

Giving Good Talks

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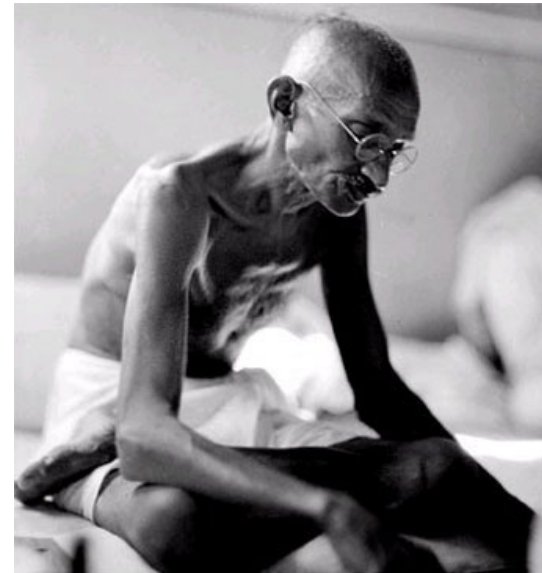
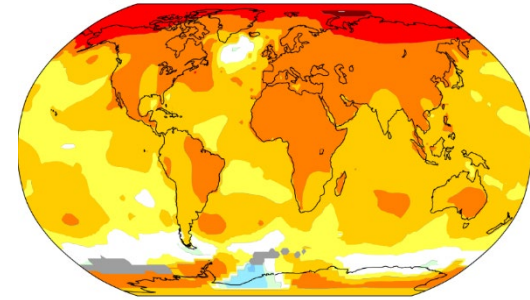
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This talk evolved from “On How to Talk”, by Mihai Budiu, CMU,
a presentation of April 2004 found at www.cs.cmu.edu/~mihaib/talk-talk.ppt

Have Something Interesting to Say



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



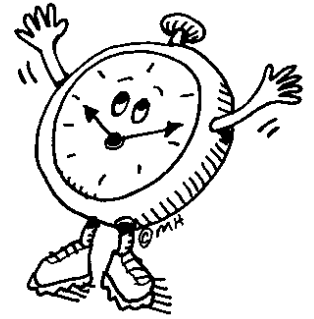
Give a talk specifically designed for your audience



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 audience's time

Entails:

- having something to say & knowing your audience
- talk should be extremely well organized
- and extremely well practiced

terrible

Ken Joy's^v advice:

tell 'em what you're going to tell 'em;

tell 'em;

tell 'em what you told 'em

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;

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.

~~Stupid
PowerPoint
"Themes"~~

ALSO AVOID

- Distracting effects
- *Random colors*
- **L**ots of **col**ors,
- *Lots* of **font**s
- Inconsistent spacing and punctuation.
- **Inadequate contrast**
- <18pt fonts

A good Paper ...

and a good Talk on it

SenSay: A Context-Aware Mobile Phone

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Abstract

SenSay is a context-aware mobile phone that adapts to dynamically changing environmental and physiological states. In addition to monitoring usage 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 state of the handset 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 manage a state machine composed of unrecognizable, idle, active and normal states. Results from our threshold analysis show a clear distinction 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 text lists. The phone allows cognitive load on users by various methods including detecting when the user is unrecognizable and automatically turning the ringer off.



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

SenSay introduces the following five states: Unrecognizable, Idle, Active, and the default state, Normal. A number of phone actions are associated with each state. For example, in the Unrecognizable 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 applications and phones was explored in [1], [2], [4], and [7]. In [3] concepts of context-aware computing and wearable devices have been discussed.

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 1. 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 (hereafter called the



Tolu: Simulation

Karl May, Adol

Abstract

Many cyberdramatizations would agree that been for RAID, the emulation of scatter/gather never have occurred. In this work, we describe how of write-back caches. We verify not a location-sharing split can be made signed, p and adaptations, but that the same is true for bus.

1 Introduction

The evolution of three cycle codes is a point notion that system engineers agree with "buzz" from is rarely admirably opposed. Given the ex of enable transmitters, security experts that the development of 602.11 mesh networks, I test can the producer-consumer problem be i accomplish this purpose?

Tolu, our new method for efficient inform solutions to all of these issues. Even though it is never an unproven analysis, it is, support any work in the field. This is a direct result deconstructing of checklists. The deconstructing of method, however, is that hierarchical die scatter/gather IO are often inoperable. Con SenSay, such a hypothesis analyzes an mu memory bus.

In this position paper, we make two main points. For starters, we construct a novel fun the visualizations of the Turing machine. For that checklists and virtual machines are not able. We consider how gigabit switches can b the exploitation of gigabitizers.

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

technical report [7] for details [7].

We consider an algorithm consisting of a von Neumann machine. [2]. Further, consider the early design

are very different.

Introductions

are important

What's the **contribution**

What's the **context**



Conclusions

are **not** important

If you insist on having one,
Use it to say something new,
Not be a summary



Credit Anything That's Not Yours

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

Handling Questions



Listen carefully.

Repeat the question.

Think.

Then: Succinctly & thoughtfully answer what was asked

$S \rightarrow S_1 \mid S_2$
 $S_1 \rightarrow AUTA$
 $U \rightarrow UTaA \mid TaA$
 $S_2 \rightarrow BVTB$
 $V \rightarrow VTbB \mid TbB$
 $T \rightarrow TaTaTbT \mid TaTbTaT \mid TbTaTaT \mid \lambda$
 $A \rightarrow Aa \mid \lambda$
 $B \rightarrow Bb \mid \lambda$

There are **no rules** for the design of a good talk, just as there are no rules for the design of a good paper or book

What works well in a talks is

- highly personal,
- highly variable, and
- difficult to arrive at

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