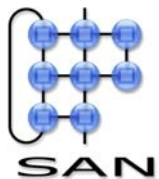


# Concepts of Distributed Systems 2006/2007

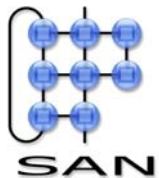
Presenting

Johan Lukkien



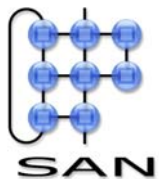
# Presenting the practical

- Problem statement
- Distributed / real-time systems scope
  - relate to 'motivation', 1<sup>st</sup> slides of introduction
- Architecture
- Design
  - discussion, alternatives
- System description
  - solutions, literature ref.
- Relevant experimental measurements
- Demo



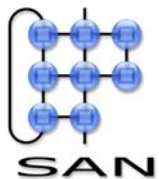
# Presenting articles

- Address explicitly:
  - How does this relate to distributed systems?
    - connection with book/literature
    - concepts used, placement in context, philosophy
  - What are scope & contents of the paper?
    - what is the domain?
    - what problems does it solve? research question?
    - related literature
  - What can we (listeners, readers) learn from it?
    - things to remember, contributions, concepts
  
- **NOTE:**
  - if you find these things difficult, ask, discuss *before* your presentation – and not only with me



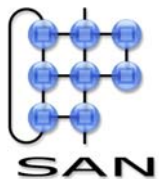
# Writing the essay

- The essay is more or less a review of a particular paper, different in topic than your presentation.
- *Abstract.* A brief summary of the issues in your essay.
- *Introduction.* Motivate and place the work. Relate it to the topics in the course, e.g. by explicitly indicating related pages in the book.
- *A couple of main sections.* Main ideas and results of the paper.
- *Discussion.* Pros and cons of the work, things you learned. Relate it also with the things you learned in the course, e.g. whether the presented work has been of much actual use, whether it was superseded by later development etc.
- *Conclusions.* Your personal opinion on the analyzed material and judgement of the paper. This will especially be taken into account for the assessment.
- *Four pages max.*



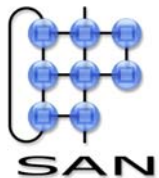
# Pitfalls in the presentations

- Too much tied to presenting the system at hand
  - no selection of information (a ‘core dump’)
    - explain or skip !!! (especially, experimental data)
  - no structure
    - facts are less interesting than concepts, subjects
    - note: you may search for and impose structure, even if the article does not put it.
  - wrong use of time
    - it is a requirement for presentations to fit into the allocated slot
- Unclear or non-existent problem-solution relationship
- Behave as if the world starts with you, or with the system/article you’re presenting
  - place it with respect to what you know
  - relate it to what you learned



# Advice

- Ask yourself what you want people to understand
  - give it a personal touch
  - give your own opinion, judgement
- Explain the *issues* through well-chosen examples
  - use a running example
    - so, don't just pick any example
  - explain assumptions & requirements
  - explain different perspectives: a programmer using the system, an end-user experiencing its use, the interaction of system components
    - all in response to the same example
- Mechanisms have a purpose
  - make sure this purpose is known
- Give listeners something solid to fall back to
  - system architecture, global picture



# Presentation hints

- Control and plan your time
  - time = # slides \* 3 minutes
  - select, pick your topics
    - few things good versus ‘everything’
    - limitations of what people can digest
  - usually, it’s ok to skip slides; avoid listing slides just because they exist
- Stay in touch with the audience
  - the purpose is not that YOU do something but that others *understand* something you already know
  - what do you want people to understand, to recollect?
  - solicit questions
  - don’t try to intimidate
    - ‘as I explained’ , ‘I just said’, ‘as you will all understand’
- Demos
  - make absolutely clear what the audience is seeing; spend time on this

