



# RESEARCH METHODS IN NETWORKS AND SYSTEMS

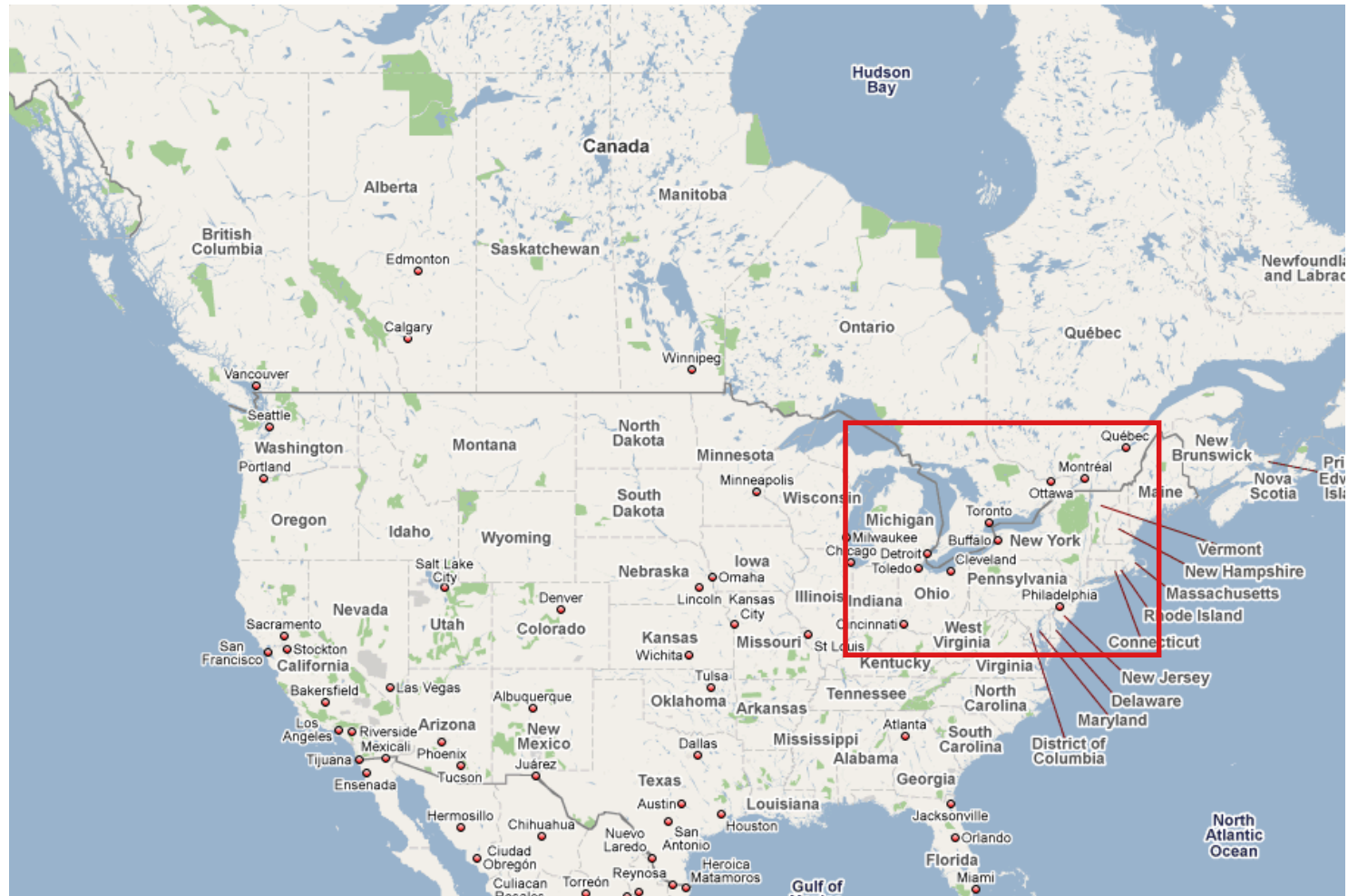
S. Keshav  
School of Computer Science  
University of Waterloo

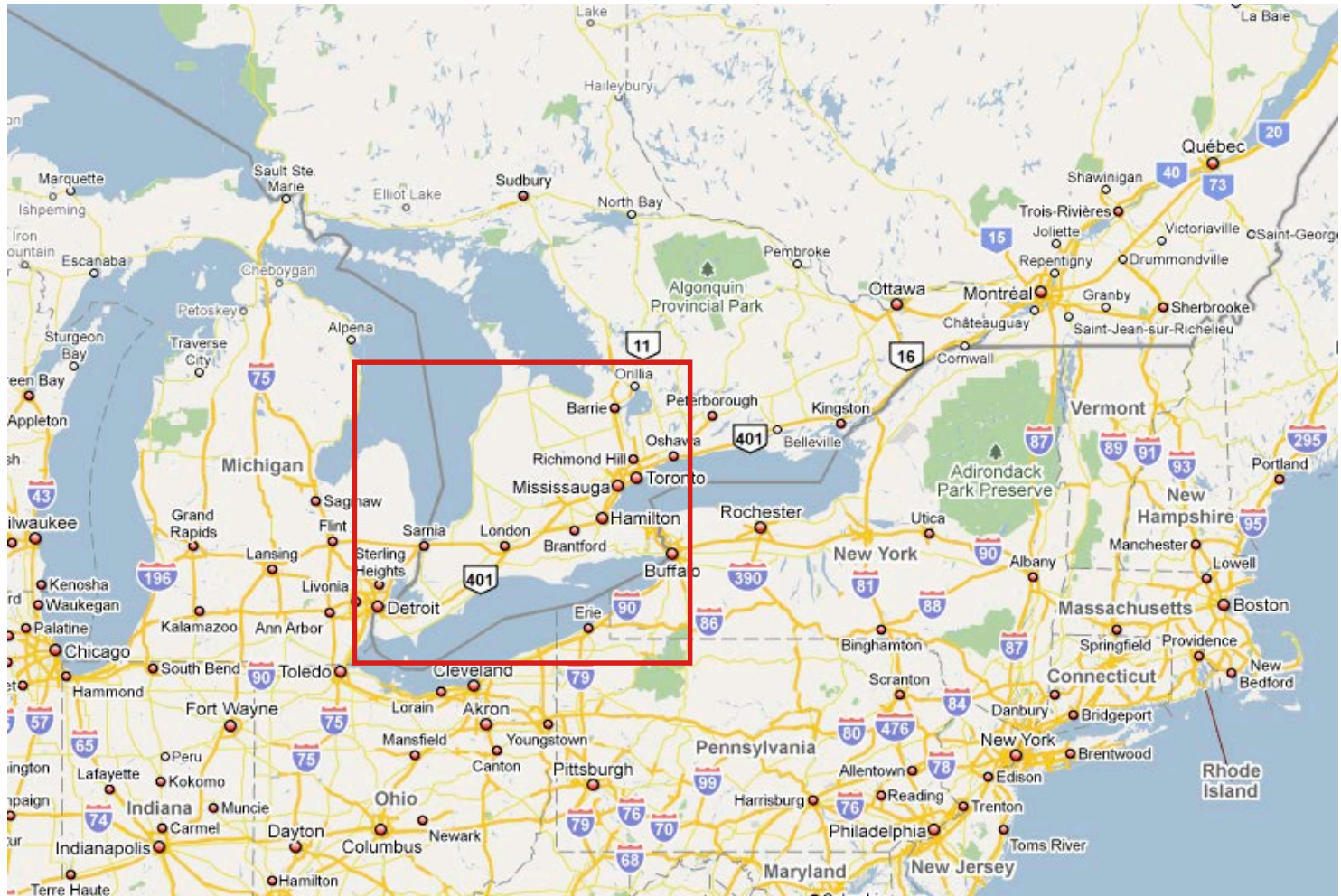
*August 14, 2018*



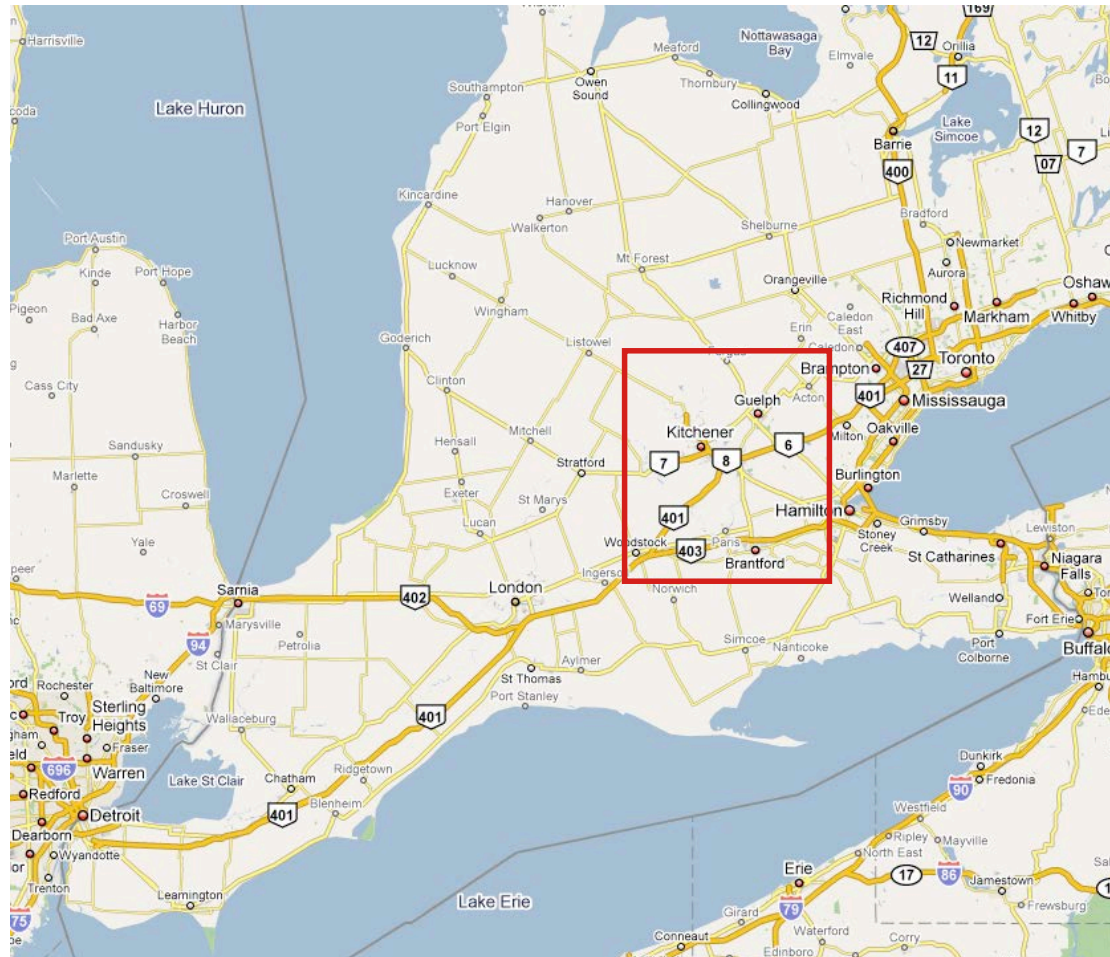
# WATERLOO?

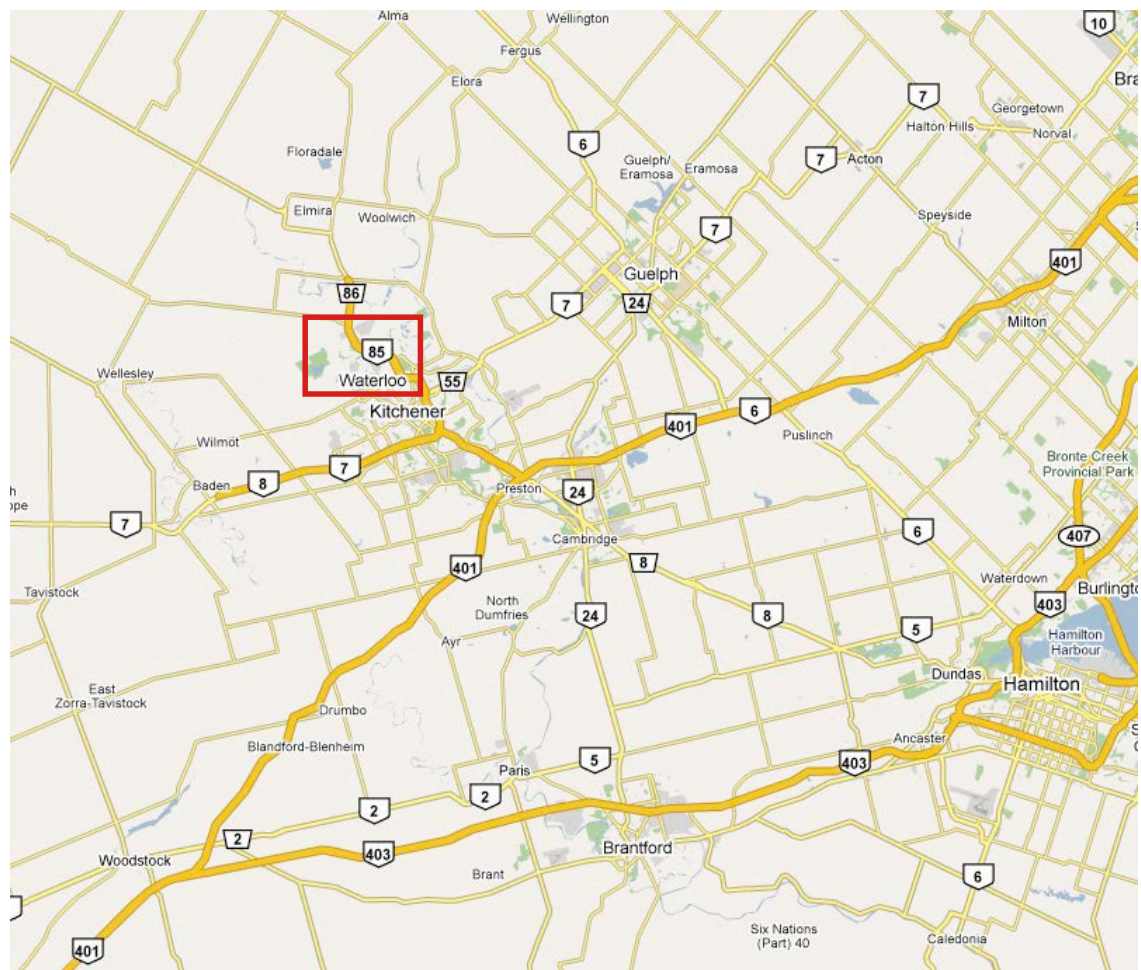
Where is that?



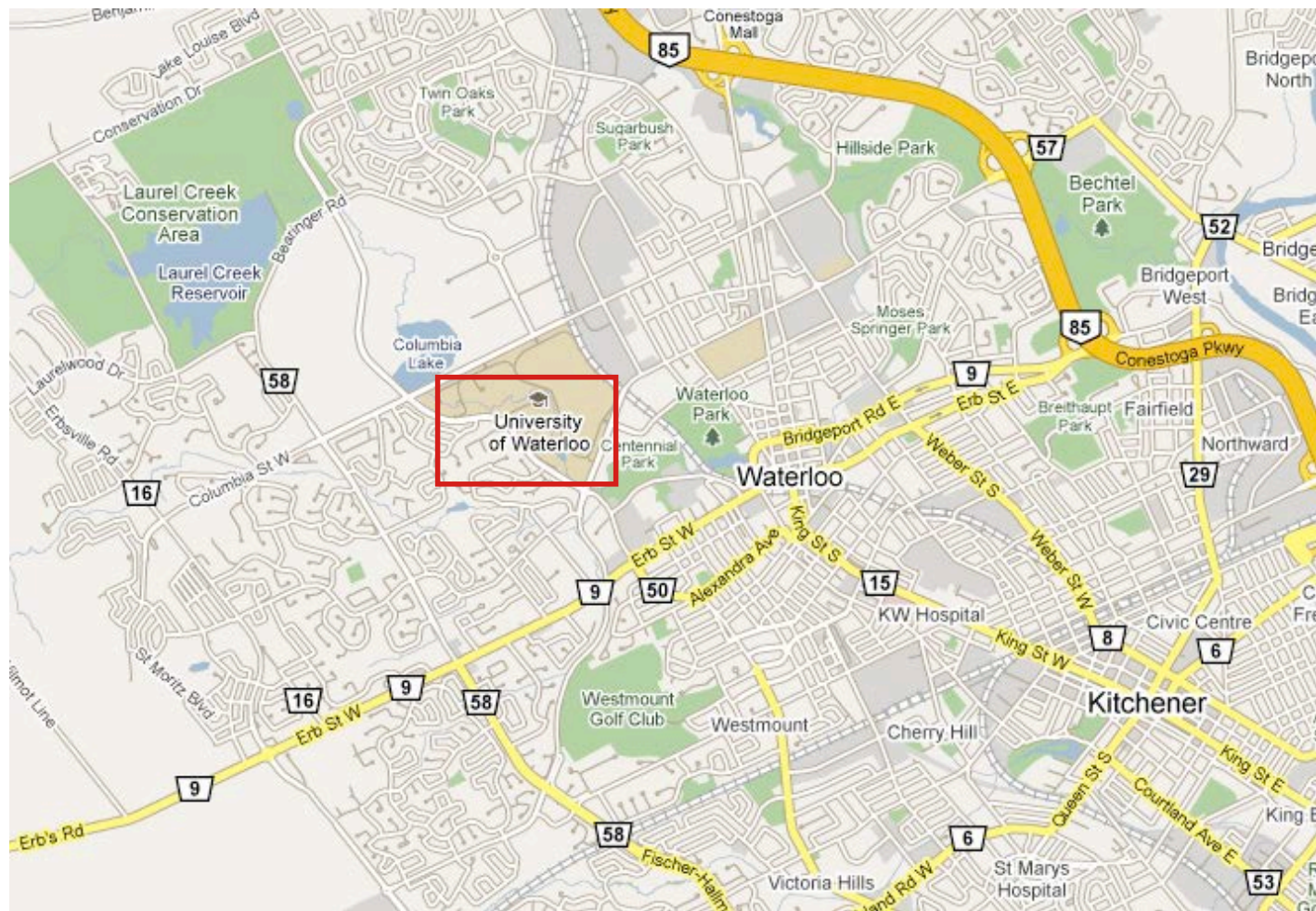


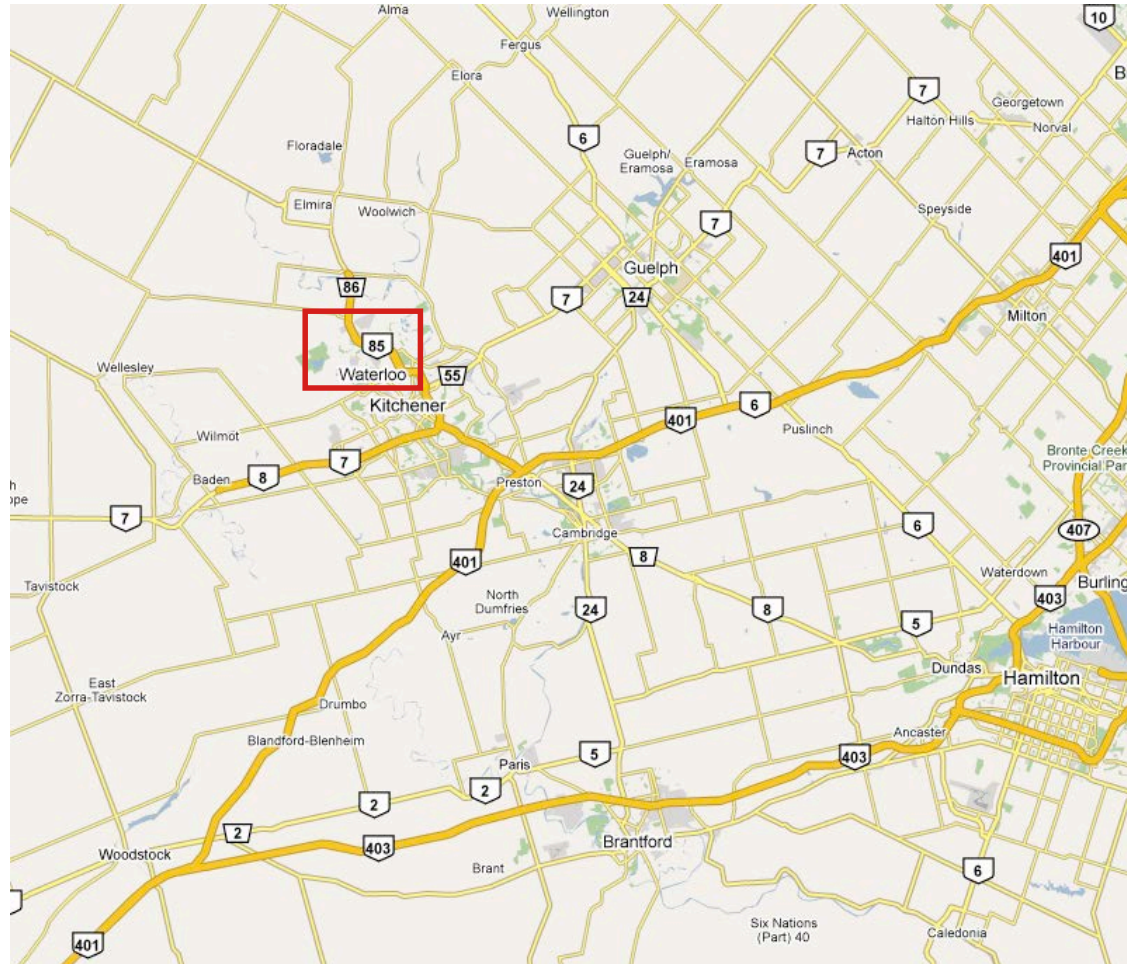




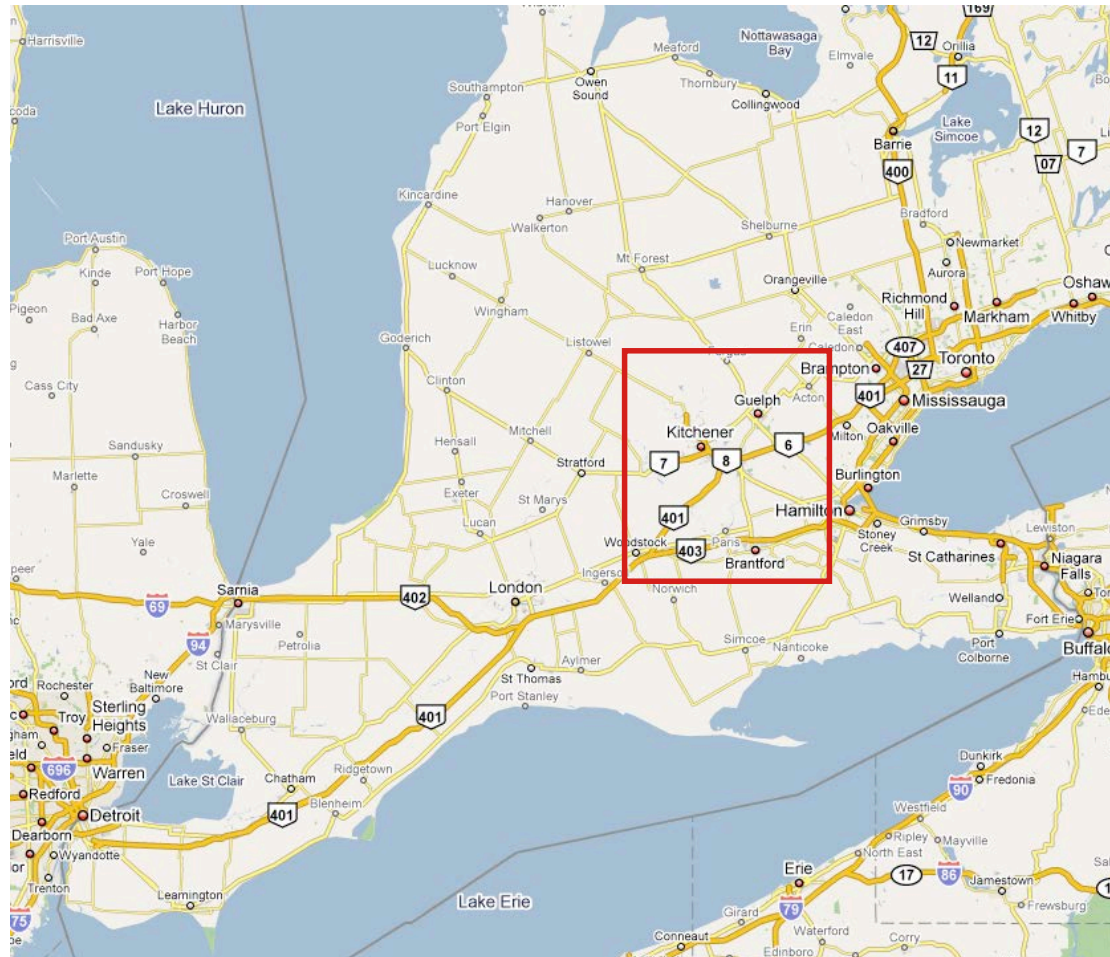


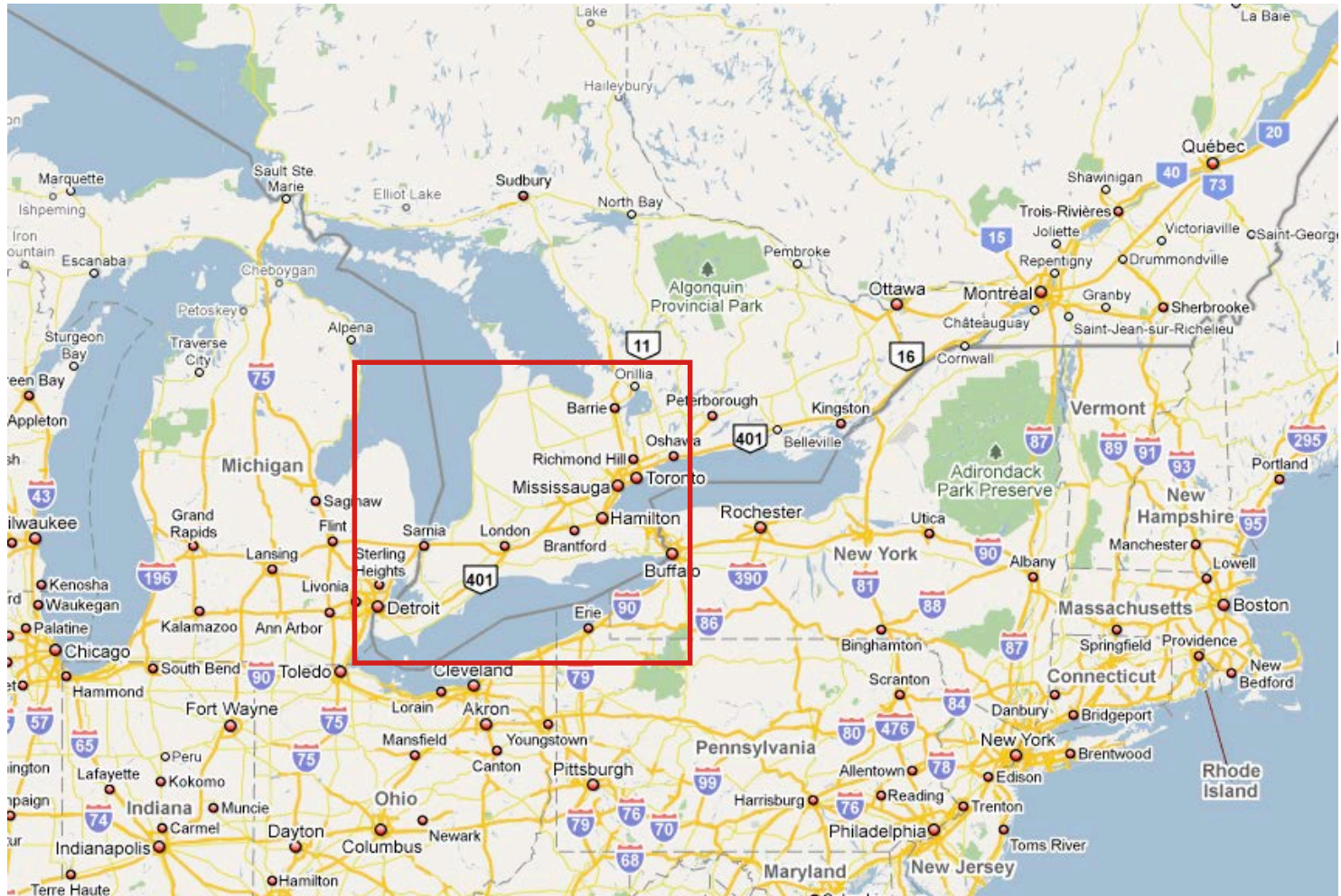


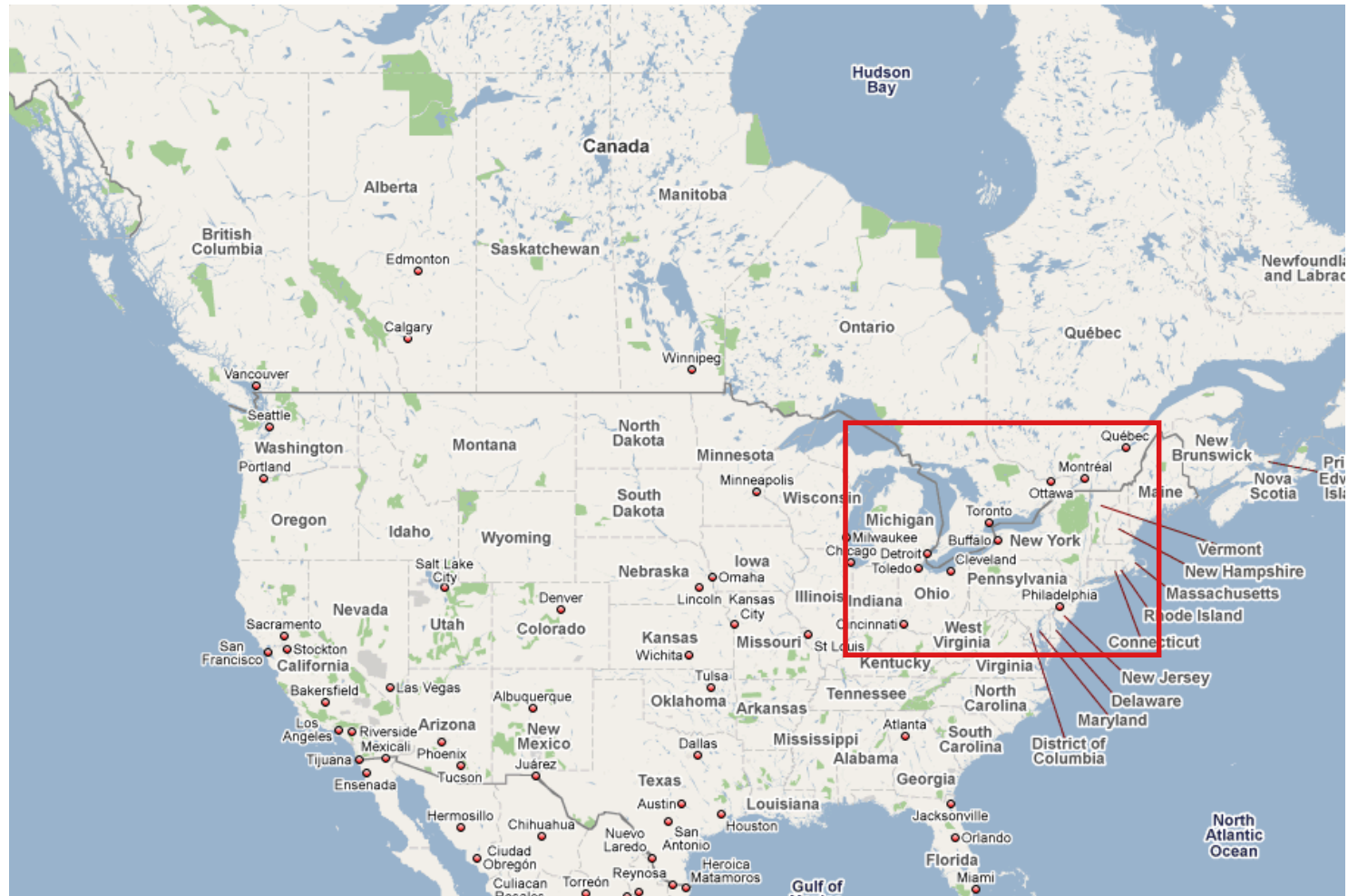


















RIM/Blackberry  
Sybase/SAP  
Maplesoft  
Google, Square,  
Clearpath, Vidyar, Thalmic + 1 200 more startups  
Perimeter Institute for Theoretical Physics



# 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

**G**rounded

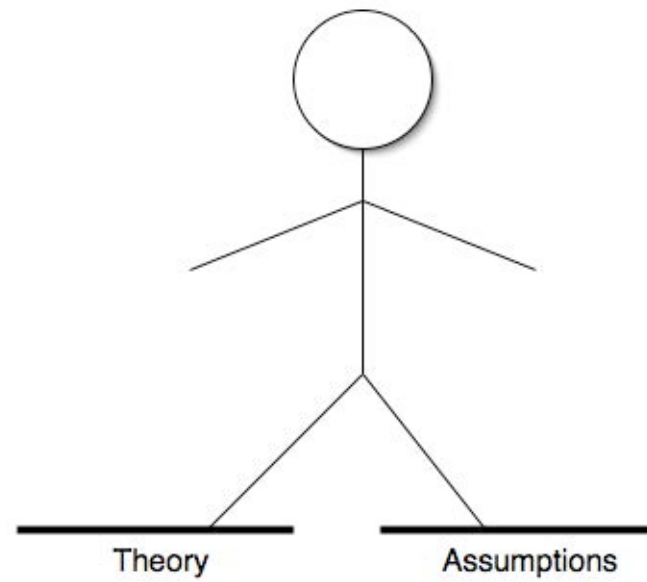
**R**isky

**E**thical

**A**bsorbing

**T**horough

# GROUNDING





# GROUNDING

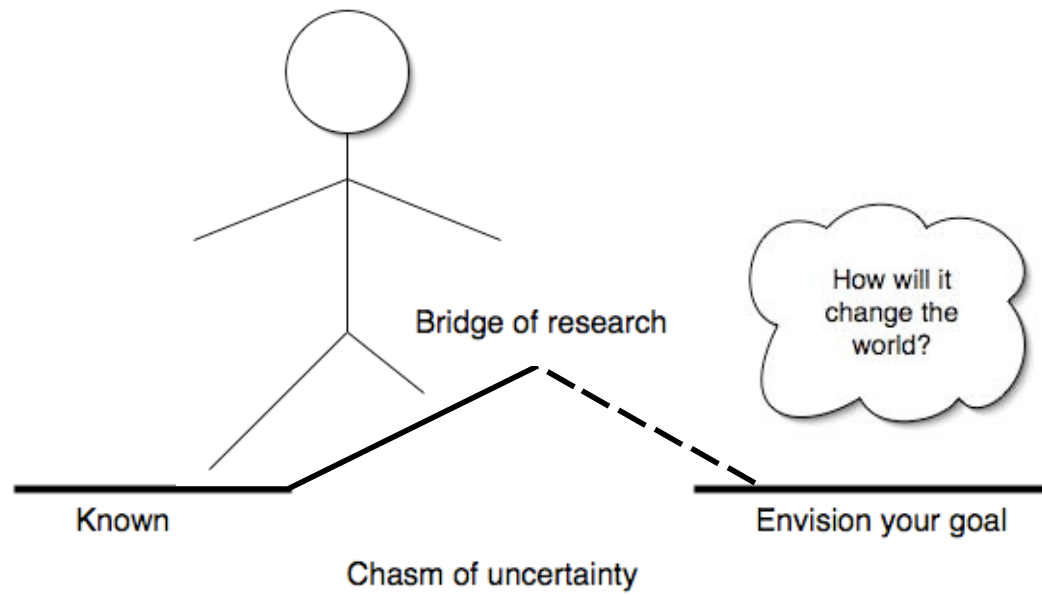
Look for **gap** between **hype** and **reality**

Use appropriate **theory**

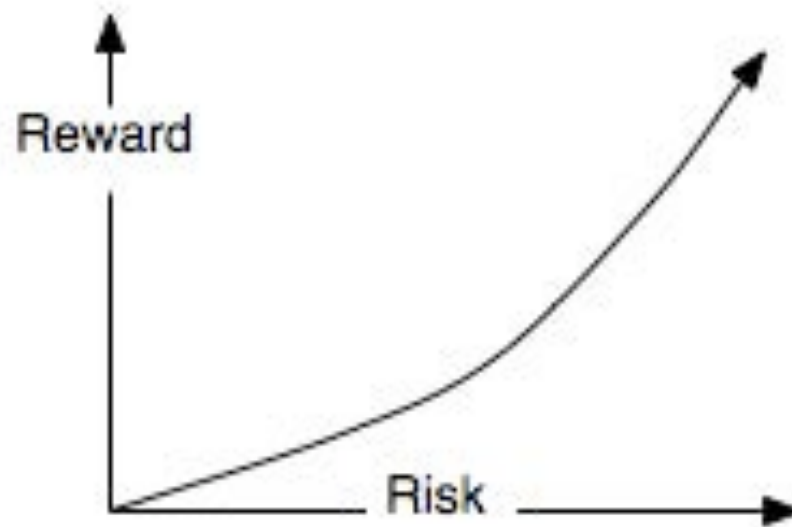
**Assumptions** are critical

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

# RISKY

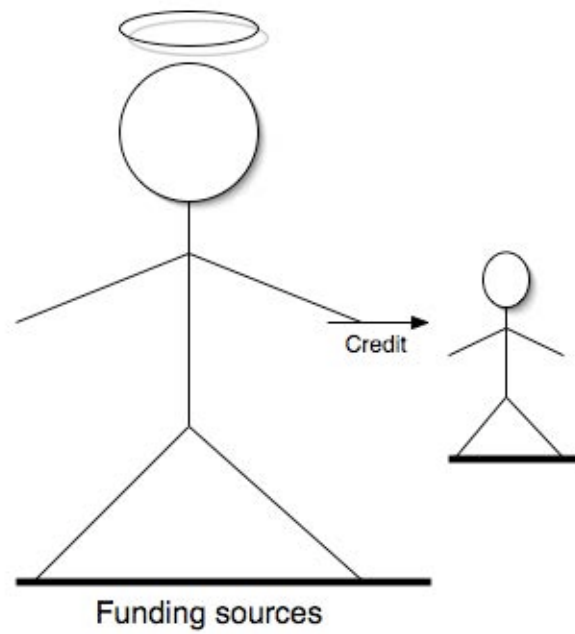


RISKY

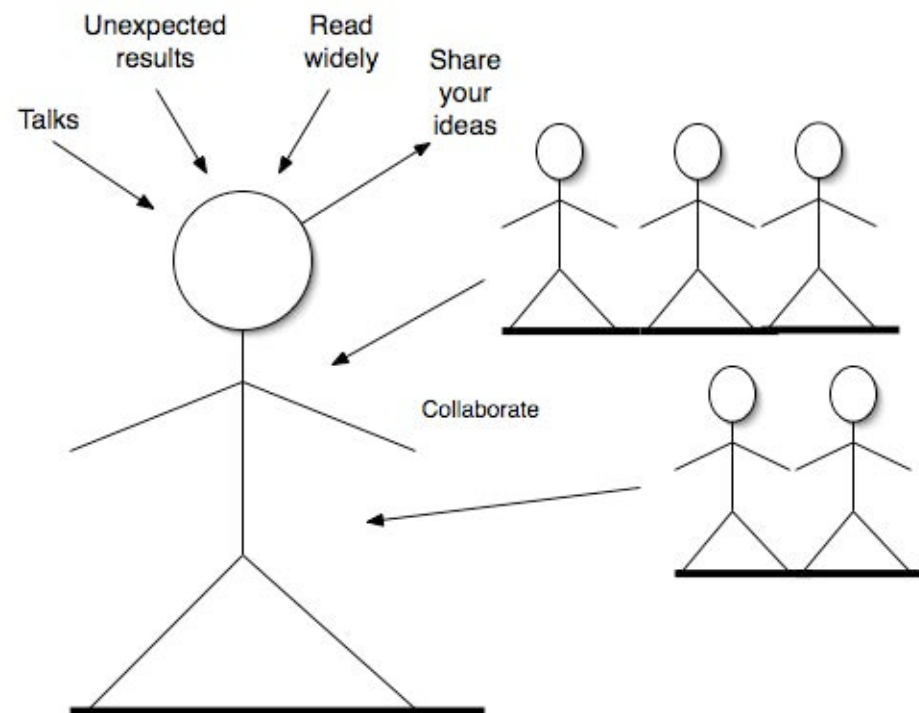




# ETHICAL



# ABSORBING



# ABSORBING

Be **passionate**

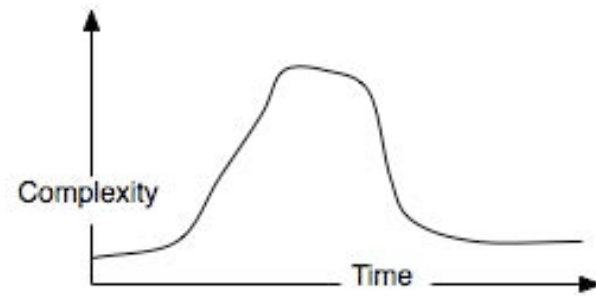
**Read** widely

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 2<sup>nd</sup> pass through papers from these phases ...

3<sup>rd</sup> 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..."

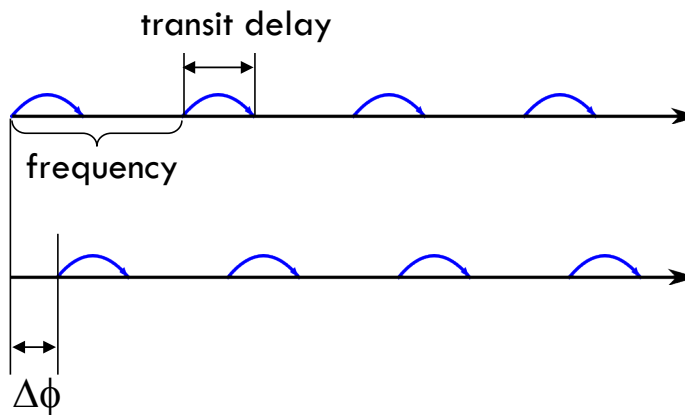
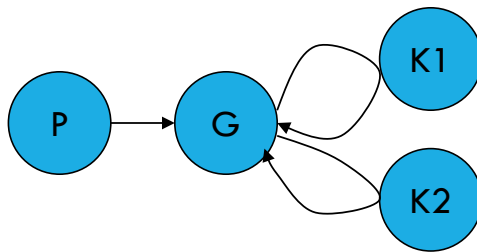
## Conclusions

- "We recommend anti-ogre fences"

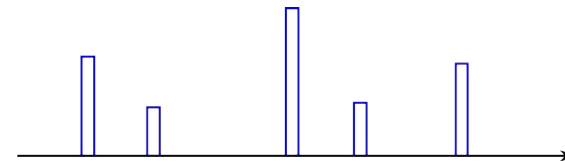
## RULE 2: 1-2-3 RULE

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**

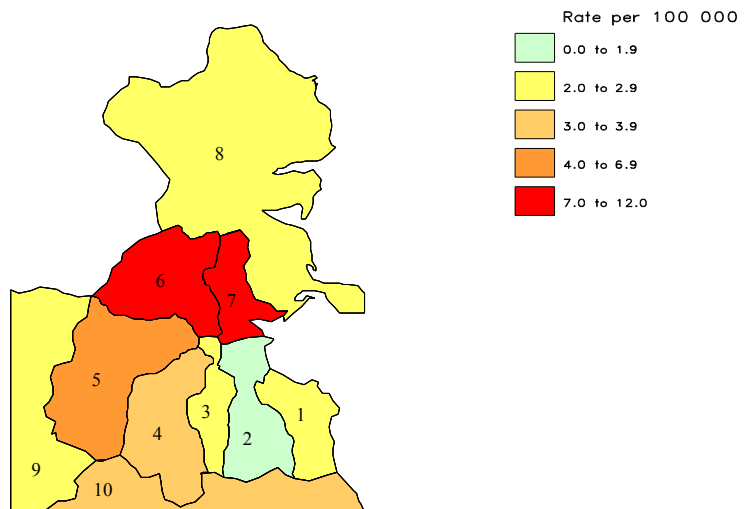


**RULE 6: NEVER SHOW TABLES WHEN YOU  
CAN SHOW GRAPHS**

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

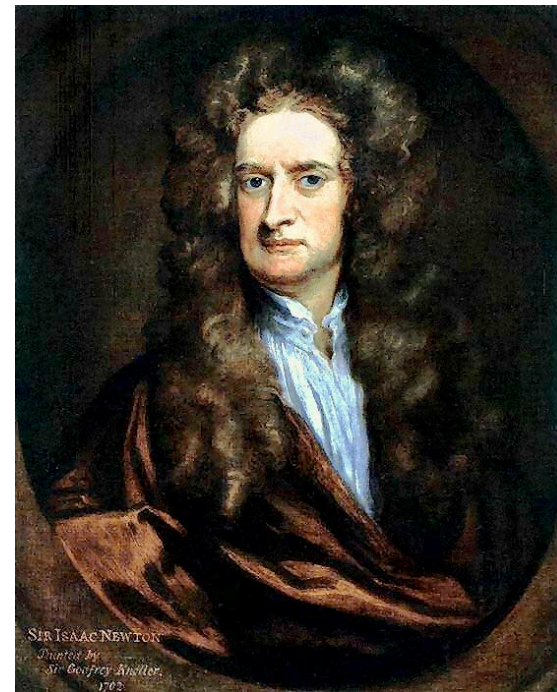
"If I have seen further it is only by standing on the shoulders of Giants."

*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  $\sigma$  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

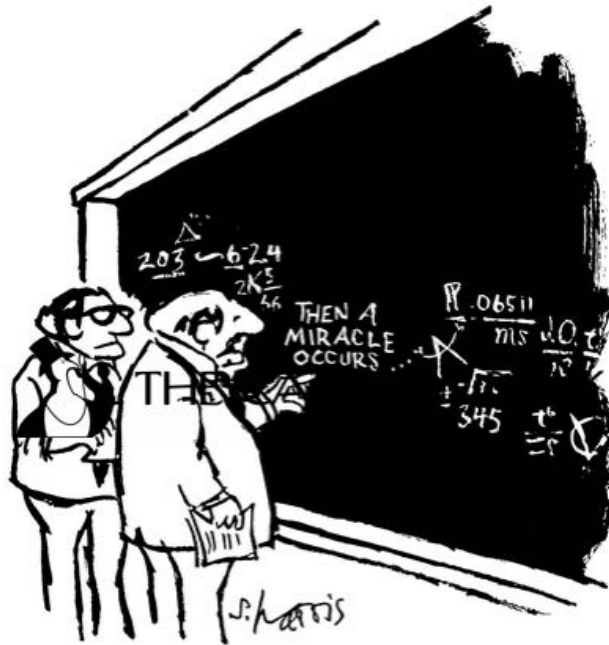
Do the talk on a white/black board if necessary



## **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