# Problem Solving in Computer Science
## Lectures 23, 24 and 25

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## 1  Introduction

Lecture 23 started with a discussion about Ian Parberry's Guide for New Referees in Theoretical Computer Science [1], and ended with a small robot contest. During lectures 24 and 25, the last students presented their talks. Finally, during these last lecture, the definition of the project 4 evolved a little bit.

## 2  Ian Parberry's Guide

During lecture 23 we discussed about Ian Parberry's guide [1]. This guide gives to new referees some hints to evaluate the quality of a paper and present some dilemmas a referee could experience. The guide can be found on the web page of the course.

## 3  Project 4

During lecture 23, each group had to do a small demonstration with their robots. The idea was to see how well the robots can carry the box to decide whether or not any difficulty should be added to the project. As every group's robots did (too) well carrying the box, it has been decided during lecture 24 to add a new goal to the project.

The final contest will be held in the BC atrium during lecture 26, December 16th. The contest will consist of two runs:

1. In the first run, the robots should be able to pick up their box and go straight carrying the box as far as possible. There are no constraints on the starting position of the robots. For this first run, the evaluation criteria is the distance on which the robots can carry the box.

2. In the second run, the robots should pick up the box and turn around a pole of the BC atrium, as many times as possible. For this second

run, the evaluation criteria is the number of turns around the pole that the robots can perform before releasing the box.

Soon after the contest, each group should give back the robots in their box, and in the same state they received them.

# 4   Talks

In this section we go over some remarks that were given after the student's talks.

- Every specific term that are shown on a slide should be clearly defined.

- If two different ideas are presented in details, they should be presented on different slides.

- The figures that do not carry any information should be avoided.

- Every statement appearing on a slide should be understandable without having to hear the speaker.

- A slide should not be presented in less that 3 seconds.

- If some comics are shown in a slide, the speaker should give the audience time to read them.

- The slide should not be too informal. Informal is fine but not too much.

- What the speaker is trying to say should appear clearly in the slides.

- Each graph that appears in the slides should be introduced to the audience (e.g., defining the axis).

- Whenever some other's material (e.g., graphs, figures) appear in the slides, the sources should be cited.

- The examples should be chosen carefully, making sure they are really and clearly related to the subject.

# References

[1] Ian Parberry. A Guide for new Referees in Theoretical Computer Science. *Inf. Comput.*, 112(1):96–116, 1994.