

Problem Solving in Computer Science

December 2, 2008

1 Underwater Rugby

A presentation about a relatively unknown sport, underwater rugby. A few questions concerned more detailed information about the game and its rules. For instance, about the presence of referees, typical score, etc.

Only two comments regarding the presentation itself (other than the fact that it was very nice overall). First, give the presenter's name on the first slide. Second, speak slower and louder.

2 Human Computation

A presentation about the use of humans to solve problems that are too hard to solve with computers. The presentation was centered on the example of a game where users are tagging images. There was a question about the popularity of the particular game presented (apparently, you need to play about 20 hours a week to be a top ten player). The accuracy of these methods was also questioned. For instance, if no user is an expert then answers will stay on a very general level. In the case of the presented game, taboo words were used to prevent having always the same tags proposed. There were also questions regarding the way users are matched for these games.

The first comment concerned the lack of credits (which were too vague) in the presentation regarding the author of the game presented. The presentation also gave too little background concerning that field of computer science. The structure of the presentation was not clearly stated in advance and some were confused as they did not know what was the main point. The presenter spoke nicely but not loud enough.

3 Peru: Moray Agricultural Research Lab

A presentation about artificial constructions allowing to grow a very wide variety of plants at very high altitudes in the Peruvian Andes. There were no questions concerning the presentation. The slides were well prepared, with the right amount of text and texture. The presenter should have looked more at the attendees, not the screen and spoke louder and clearer.

4 Image Simplification Accounting for the Human Visual System

A presentation about three different kinds of image simplification exploiting different aspects of the human visual system. There were a few questions regarding the applicability and limitations of the algorithms presented. Too little background was given to understand the algorithms. In the case of the third algorithm, the goal was not clearly stated and attendees were confused. The presentation structure was not stated clearly at the beginning. For the second algorithm, too little background was given and attendees were unable to follow the presentation. For instance, the CIELAB color space was mentioned but not properly explained which made it difficult to understand its use.

The presenter spoke too fast and was too informal considering the scientific matter. Last slide presented the conclusions instead of a generic “questions” slides.

5 Automated Reverse-Engineering of Device Drivers

A presentation about adapting device drivers from one operating system to another. There was a question regarding the lack of information from technical specifications which was stated as a motivation for this work, but not clearly defined. It turns out most specifications are either incomplete, inconsistent or both. There was also a question regarding the applicability of this approach (*i.e.*, it sounds “too good to be true”).

The only comment regarded the absence of mentioning other approaches.