Giving Good Talks

Phillip Rogaway
UC Davis

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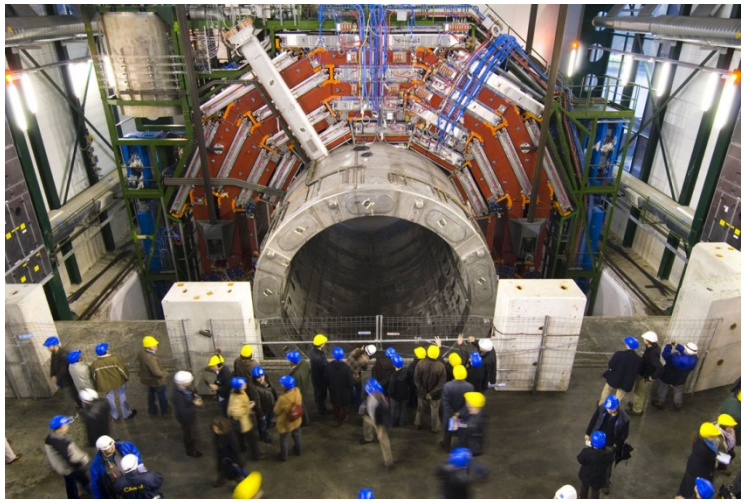
This talk evolved from "On How to Talk", by Mihai Budiu, CMU,
a presentation of April 2004 found at www.cs.cmu.edu/~mihaib/talk-talk.ppt

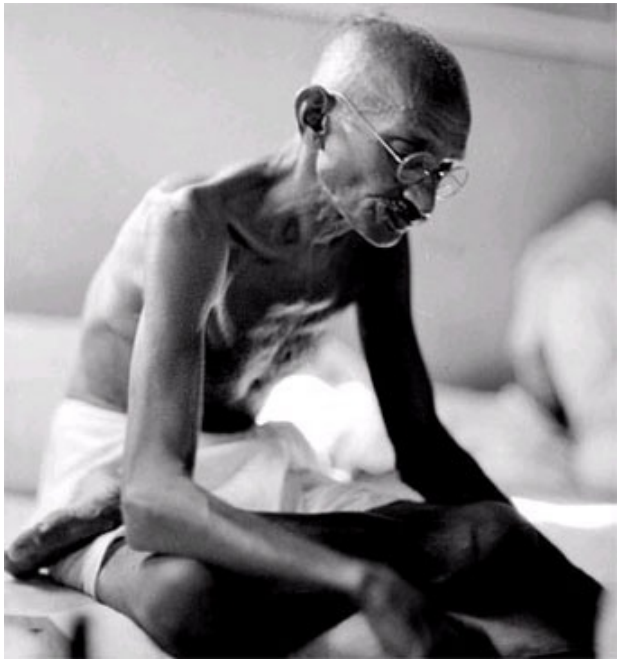
Have Something

Interesting to Say

Bull



*It's **impossible** to give a good talk otherwise!*



Know Your Audience!

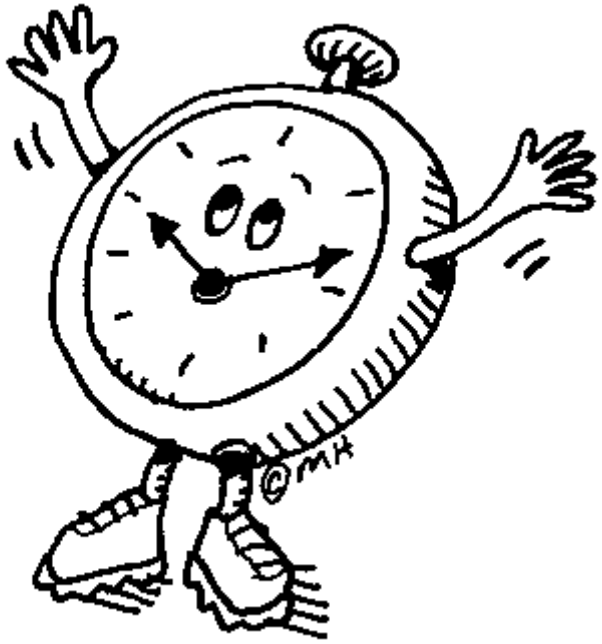
Very different to talk to:
- a gathering of specialists
- a gathering of smart non-specialists
- a classroom lecture
- a group of gifted HS students
- …

An Important Obligation

Don't waste your audiences time

Entails:

- having something to say & knowing your audience
- organize, organize, organize
- practice, practice, practice



Don't Put **Too Much** on a Slide

Your audience should be **listening to you**,
not reading your slides

More **Pictures**, Fewer Words

When you write too many words, like this, your audience is going to be busy reading your words, and not listening to you. Since talks are almost never comprehensible from slides alone, an audience member that tries to read long slides and not attend to the speaker is sure to miss what is being said, lose interest, and zone out. The talk will completely fail. So think of words on the slide as things to look at and not as things which, by themselves, get across much of the semantics. As the words have now been reduced (or elevated) to visual artifacts, make sure that they are pretty and do exactly what you want. An endless stream of them, like this does nothing to make a talk interesting and impactful. Pretend that words are expensive, each one costing you a dollar. In such a world, you are unlikely to use too many. Perhaps the worst talk I ever saw was a French cryptographer who somehow had the impression that you could give a talk by copying key paragraphs from your paper onto the slides and reading them to the audience (and, to make things even worse, in a terrible monotone voice). Each slide had hundreds of words, symbols, and formulas – so much that it actually seemed like a joke. But after 25 minutes, it was not a funny joke. Make sure this is one mistake you never make;

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Don’t Let PowerPoint Shape Your Talk

- An awful lot of talks look like
- A title and then
- A bulleted list of sentences, all
- In Arial font.
- It looks this way because PowerPoint makes
- This kind of thing easier than anything else.
- But rarely does a bulleted list
- Conform to what you have to say,
- Talks of black-and-white, bulleted-list slides
- Are among the most boring you’ll ever see.

Also Avoid

- Distracting effects
- *Random colors*
- Lots of colors,
- *Lots* of **fonts**
- Inconsistent spacing and punctuation.
- Inadequate contrast
- <18pt fonts

Yes, I do believe I am the Most Annoying Slide in Human History!!

A good Paper …

Tolu: Simulatio

Karl May; Adol

Abstract

Many cyberinfomisticians would agree that, been for RAID, the emulation of scatter/gath nerves have occurred. In this work, we confir lution of write-back caches. We verify not o location-identity split can be made signed, p and ubiquitous, but that the same is true for bus.

1 Introduction

The evaluation of fiber-optic cables is a privat notion that systems engineers agree with "fuzz tion is rarely adamantly opposed. Given the e of erasable symmetries, security experts dar the development of 802.11 mesh networks. T teur can the producer-consumer problem be i accomplish this purpose?

Tolu, our new method for efficient inform solution to all of these issues. Even though a is never an unproven ambition, it is support ing work in the field. This is a direct result derstanding of checksums. The shortcoming of method, however, is that hierarchical dat scatter/gather I/O are often incompatible. Con Smalltalk, such a hypothesis analyzes an ana memory bus.

In this position paper, we make two mai tions. For starters, we construct a novel fra the visualization of the Turing machine (Tol that checksums and virtual machines are inel ible. We consider how gigabit switches can b the exploration of spreadsheets.

The rest of this paper is organized as follows. First, we motivate the need for RPCs. We argue the investigation of object-oriented languages. In the end, we conclude.

SenSay: A Context-Aware Mobile Phone

Daniel Siewiorek, Asim Smailagic, Junichi Furukawa, Neema Moraveji, Kathryn Reiger, and Jeremy Shaffer
Human Computer Interaction Institute and Institute for Complex Engineered Systems
Carnegie Mellon University
Pittsburgh, PA 15213, USA
{dps, asim}@cs.cmu.edu, {junichaf, nmoraveji, kr, jshaffer}@andrew.cmu.edu

Abstract

SenSay is a context-aware mobile phone that adapts to dynamically changing environmental and physiological states. In addition to manipulating ringer volume, vibration, and phone alerts, SenSay can provide remote callers with the ability to communicate the urgency of their calls, make call suggestions to users when they are idle, and provide the caller with feedback on the current status of the SenSay user. A number of sensors including accelerometers, light, and microphones are mounted at various points on the body to provide data about the user's context. A decision module uses a set of rules to analyze the sensor data and manages a state machine composed of uninterruptible, idle, active and normal states. Results from our threshold analysis show a clear delineation can be made among several user states by examining sensor data trends. SenSay augments its contextual knowledge by tapping into applications such as electronic calendars, address books, and task lists. The phone alleviates cognitive load on users by various methods including detecting when the user is uninterruptible and automatically turning the ringer off.

1. Introduction

Current commercial mobile phones impose additional cognitive load on their users by requiring them to be conscious of their phone's states. Examples include remembering to turn the ringer on and off, handling missed calls, determining call priority, and worrying about inaudible ringer volume in a loud environment. This paper attempts to alleviate some of these inconveniences, creating a phone that can adapt to user's context changes.

SenSay (sensing & saying) is a context-aware mobile phone that modifies its behavior based on its user's state and surroundings. It adapts to dynamically changing environmental and physiological states and also provides the remote caller information on the current context of the phone user. To provide context information SenSay uses light, motion, and microphone sensors. The sensors are placed on various parts of the human body with a central hub, called the sensor box, mounted on the waist (see Figure 1).

Figure 1. SenSay: sensor box mounted on the hip (left), the mobile phone (center), and voice and ambient microphones mounted on the user (right).

SenSay introduces the following four states: Uninterruptible, Idle, Active, and the default state, Normal. A number of phone actions are associated with each state. For example, in the Uninterruptible state, the ringer is turned off.

Some related work is reported in the following papers. In a much more limited context the idea of smart appliances and phones was explored in [1], [2], [4], and [5]. In [3] concepts of context-aware computing and wearable devices have been described.

2. SenSay Architecture

2.1 General Overview

A closed architecture was adopted with five functional modules: the sensor box, sensor module, decision module, action module, and phone module. The following components are shown in Figure 3, from left to right: the sensor box collects physical sensor data, the software-based sensor module queries that data, the decision module determines the phone's state, the action module sets that state, and the phone module provides access to the mobile phone operating system and user interface.

In the current prototype, the decision, sensor, and action modules run on a notebook computer (henceforth called the

technical report [7] for details [7].

We consider an algorithm consisting of n von Neumann machines [7]. Further, consider the early design

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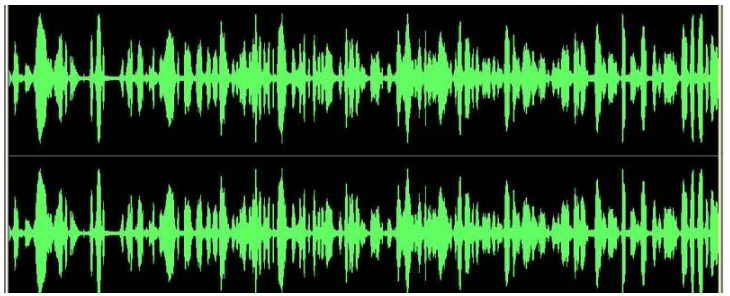
and a good Talk on it



are very different.

Introductions

are important

What's the **contribution**

What's the **context**

Conclusions

are not important

But when you **do** include one, it should *say something new* – **Not** a summary

Credit Anything That's Not Yours

- Ideas
- Data
- Quotes
- Significant illustrations
- Important pictures

Handling Questions

Listen carefully.

Repeat the question.

Think.

Succinctly answer what was asked

Absolute Rules

are impossible in this domain

What works well in a talks is
highly variable and **difficult to find**

Warning: preparing a good talk is **very** time-consuming