#### Giving a Presentation

#### 15<sup>th</sup> January 2021

Robot Learning Lab

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BUR

#### With Every Presentation...

...you present yourself and your work

# Outline

- The slides
  - Content
  - Layout
- The presentation
- Questions

#### **The Slides**

- Typically done long before the presentation
- and long enough to practice
- They are used to better convey the message
- Their purpose is not to allow you to read off what you want to say

# **Choosing a Proper Title is Hard**

- The title of a slide often says what is on the slide
- You actually can to better: Use the title to convey a message
- The title should better tell the message of the slide.
- Choosing a Proper Title is hard

# The Structure of Scientific Presentations is often Similar

- 1. Introduction and Motivation
- 2. State of the Art
- 3. Our Approach
- 4. Results
- 5. Conclusions and Future Work
  - This/such a slide is contained in many presentations
  - Maybe it is better to leave it out if your presentation is short.

#### **Introduction and Motivation**

Describe

- the problem
- why it is relevant
- the open question
- in which way the approach you present gives an answer to this question

#### Why should people care about your work?

#### **State of the Art**

- Mention relevant approaches presented in the past.
- Tell in which way the approach presented in this paper goes beyond the previous ones.
- The art lies in finding the right balance when describing related work
- Say what the approaches do and what they solve (be friendly, make the authors happy!)
- Say in which way your approach is better (do not make the authors unhappy!)

# **The Approach**

- This part of the presentation is not intended to demonstrate your skills
- It is intended to let the audience understand how your approach works
- Provide the audience with the technical details and the intuition
- Use graphics and/or examples to explain technical details

#### **Example: Graph-based SLAM**

- Let  $\mathcal{G} = (\mathbf{x}, \mathbf{z})$  be a graph where  $\mathbf{x} = \{x_1, \dots, x_n\}$  is a set of poses and  $\mathbf{z} = \{z_{ji}\}$  is a set of pairwise observations of poses j and i, where  $\Omega_{ji}$  is the corresponding measurement uncertainty.
- Furthermore let  $e_{ji}$  be the errage between the pairwise observations  $x_{ji}$  and the relative poses

• Goal: Find 
$$\mathbf{x}^* = \underset{\mathbf{x}}{\operatorname{argmin}} \sum_{ji} e_{ji}^T \Omega_{ji} e_{ji}$$

#### **Maybe Better: Graphical Example**

Given:

- Poses  $\mathbf{x} = \{x_1, \dots, x_n\}$
- Pairwise observations:  $\mathbf{z} = \{z_{ji}\}$
- Measurement uncertainty  $\Omega_{ji}$



#### **Maybe Better: Graphical Example**

Given:

- Additionally we observe that  $x_5 = x_1$
- This introduces the error:  $e_{51}$



#### **Maybe Better: Graphical Example**

- More generally, we have an error  $e_{ji}$  for every pairwise observation  $z_{ji}$  given the positions  $\mathbf{x}$  of the nodes
- Goal: Find  $\mathbf{x}^* = \underset{\mathbf{x}}{\operatorname{argmin}} \sum_{ji} e_{ji}^T \Omega_{ji} e_{ji}$



#### **Algorithms are Hard to Explain**

```
Algorithm 1 Coverage(S)
 1: C \leftarrow S //Set the current node to S
      \mathcal{P}_{aux} \leftarrow C
 2:
 3:
      \mathcal{P} \leftarrow \emptyset
 4: while 1
 5:
             \forall n \in \mathcal{P}_{aux}, \ m \in \mathcal{N}, \ \|c_n - c_m\| < M_{\mathrm{R}} \cdot e_{\mathrm{cell}}
                   visited(m) = 1
 6:
             \forall n \in \mathcal{P}_{aux}, \ m \in \mathcal{N}, \ \|c_n - c_m\| \geq 2M_{\mathrm{R}} \cdot e_{\mathrm{cell}}
                   overlapped(m) = 1
             \mathcal{N}_C \leftarrow \{n \in \mathcal{N} \mid \|c_n - c_C\|_{\infty} = (2M_{\mathrm{R}} + 1) \cdot e_{\mathrm{cell}}
 7:
                   and overlapped(n) = 0 and q(n) < \infty}
 8:
             if \mathcal{N}_C \neq \emptyset
 9:
                   find M \in \mathcal{N}_C with minimal q
10:
             else
11:
                   \mathbf{D}^{*}(C) and stop at \mathbf{visited}(M) = 0
                        or ||c_M - c_o||_{\infty} = e_{\text{cell}}, o \in \mathcal{O} \text{ and } \exists n,
                        visited(n) = 0, ||c_M - c_n|| < M_{\rm R} \cdot e_{\rm cell}
12:
                   if no such node M exists
13:
                        return \mathcal{P}
14:
                   end
15:
             end
             \mathcal{P}_{aux} \leftarrow \mathcal{P}_{aux}(C, M)
16:
             C \leftarrow M //Set the new current node
17:
18:
             \mathcal{P} \leftarrow \mathcal{P} \cup \mathcal{P}_{aux}
19: \text{ end}
```

[Dakulovic et al., IFAC 2011]

#### Better...

- Describe the idea
- Give examples to describe how it works
- Design the examples so that all (relevant) features of the algorithms can be explained
- Once you are done with the examples, the audience should have an idea how it works

#### **The Results**

- The results should back up your claims
- With them you **demonstrate** that your approach has the desired **features**.
- They should clearly **demonstrate** that the approach you present is **better than** previous ones.

### **The Conclusions and Future Work**

- Again describe the contribution of this this paper
- A good first sentence starts with "We presented a novel approach to ..."
- Tell the key idea of the work
- Maybe talk about limitations that might lead to future work

#### **Seminar Talks about Other People's Work**

- You might add slides describing your opinion about the paper.
- Tell what you regard as positive aspects
- Tell which potential improvements you see
- What would you have done differently?



- Use sans serif fonts instead of serif fonts
- Use
  - dark text on light background (easy to read)
  - light text on dark background (not so easy to read)
     Left-aligned text is easier to read than centered text
- Avoid putting too much onto one slide (avoid clutter)

#### Text

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#### **Text Color**

- Check readability
- Check readability
- Check readability
- Check readability
- Red and green are hard to distinguish for a large fraction of the population

Check readability, maybe ask others!

#### **Text Size**

- Make sure that everyone can read the text (32Pt)
- Make sure that everyone can read the text (28Pt)
- Make sure that everyone can read the text (24Pt)
- Make sure that everyone can read the text (20Pt)
- Make sure that everyone can read the text (18 Pt)
- Make sure that everyone can read the text (16 Pt)
- Make sure that everyone can read the text (14 Pt)
- Make sure that everyone can read the text (12 Pt)
- The caption should not be smaller than the text on the slide

#### **Abbreviations**

- Abbreviations reduce the length of the text
- They make you appear like an insider while they likely make other feel like outsiders

- Avoid abbreviations (unless they are very, very common)
- Especially avoid uncommon abbreviations in titles

#### **Figures**

- Prefer vector graphics over images
- When grabbing an image from the source paper, make sure you do this at the highest resolution
- Enlarge the picture as much as possible before grabbing it
- When you can see the individual pixels, think about redrawing the figure!
- To check, attach your computer to an LCD monitor and check the quality by going close to the screen.

#### **A Low Resolution Figure**



#### **Higher Resolution is better!**





- Use colors that can easily be distinguished
- Use patterns that can easily be distinguished
- Order the legend according to the functions
- Make them high resolution
- Create your own one if needed

#### **Negative Example Plot**



# **Properly use Line Styles, Colors and Alignments!**



#### **Animations**

- Useful to explain content
- or to illustrate processes
- and not to entertain the audience
- Avoid line after line text-animations
- Often animations are even distracting
- Do not demonstrate that you know every feature of the presentation tool!

# **Line after Line Animations**

- Every technical presentation has the following outline:
- 1. Motivation
- 2. Outline of the talk
- 3. State of the art
- 4. The new method
- 5. Experimental results
- 6. Conclusions

### **The Motivation**

- What is the problem?
- Why is it relevant?
- What has been done thus far?
- What is the key idea of the approach presented in the paper?
- In which way do the experiments demonstrate that it provides a better solution to the problem?
- Simply avoid custom animations!

# **Similar Case in LaTeX Beamer**

- What is the problem?
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# **Spell Checking**

- Your computer can do spell checking for you: Use it!
- Always set the language of the slide to the language that you are using

Benutzen Sie die Rechtschreibprüfung! Benutzen Sie die Rechtschreibprüfung!

# Σ<sub>i=</sub>Typesetting Formulas

- In-text:
- Equation Editor:

$$\sum_{i=1}^{n}$$

• TeXPoint: <sup>i=1</sup>

$$\frac{n * (n + 1)}{2}$$

n

$$\sum_{i=1}^{n} i = \frac{n * (n+1)}{2}$$

# **Inline Equations**

- Easy to type
- Always aligned with text
- Float with text

- Restricted
- Very few symbols available
- Hard to align elements (equation symbol)

# **Equation Editor**

- Relatively easy
- Graphical interface
- High flexibility
- Nicer

- Each equation is an individual object
- The do not float with text
- Nice but not absolutely nice

## **TeXPoint**

- Full LaTeX flexibility
- Equations can be pasted from LaTeX- sources
- The nicest equations

- Each equation is an individual object
- They do not float with text
- Harder to learn
- Text interface

# **Important Aspects to Check**

- Set the language of the slides to the language of the presentation
- Spell your slides
- Check whether videos run on a different computer
- and when Computer is attached to LCD Display
- Friendly video codecs are
  - MP4 with H.264 standard settings or
  - MS RLE encoding for animations

# **Use Consistent Colors & Shapes**

- Think about the colors and shapes that you want and
- stick with them.

# **Your Presentation**

- Plan it
- Practice it
- Time it
- Think about how to deal with interrupting questions
- Practice transitions between slides
- Keep in mind: This is your show.
- Optimize it!



# **Connecting your Laptop**

- Check if your laptop works before the talk
- Are the colors OK?
- Are the videos visible on both screens?
- Do not boot your computer in front of the audience (use suspend to RAM)
- Better do not close the lid before connecting your laptop
- Check the entire presentation (esp. videos) when you have to give it on a computer different from yours

#### **The Presentation Mode**



# **The Presentation Mode is a Great Tool**

#### It allows you to

- put aspects you want to convey or an introductory sentence into the notes of each slide
- lets you check where you should be according to the timing
- lets you make a proper transition to the next slide.

Position the computer so that you can see its screen and read the notes!

### **Laser Pointer**

- Might help you to point at things
- or to emphasize aspects
- Hold the laser pointer in both hands if the laser point jitters
- Not everything needs to be pointed at
- Do not point at the audience,
- Start and stop the laser properly
- Familiarize yourself with the buttons
- and the other features (timer)

### **Laser Pointer Gestures**

Underline



Point at \*

# Speaking (1)

- Speak up to make sure that everyone can hear you.
- If there is a microphone, speak into it!
- Do not lower your voice simply because there is a microphone
- If you can hear your voice from the speakers, the audience does as well
- If you cannot hear it, the audience will probably also not be able to hear it (and you)

# Speaking (2)

- Avoid dialect
- Avoid idioms
- Avoid repetitions (look for alternatives or synonyms if you discover it)
- Avoid hesitation vowels like "ahem", "uh", "well", "yes", "OK", ...

#### **How to Move and Behave?**

- Establish contact to the audience
- Do not solely focus the computer screen or the screen
- Do not look at the ground or into a corner
- Avoid siding (try to look at everyone)

# **Questions / Interruptions?**

- Think positive!
- Questions are good and show that people are interested
- Try to repeat the question to make clear that you understood it properly
- If you cannot answer a question, be honest about it and do not say random words
- If answering would take too long or would go too far away from the talk, suggest to take the discussion offline
- Do not worry when someone falls asleep

# **Time Limits**

- Test the duration of your presentation beforehand
- Keep a timer running

# **Virtual Presentations**

- Check your camera & positioning beforehand: central, lightning
- Be aware of your background
- Decide if you prefer to sit or stand
- You won't see your audience. Remain confident about your presentation
- Be familiar with the software: how to share the (correct) screen, enter presentation mode
- If expect that you will need to drink, prepare a glass of water

# Summary

- A talk is a unique opportunity to present yourself
- Prepare it carefully
- Practice it extensively
- There is no reason to be late with your presentation
- There is no reason not to be prepared

# **Thank you for your attention!**

This slide appears in almost every talk but actually is superfluous.