# How to give a 20-minute conference talk

**Pim van 't Hof** University of Bergen

ICT Research School Seminar March 11–12, 2013 Myrkdalen, Norway Introduction and excuses What to do before the conference? What to do during the conference?

#### Excuses:

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- 1. This is not a 20-minute conference talk.
- 2. I don't know the definition of "a good conference talk".
- 3. Most of you don't work in algorithmic graph theory.

#### Idea behind this talk:

- □ List some general do's and don'ts.

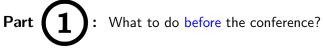
#### Idea behind this talk:

- □ List some general do's and don'ts.

The rest of this talk consists of two parts:

- 1. What to do before the conference?
- 2. What to do during the conference?

What to do before the conference? What to do during the conference?



Introduction and excuses What to do before the conference? What to do during the conference?

First of all: congratulations!!

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A 20-minute conference talk is the perfect opportunity to:

- □ advertise your paper
- > advertise your research area
- > advertise yourself

Introduction and excuses What to do before the conference? What to do during the conference?

Two strategies for preparing your slides:

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## Strategy 1:

- b take your 12-page paper
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   c take your 12-page paper
- > compress it into a 20-minute presentation

Two strategies for preparing your slides:

## Strategy 1:

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- > compress it into a 20-minute presentation

## Strategy 2:

- prepare a 5-minute "coffee machine pitch"
- > extend it into a 20-minute presentation

## YOUR CONFERENCE PRESENTATION



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- > making good slides takes time
- > your paper is in the proceedings
- people like pictures

#### Algorithmica

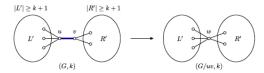


Fig. 2 An illustration of Rule 1: bridge uv is contracted, since deleting uv from G results in two connected components that contain at least k + 2 vertices each. Vertex w in the graph G/uv is the vertex resulting from the contraction of the edge uv in G

In the remainder of this section, we first show that PATH CONTRACTION has a linear vertex kernel. We then present a deterministic algorithm with running time  $2k+o(k)+n^{O(1)}$  for this problem. Consider the following reduction rule (see also Fig. 2 for an illustration).

Rule 1 Let (G, k) be an instance of PATH CONTRACTION. If G contains a bridge uv such that the deletion of edge uv from G results in two connected components that contain at least k + 2 vertices each, then transform the instance into (G', k), where G' is the graph resulting from the contraction of edge uv.

The following lemma shows that the above reduction rule is "safe", i.e., that it

Introduction
Contracting graphs to paths
Contracting graphs to trees

## Contracting a graph to a path

#### Reduction rule

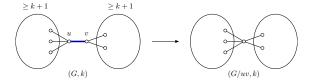
Let (G,k) be an instance of PATH CONTRACTION. If G contains a bridge uv such that the graph  $G-\{u,v\}$  has two connected components that contain at least k+1 vertices each, then transform the instance (G,k) into the instance (G/uv,k), where G/uv is the graph resulting from the contraction of edge uv.

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Contracting graphs to paths and trees

Contracting graphs to paths

## Contracting a graph to a path



#### Reduction rule

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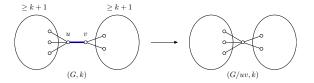
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Introduction Contracting graphs to paths Contracting graphs to trees

## Contracting a graph to a path

#### Reduction rule:



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Introductio 2-Connected Separato

# On the parameterized complexity of finding separators with non-hereditary properties

#### Pim van 't Hof

University of Bergen

joint work with

Pinar Heggernes Dániel Marx Neeldhara Misra Yngve Villanger

#### WG 2012

Jerusalem, Israel 26-28 June 2012

P. Heggernes, P. van 't Hof, D. Marx, N. Misra, Y. Villanger

Finding separators with non-hereditary properties



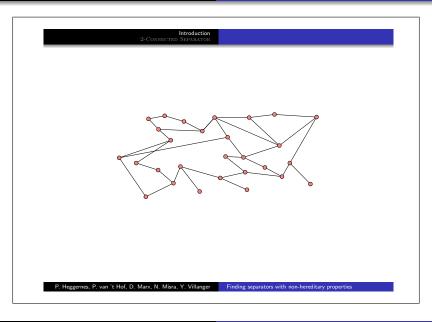
Introduction 2-Connected Separator

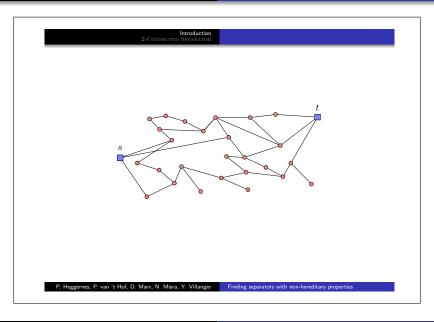


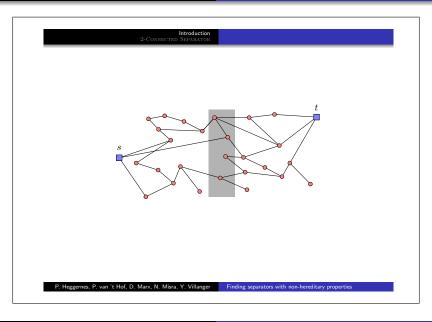
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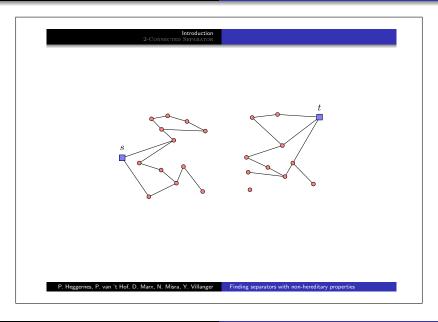
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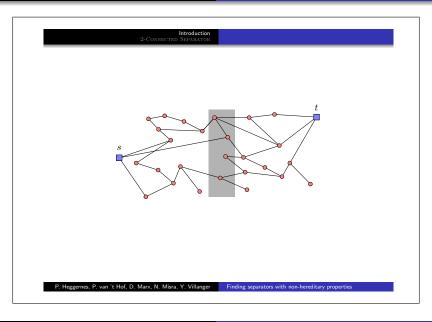












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Introduction A polynomial-time algorithm Conclusions Preprocessing

H is not perfect

H is perfect

## Preprocessing the input graph

Step 2: Cleaning the graph G'.

#### Three-in-a-Path

*Instance:* A graph G and three vertices  $v_1, v_2, v_3$  of G.

Question: Does G have an induced path containing  $v_1, v_2, v_3$ ?

#### Theorem (Derhy & Picouleau, 2009)

The Three-in-a-Path problem is NP-complete.

#### Corollary

In general, the problem of determining if a vertex x is irrelevant for two vertices s and t is NP-complete.

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Finding induced paths of given parity in claw-free graphs

A polynomial-time algorithm

Preprocessing H is not perfect H is perfect

## Preprocessing the input graph

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Finding induced paths of given parity in claw-free graphs

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- people like pictures
- people like lists (I hope you do)

Introduction and excuses What to do before the conference? What to do during the conference?

When making slides, keep in mind that making good slides takes time, your paper is in the proceedings, people like pictures, and people like lists (I hope you do).

- > making good slides takes time
- your paper is in the proceedings
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- people like lists (I hope you do)

- > making good slides takes time
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#### Also:

### When making slides, keep in mind that:

- > making good slides takes time
- > your paper is in the proceedings
- people like pictures
- people like lists (I hope you do)

#### Also:

- > don't overestimate your audience
- > but don't underestimate it either

## After you have prepared your slides:

- practice your talk out loud
- > practice again

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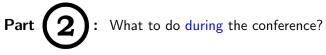
- practice your talk out loud
- > implement (good) suggestions from others
- > practice again and again

### After you have prepared your slides:

- practice your talk out loud
- > practice again and again and again

Preparations: done.

Now sit back and enjoy your flight!



# YOUR CONFERENCE PRESENTATION

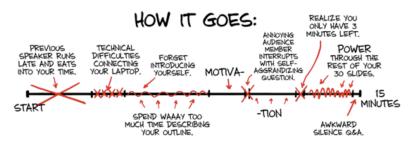
# HOW YOU PLANNED IT:



# YOUR CONFERENCE PRESENTATION

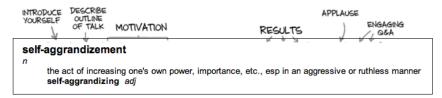
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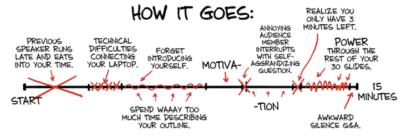




# YOUR CONFERENCE PRESENTATION

# HOW YOU PLANNED IT:





During one of the breaks before your talk:

- > agree on the rules

Before your talk During your talk

Your session has started: you're up next...

# To overcome your nerves:

- find nodders
- > remember: nobody knows what you want to say

## If you run out of time:

- > never argue with the chair
- don't speed up, but skip

## If you run out of time:

- > never argue with the chair
- > remember your 5-minute "coffee machine pitch"

If you're ahead of time, remember that

nobody minds if you finish 5 minutes early

## If you run out of time:

- > never argue with the chair

## If you're ahead of time, remember that

- > nobody minds if you finish 5 minutes early
- everybody minds if you finish 2 minutes late

- ▶ be happy
- ▷ be patient
- ▷ be polite

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Q1: "You applied technique X to solve problem Y. Do you think technique X can also be applied to solve problem Z?"

Possible answers:

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Q1: "You applied technique X to solve problem Y. Do you think technique X can also be applied to solve problem Z?"

Possible answers:

> "No."

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Q1: "You applied technique X to solve problem Y. Do you think technique X can also be applied to solve problem Z?"

#### Possible answers:

- > "No."
- "I'm not sure. It might be possible; I would have to think about it."

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Q1: "You applied technique X to solve problem Y. Do you think technique X can also be applied to solve problem Z?"

#### Possible answers:

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- □ "I'm not sure. It might be possible; I would have to think about it."
- ▷ ...

- ▷ be happy
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Q2: "I think I have a much simpler and faster algorithm for solving your problem. You just do (insert algorithm this person came up with during the last 10 minutes of your talk). Why doesn't that work?"

Before your talk During your talk

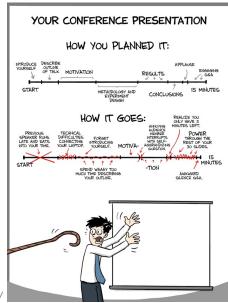
Applause!

Before your talk During your talk

And now, sit back and relax...

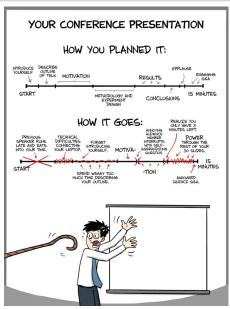
#### Some final remarks to take home:

- > practice, practice, and then practice again
- ⊳ enjoy!!



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## Thank you.



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