Crystallize solutions

Keep an eye open for the **unexpected**

Carry a **notebook**

ON WRITING PAPERS

Publish, but not at any cost

- Quality trumps quantity

Avoid gratuitous math

Fuzzy writing indicates fuzzy thinking

Use the one week rule

Hone your writing and thoughts

Rejection strengthens your work

ON ATTENDING TALKS

Take detailed **notes**

Ask questions

- It keeps you from sleeping

THE BOTTOM LINE

Have fun doing research!

- You're not going to make any money anyway



HOW TO READ A PAPER

KEY IDEA

Don't read linearly. Instead, make three passes:

- Pass 1: General idea
- Pass 2: Basic content, but not details
- Pass 3: In-depth understanding

FIRST PASS

■ **Bird's eye view** : 5-10 minutes

1. Title, abstract, introduction
2. Section and subsection headings
3. Conclusions
4. Glance over references

AFTER THE FIRST PASS...

You should be able to answer the “five Cs”:

1. **Category:** What type of paper?
2. **Context:** What other papers is it related to?
3. **Correctness:** Do assumptions seem valid?
4. **Contributions:** Main contributions?
5. **Clarity:** Well-written?

SECOND PASS

- **Read carefully, but ignore details**
 - proofs, for example
- ~ 1 hour
- **Figures, diagrams, illustrations, graphs.**
 - Properly labeled? Error bars? Etc...
- **Mark relevant unread references**
- **After, should be able to summarize main thrust**

THIRD PASS

“Virtually re-implement” the paper

- Identify and challenge assumptions
- ~ 1 – 5 hours

Jot down ideas for future work

After, be able to:

- Reconstruct entire structure of paper from memory
- Identify strong and weak points
- Pinpoint implicit assumptions, missing citations to related work, issues with experimental or analytical technique

HOW TO DO A LITERATURE SURVEY

FIRST...

Use **Microsoft Academic** or **Google Scholar** and well-chosen keywords to find **3-5 recent papers**

- Do first pass read of each
- Read related work section of each
- Find a good survey in related work?

PHASE 2

- If you didn't find a good survey already:
 - Find **shared citations, repeated author names**
 - Download key papers, set aside
 - Go to **websites of key researchers**
 - Where have they published recently?
 - What are the top conferences?

PHASE 3

Go to web sites of top conferences

- Look through recent proceedings
- Identify recent, high-quality related work

Make 2nd pass through papers from these phases ...

3rd pass on most promising



ITERATE ...

HOW TO GIVE A RESEARCH TALK



OUTLINE

Preparation

Presentation

RULE 1: TELL A STORY

Background

- "Once upon a time, ..."

Problem

- "The ogre ate all the apples, so the children went without..."

Solution

- "The anti-ogre fence..."

Evaluation

- "Ogre infestations declined 58% over 5 years..."

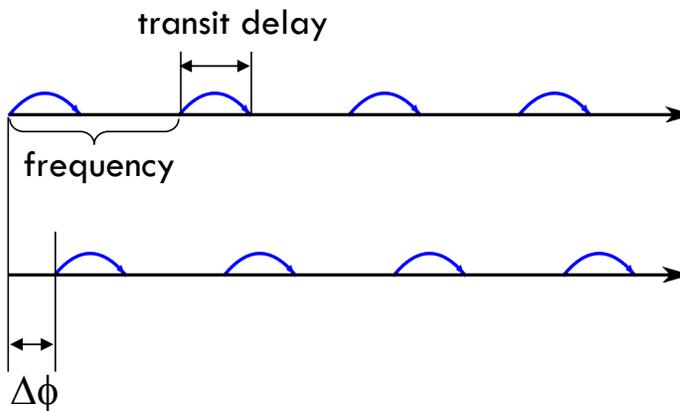
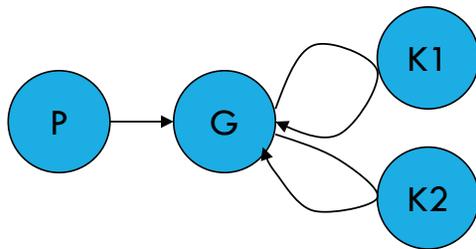
Conclusions

- "We recommend anti-ogre fences"

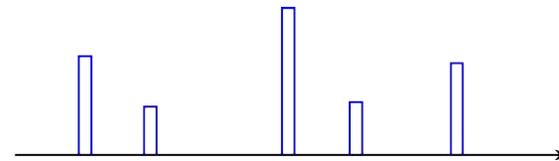
RULE 2: 1-2-3 RULE

One idea per slide

MICROBENCHMARKS



Traffic Model: Batched Poisson



load = mean batch size / mean batch interval

Load	0.45
Allowed Rate	0.5
Frequency	12 / day
Transit Delay	60 min
$\Delta\phi$	180°

RULE 2: 1-2-3 RULE

Two minutes per slide

30 minute talk: no more than 15 body slides

- unless very sparse
- like this talk!

RULE 2: 1-2-3 RULE

At most **three** topics

- figure them out first
- depends on the nature of the audience
- work backwards

RULE 3: USE OUTLINES

Outlines show **connections**

- as important as the details

Start with an outline

Repeat the outline or section title for each section

- 'roadmap'

RULE 4: USE FEW WORDS

"Words on presentation slides are a very good idea, but only when the audience is **deaf**."

- Prof. W. Cowan, University of Waterloo

FOR EXAMPLE...

A lush green valley in the Himalayas, looking down a thousand meters to stepped rice fields by a rushing river



RULE 5: USE FRIENDLY THEMES, FONTS AND COLOURS

KIOSKNET ARCHITECTURE

Downlink Scheduling

- *Problem Definition*
- *Existing Approaches*
- *Our Solution*
- *Simulation*

Implementing the KioskNet System

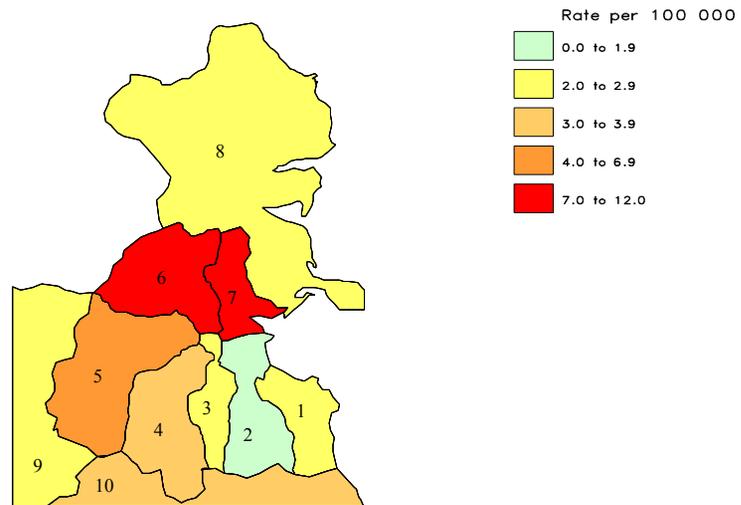
Especially for graphs

**RULE 6: NEVER SHOW TABLES WHEN YOU
CAN SHOW GRAPHS**

Table 4. Cases of meningococcal disease in Dublin 1998 by area of residence

Area	Cases	
	n	%
1	2	5
2	1	3
3	2	5
4	2	5
5	8	22
6	7	19
7	10	27
8	2	5
9	2	5
10	1	3
Total	37	100

THE AREA MAP





**RULE 7: TYPOS REFLECT PURELY ON YOUR
COMPETENCE**



RULE 8: USE EXAMPLES

As in this talk!

RULE 9: AVOID COLLOQUIALISMS

It's like, duh

RULE 10: DESCRIBE RELATED AND PAST WORK

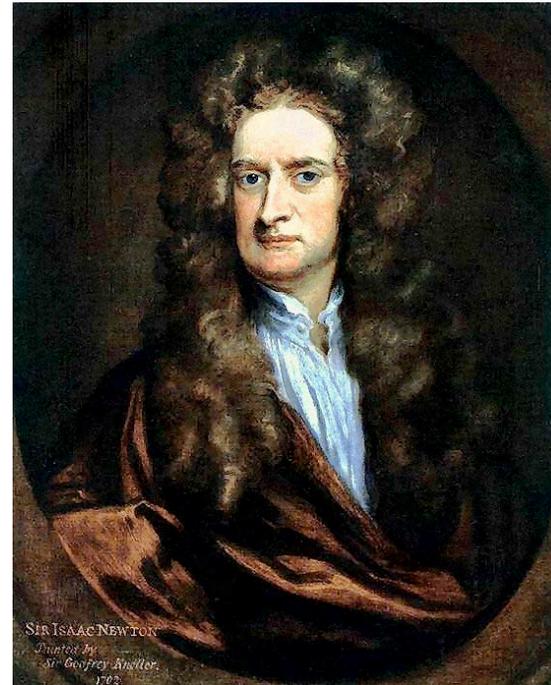
“If I have seen further it is only by standing on the shoulders of Giants.”

Isaac Newton

RULE 4 & 10: DESCRIBE RELATED AND PAST WORK

"If I have seen further it is only by standing on the shoulders of Giants."

Isaac Newton





RULE 11: TALK ABOUT YOUR CONTRIBUTIONS

Don't make the audience guess what they are

RULE 12: HIGHLIGHT INSIGHTS

The **story behind the work** is what audiences come to talks for

- What **didn't** work? Why?
- What would you do differently next time?

RULE 13: END WITH A SUMMARY SLIDE

Leave it up on the screen when you stop for questions



OUTLINE

Preparation

Presentation

RULE 1: TALK TO THE AUDIENCE, NOT THE SCREEN

Scan the audience, see if they are understanding

Pace your talk



RULE 2: NEVER READ FROM NOTES

Expand from 'headlines'

RULE 3: WALK AUDIENCES THROUGH FORMULAE

$$\log N^*(t) = \log \left(\prod_{i=1}^n N^i \left(\frac{t}{\sigma} \right) \right) = \sum_{i=1}^n \log \left(N^i \left(\frac{t}{\sigma} \right) \right) \approx \sum_{i=1}^n \log \left(1 + \frac{(\sigma^i)^2}{2} \left(\frac{t}{\sigma} \right)^2 \right) \quad (\text{EQ 14})$$

It is easily shown by the Taylor series expansion that when h is small (so that h^2 and higher powers of h can be ignored) $\log(1+h)$ can be approximated by h . So, when n is large, and σ is large, we can further approximate

$$\sum_{i=1}^n \log \left(1 + \frac{(\sigma^i)^2}{2} \left(\frac{t}{\sigma} \right)^2 \right) \approx \sum_{i=1}^n \frac{(\sigma^i)^2}{2} \left(\frac{t}{\sigma} \right)^2 = \frac{1}{2} \left(\frac{t}{\sigma} \right)^2 \sum_{i=1}^n (\sigma^i)^2 = \frac{1}{2} t^2 \quad (\text{EQ 15})$$

where, for the last simplification, we used Equation 10. Thus, $\log N^*(t)$ is approximately $1/2 t^2$, which means that

$$N^*(t) \approx e^{\frac{t^2}{2}} \quad (\text{EQ 16})$$

RULE 4: ALWAYS INTRODUCE GRAPH AXES





RULE 5: SPEAK SLOWLY AND CLEARLY

Especially if you are not a native English speaker

and even if you are!

RULE 6: RESPECT QUESTIONERS

Hear questions fully

Defer them if needed

Remember the **cry of distress**: “Let’s take it offline”

RULE 7: PRACTICE MAKES PERFECT

Practice a talk at least three times

Talk in front of a mirror

Have it recorded, if possible

RULE 8: ARRIVE EARLY

Test your laptop or better yet, borrow one

Bring a memory stick

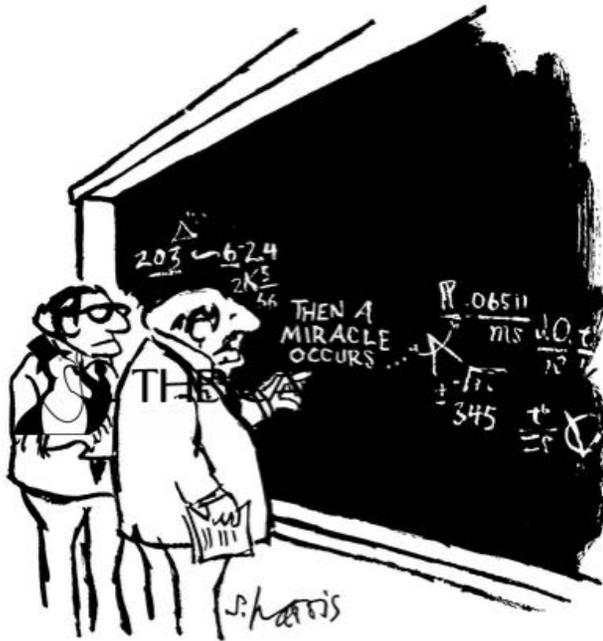
Do the talk on a white/black board if necessary



RULE 9: BRING A POINTER

Laser, stick, or pen

RULE 10: A LITTLE HUMOUR GOES A LONG WAY



"I think you should be more explicit here in step two."

From *The New Yorker*



RULE 11: END ON TIME

Keep track of the time

SUMMARY

Rule 1: Tell a story

Rule 2: 1-2-3 rule

Rule 3: Use outlines

Rule 4: Use few words

Rule 5: Use friendly themes, fonts and colours

Rule 6: Never show tables when you can show graphs

Rule 7: Typos reflect poorly on your competence

Rule 8: Use examples

Rule 9: Avoid colloquialisms

Rule 10: Describe related and past work

Rule 11: Talk about your contributions

Rule 12: Highlight insights

Rule 13: End with a summary slide

Rule 1: Talk to the audience, not the screen

Rule 2: Never read from notes

Rule 3: Walk audiences through formulae

Rule 4: Always introduce graph axes

Rule 5: Speak slowly and clearly

Rule 6: Respect questioners

Rule 7: Practice makes perfect

Rule 8: Arrive early

Rule 9: Bring a pointer

Rule 10: A little humour goes a long way

Rule 11: End on time