# Problem Solving in Computer Science

A course dedicated to PhD students and to research-oriented Master students

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# **Course Objectives**

- hone the problem solving skills of young researchers in computer science.
- explain the "research enterprise" in computer science to beginning doctoral students.
- apply the creative and scientific skills of the participating students to an embedded system engineering problem.



# **Course Organisation**

## Three interleaved parts

- 3 group projects (size 3-4) of 3 weeks length each.
- Lectures and exercises on
  - How to define a problem.
  - How to write a proof.
  - How to write a paper.
  - How to have a career in academia.
  - How to referee a paper.
  - How to give a presentation.
- Design of a common engineering artefact.



### Lecture contents

- How to formally define a problem.
  - imprecise description in mind
  - neccessary to explain problem in paper/thesis
  - enhances understanding
  - eases finding solution & explanation
- How to write a proof.
  - -claims must be proven
  - -proofs must be correct and complete
- How to write a great research paper.
  - -convey your idea from your head to your reader's head
  - -language and style

# Lecture contents (cont.)

- How to have a bad career in research/academia
  - writing tactics (and alternatives).
  - selecting topics
  - performing the research
- How to referee a paper.
  - quality control
  - ethics
  - common dilemmas
  - judge technical writing
- How to give a good research talk.
  - what to say
  - visual aids
  - giving the talk



# Group projects

- driven by final engineering design problem
- comprise foundational and practical aspects
- exploit
  - research interests
  - organsation talents
  - team spirit

Engineering design problems?

It's all about energy

and about embedded systems



# A large embedded system design problem



# A small embedded system design problem

