

CS888: Introduction to Profession and Communication Skills -- Theoretical CS

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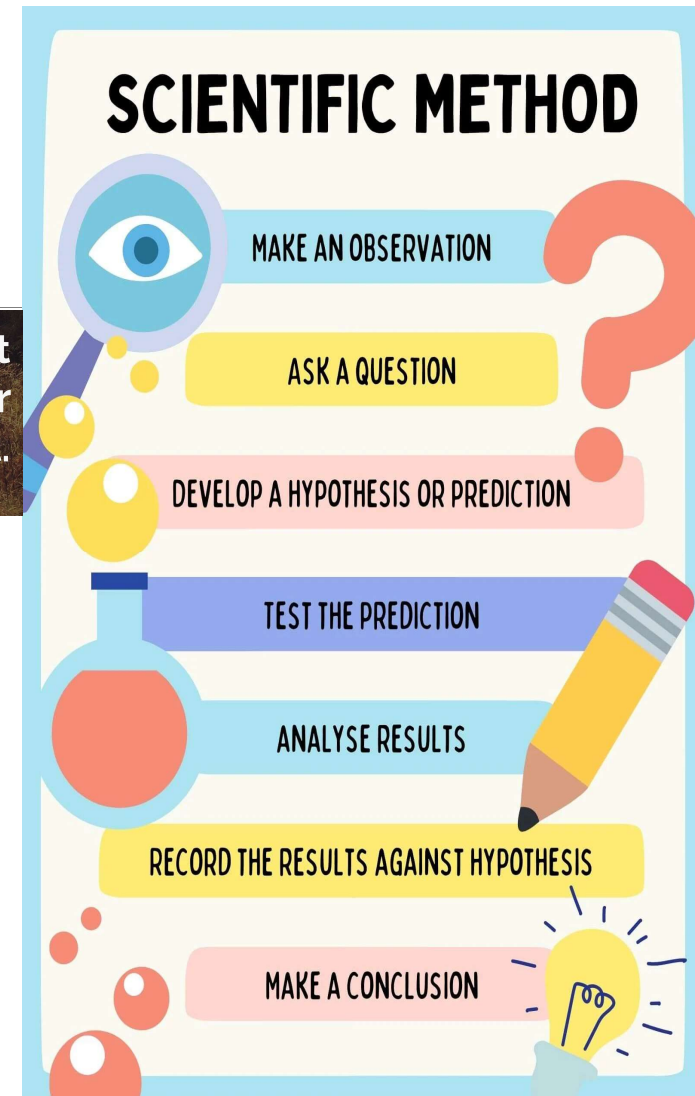
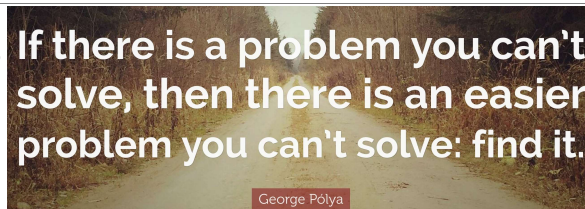
[*WITH HELP FROM INTERNET SOURCES]

2024; AUG 21, 23, 28, 30; SEP 4, 6



How to initiate research?

- ❖ Recognize your **area of interest** (say **A**). **If there is a problem you can't solve, then there is an easier problem you can't solve: find it.**
- ❖ Identify **open problem** **P** in area **A**.
 - ❖ Survey **P** and its *vicinity*.
- ❖ Guess an **approach** **S** – a first stab at the problem.
- ❖ Identify **strength** of **S**.
- ❖ Identify **weakness** of **S**.
- ❖ Look back:
 - ❖ does **S** explain the literature *better*?
 - ❖ does **S** solve a new *special-case*?
- ❖ Challenge the status-quo:
 - ❖ **de**complicate and **clarify**!



Time for a result or a preprint?

- ❖ Look back:
 - ❖ does approach S explain the literature *better*?
 - ❖ does S solve a new *special-case*?
- ❖ if you've a **nontrivial** result, double-check and
 - ❖ write a *draft*
 - ❖ do multiple iterations of *editing*!
- ❖ Double-check: Target audience eager to **read** it?
 - ❖ Is it a result you're **proud** of?
 - ❖ Is there a venue where people publish **such results**?
- ❖ Polish the preprint and submit it in a **conference**.
 - ❖ In CS, conference **submissions** are important

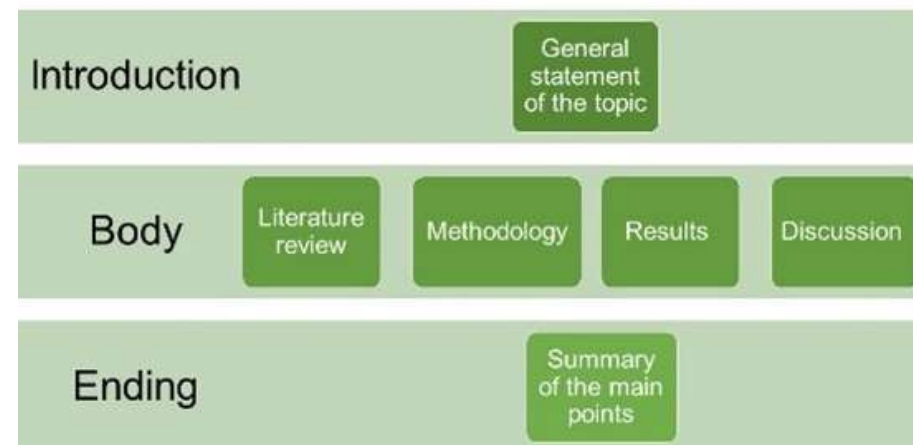


"It's all original research. I had no assistance when I looked it up on Wikipedia."

Write a paper for non-experts

- ❖ In CS, conference **submissions** are important.
- ❖ Assume your reader to be a **non-expert**
 - ❖ *impatient*: has little time to read
 - ❖ *critic*: may not share your excitement about the problem
 - ❖ *nitpick*: may not like if you don't follow the traditions of the conference
 - ❖ E.g. language, organization, paper-length, etc.
- ❖ Introduction: divide into **subsections**
 - ❖ motivation; history
 - ❖ results in simple words; main ideas
- ❖ Technical details: divide into **sections**
- ❖ Conclusion, Acknowledgements, References, Appendix

Basic Structure of a Research Paper



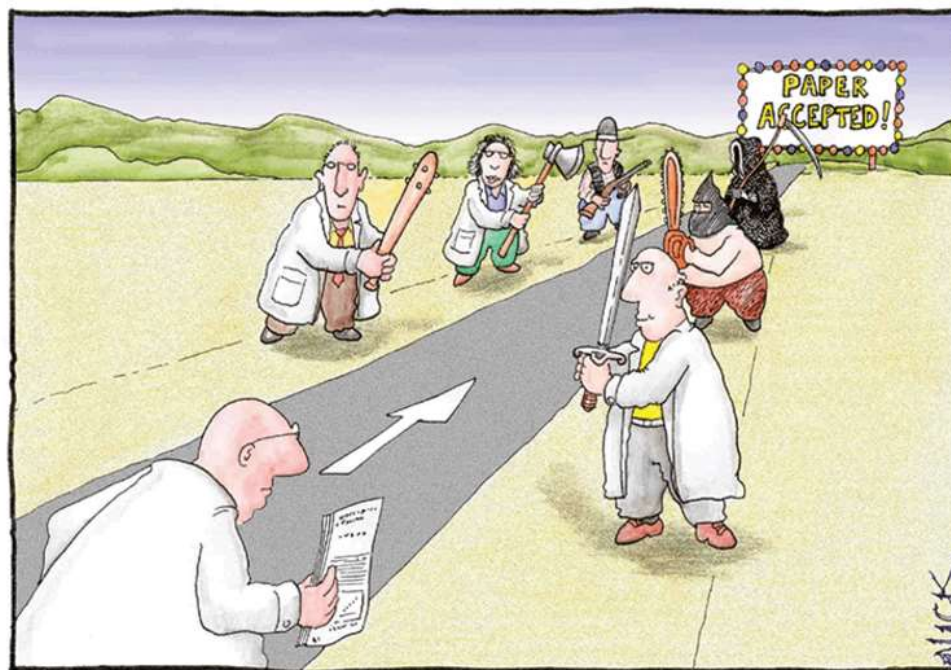
Think of a good story to tell

First impression may be the last

High-level & low-level edits

Incorporate feedback

- ❖ CS is a highly collaborative field.
 - ❖ esp. compared to other theory fields
- ❖ Get your colleagues to read the **first section** (/10 pages).
- ❖ Gather their candid feedback. Did they
 - ❖ understand the **result**?
 - ❖ understand the **idea**?
 - ❖ value the **problem**?
- ❖ Make **amends** to generally weaken the criticism.



Most scientists regarded the new streamlined peer-review process as "quite an improvement."

Assignment 10

<https://hello.iitk.ac.in/>

deadline <12pm (end of class)