

Writing Research Report/Paper

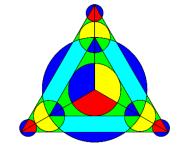


Research report/paper

Typical structure of a research report/paper:

- **1. Title:** comprehensive & presents the theme in a sentence.
- 2. Abstract: brief summary, typically 100-200 words
- **3. Introduction**: What is the research problem? Introduce and motivate it. Summarize your contributions.
- **4. Related Work**: What have others done? How is it different? Cite, summarize other solutions & compare it with your own.
- **5.** Design: Describe it in enough detail so others can implement / replicate it. Software architecture (e.g. class diagram)? User interface (e.g. screen diagram)? Algorithms?
- **6.** Implementation: How have you implemented your solution? Tools and technologies used? Implementation challenges?
- 7. Evaluation: why it is good/useful/better than others
- 8. Conclusion: Summarize contributions. Point out future work.

Abstract



Aim: concise summary of your paper/research report

- Informative: concisely describe the problem and your solution contributions; every word has a purpose
- Complete: contains all important contributions
- Self-contained: can understand the main points of the whole paper just by reading abstract (no references)

Structure

- Introduce/specify/motivate problem
- 2. Summarize your solution contributions (main part)
- 3. Summarize evaluation results / conclusions

Introduction



What are you doing? Why are you doing it?

- 1. Introduce the topic and the context
- 2. Define & explain your research problem
 - What exactly is it? Be specific and precise!
 - -> Some can be specified well with research questions
 - What does it mean?
 - -> Add explanation or example where useful
- 3. Motivate your research problem
 - Why is it worth researching?
 - Explain importance: useful applications or Impact
 - Explain novelty: gap/limitation in literature
 - Significant consequences (e.g. cheaper, faster)?

Introduction (Continued)



- 4. Give an overview of the methodology & contributions
 - How did you approach the problem? E.g. implement prototype & evaluate with user study
 - What are the contributions (i.e. novel solutions)?
- 5. Outline of the paper
 - Briefly mention for each section what type of information is contained there (~1 sentence each), e.g. "Section 2 gives an overview of related work…"
 - Helps readers to get an overview of the paper structure (i.e. where to find what)

Finding Related Work

- 1. Gather phase
 - Keyword search
 (e.g. Google Scholar, ACM, IEEE)
 - Follow up the references (cited and citing papers)

Beyond data warehousing: what's next in business intelligence?

M Golfarelli, S Rizzi, I Cella - ... workshop on Data warehousing and OLAP, 2004 - dl.acm.org
... in the industrial context [10], the BI community has only marginally faced the problems related
to ... 3.3 Design As one might expect, the crucial issues emerging in BPM design are different from ...

This **issue** confines all other architectural choices to the background: if some piece of ...

Cited by 362 Related articles All 27 versions Cite Save More

- Filter phase: read only abstract and throw blanks out
- 3. Reading phase
 - First just scan over it (figures? sections? methodology?)
 - O What is the research problem? What are the contributions?
 - O Do they cite related work that is useful for you?

Writing about Related Work

- 1. Summarize in a few bullet points what each related paper is about
 - What did they try to do? What was novel about it?
 - Did they achieve it? Did they evaluate it?
- 2. Organize the related works by grouping them in subsections
 - Define categories, write one section per category
 - Possibly subcategories, subsections
 - Alternative: organize by time rather than category

Writing about Related Work (Continued)

- 3. Compare the related works with your contributions to show how your contributions are novel
 - What are the similarities to your work? Give credit where it is due.
 - What are the differences?
 - Is yours new knowledge?
 - Is yours better in some way? E.g. more powerful, simpler, less limited

Design



What is Design?

How do you solve your research problem or answer your research question?

- Top-down: start with the overall idea, then drill down to the details
 - Own What are the overall ideas used to solve the problem?
 - -> Reader should get a complete picture first
 - O What are the contributions (the new bits)?
 - -> This is most interesting so should be described in all detail

Design (Continued)



What is Design?

- Explore the design space of your project analytically
 - O Scope: What are the possibilities? Alternatives?
 - Analyze: What are their advantages? Disadvantages?
 Limits? Sweet spots?
- Justify your design decisions with arguments, examples, experimental data, related work, heuristics, proofs...

Implementation



How did you build your system?

- What features?
- What tools/technologies were used?
- Implementation challenges and how you solved them
- Advantages and disadvantages of your implementation
- Use screenshots and/or small code snippets for illustration

Design Vs. Implementation



Design (Solutions)

- Abstract, high-level
- Mostly independent of articular technologies, and tools
- Could be applied in many different projects, implemented in many different systems
- Consists of the contributions



Implementation (Prototype)

- Concrete, low-level
- Build using particular technologies and tools
- Just one example of how the solutions (esp. the contributions) were applied
- Merely used to illustrate / demonstrate contributions

Evaluation

Provide empirical evidence of the quality of your contributions.



- 1. Methodology subsection: describe how you conducted the study, i.e. variables, tasks, methods etc.
- 2. Results subsection: summarize the data that was collected (qualitative and quantitative)
- 3. Discussion subsection:
- a. How could you explain the results? What conclusions could you draw wrt. the quality of your solution?
- b. Critically reflect on your work. What are the limitations?
- c. What are the threats to validity?
 Why might it be difficult to generalize your conclusions to other users/systems/environments?

Conclusions

- Sum up what it is all about
- Sum up your achievements
- Point out some future directions (e.g. new research questions)

Writing Style

- Sections: good overall structure is the first step
- Paragraphs:
 - Each expresses one idea clearly
 - Split larger ones, join smaller ones (< 3 sentences)
- Sentences:
 - Simplicity and clarity
 - Use examples for explaining complex stuff
 - Split larger ones (no runaway sentences)
- Avoid redundancy

Beating Writer's Block

- Vary the **structure**:
 - Just write section/subsection headers
 - Just write bullet points, flesh out later
- Vary the topic:
 - Write about anything that comes to your mind
 (e.g. some related work, design, introduction, ...)
 - Organize/ reshuffle the parts later on
- Vary the modality:
 - Visual: create figures first, the simply describe what you see
 - Auditive: talk to others about it; write exactly as you would explain it verbally
 - Kinesthetic: Do some development or some experiments, then describe what you have done

Polishing your draft

- Same as with software development: iterative and incremental refinement
- Get (early) feedback from others:
 - Is it easy to understand?
 - Spelling/grammar
 - Obvious omissions?
 - Could there be more/less figures?
 - Other interesting references?
- Emphasize your contribution (abstract, intro, conclusion)
 - How is your work different? Better?
 - How have you evaluated your work?



Research Report in the Assessment-1



Research Report

40% in total for the report

- The research report has to be written individually
- 6 pages IEEE style
 IEEE style is provided at AUT Blackboard or can be download from google
- Includes text, figures, bibliography
- Submit as PDF file
- Read the assessment document for more details.

