Presenting your work - TikZ & Tricks

MICHAŁ Skrzypczak



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Disclaimer: I'm not an expert...



Powered by BeamerikZ

Part I: Content

i.e.

Mountain hiking or roaming swamps?

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Good story \Rightarrow no table of contents

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 \Rightarrow no top bars: Introduction \rightarrow Main result \rightarrow Conclusions

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"Cathedral Building" (paraphrasing Filip Murlak)

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Cathedral V Arc V Stone V Quarry

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Or: Conjecture Special case Spe

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"Border Tracing"

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Dychotomy:

SIMPLE vs. Hard

i.e.

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Dychotomy:

SIMPLE vs. HARD

Hint: you may skip some minor results !

i.e. Mountain hiking or roaming swamps?

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Or: Conjecture Special case Spe

+ Consequences !!!

"Border Tracing"

Dychotomy: SIMPLE vs. HARD

Hint: you may skip some minor results !

Avoid: "table filling", "lemmata listing", ...

i.e. Mountain hiking **or** roaming swamps?

Good story \Rightarrow no table of contents

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"Cathedral Building" (paraphrasing Filip Murlak)

Cathedral V Arc V Stone V Quarry

Or: Conjecture Special case Spe

+ Consequences !!!

"Border Tracing"

Dychotomy: SIMPLE vs. HARD

Hint: you may skip some minor results !

Avoid: "table filling", "lemmata listing", ... or at least use a diagram...

or

what can you learn from n'th talk during a day

or

what can you learn from n'th talk during a day

"Take-home message" (attributed to Jacques Duparc)

or what can you learn from n'th talk during a day

"Take-home message" (attributed to Jacques Duparc)



or what can you learn from n'th talk during a day

"Take-home message" (attributed to Jacques Duparc)



You are an expert!

or what can you learn from n'th talk during a day

"Take-home message" (attributed to Jacques Duparc)



You are an expert!

2 years of studying $X \implies$ one of the world's top 10 experts of X

or what can you learn from n'th talk during a day

"Take-home message" (attributed to Jacques Duparc)



You are an expert!

2 years of studying $X \implies$ one of the world's top 10 experts of X

No need for complete proofs

it's not your duty to convice them that you know how to do it !!!













Think of **Placeholder Attendees**



Think of **Placeholder Attendees**

Plan Points of Recovery



Think of **Placeholder Attendees**

Plan Points of Recovery

Be careful with Bermuda Definitions

Part II: Framework

Axioms

Axioms

Interactive and vivid

Axioms

- Interactive and vivid
- ▶ ... but not distractive
- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
- \blacktriangleright . . . but also visually pleasing

- Interactive and vivid
- but not distractive
- Communicative and readable
- ▶ ... but also visually pleasing

Options

Pros

Cons

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
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Options

Pros

Cons

Landscape PDFs

- Interactive and vivid
- ▶ ... but not distractive
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Options

Pros

Cons

Good old Beamer

- Interactive and vivid
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Options	Pros	Cons
Good old Beamer	easy	

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
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Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
- ▶ ... but also visually pleasing

Options	Pros	Cons
Good old Beamer	00514	block hell, jumping content
	easy	manual flow control, limited interactivity

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
- \blacktriangleright . . . but also visually pleasing

Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content
		manual flow control, limited interactivity

Power Point

- Interactive and vivid
- ▶ ... but not distractive
- Communicative and readable
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Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content manual flow control, limited interactivity
Power Point	quick development nice animations	

- Interactive and vivid
- ... but not distractive
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- ▶ ... but also visually pleasing

Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content manual flow control, limited interactivity
Power Point	quick development	alignment problems, math fonts

- Interactive and vivid
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Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content manual flow control, limited interactivity
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ		

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Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content manual flow control, limited interactivity
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ	TikZ integration, alignment supp	port

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Options	Pros	Cons
Good old Beamer	easy	block hell, jumping content
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ	TikZ integration, alignment support	time consuming

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Options	Pros	Cons
Good old Beamer	easy mai	block hell, jumping content nual flow control, limited interactivity
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ	TikZ integration, alignment support	time consuming

Zoom-in-zoom-out

e.g. Flides

- Interactive and vivid
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Options	Pros	Cons
Good old Beamer	easy ma	block hell, jumping content nual flow control, limited interactivity
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ	TikZ integration, alignment suppor	t time consuming
Zoom-in-zoom-out e.g. Flides	visual TOC, HTML5 features	

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Options	Pros	Cons
Good old Beamer	easy ma	block hell, jumping content anual flow control, limited interactivity
Power Point	quick development nice animations	alignment problems, math fonts
BeamerikZ	TikZ integration, alignment suppor	rt time consuming
Zoom-in-zoom-out e.g. Flides	visual TOC, HTML5 features	laborious programming

Attention by suspension

Attention by suspension

show your content gradually, add/change pieces

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show your content gradually, add/change pieces

No lollipop snatching

Attention by suspension

show your content gradually, add/change pieces

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wow don't hide/animate things that someone may be reading

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Blink and see

w few content, well organised in space

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Allure of mathematics

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Allure of mathematics

www expose formulae and diagrams that are appealing

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Allure of mathematics

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Single picture >> paragraph of text

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Blink and see

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Allure of mathematics

www expose formulae and diagrams that are appealing

Single picture >> paragraph of text

www try to represent ideas graphically

Part III: Form

Speaker's obligation: draw all that should be drawn

Speaker's obligation: draw all that should be drawn could

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Choose Minimal Working Examples

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No inconsistencies !!!
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No inconsistencies !!!

Use proper math symbols

Speaker's obligation: draw all that should be drawn could

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Use proper math symbols

Programmers

Clickers (WYSIWIG)

Speaker's obligation: draw all that should be drawn could

Choose Minimal Working Examples

No inconsistencies !!!

Use proper math symbols

Programmers

Ti*k*Z, X₄-pic, SVG, ...

Clickers (WYSIWIG) Illustrator, Inkscape, GIMP, ...

Speaker's obligation: draw all that should be drawn could

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Ti*k*Z, X_Y-pic, SVG, ...

+ scripting, LATEX macros, reusability

Clickers (WYSIWIG)

Illustrator, Inkscape, GIMP, ...

+ speed, simplicity, easy adjustements

Speaker's obligation: draw all that should be drawn could

Choose Minimal Working Examples

No inconsistencies !!!

Use proper math symbols

Programmers

Ti*k*Z, X₄-pic, SVG, . . .

+ scripting, LATEX macros, reusability

- time consuming iterations, entry cost

Clickers (WYSIWIG)

Illustrator, Inkscape, GIMP, ...

+ speed, simplicity, easy adjustements
- no timeline, reusability, alignment

Talk \subsetneq Paper

Talk \subsetneq Paper

Talk \subsetneq Paper

Allowed terms:

▶ ... and an additional technical condition...

Talk \subsetneq Paper

- ... and an additional technical condition...
- ... under suitable assumptions on f...

Talk \subsetneq Paper

- ... and an additional technical condition...
- ... under suitable assumptions on f...
- ▶ ...a model roughly equivalent to...

Talk \subsetneq Paper

- ... and an additional technical condition...
- ... under suitable assumptions on f...
- ▶ ...a model roughly equivalent to...
- ... with a standard semantics...

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- ▶ ... and an additional technical condition...
- ... under suitable assumptions on f...
- ▶ ...a model roughly equivalent to...
- ... with a standard semantics...
- ▶ ... solve a special case of the problem...

Talk \subsetneq Paper

Allowed terms:

- ... and an additional technical condition...
- ... under suitable assumptions on f...
- ▶ ...a model roughly equivalent to...
- ... with a standard semantics...
- ▶ ... solve a special case of the problem...

But: if you decide not to go into details then don't! :)

 $\mathbb{P}\left(\text{an author of a related work is in the audience }\Gamma\right) \xrightarrow[|\Gamma| \to \infty]{} 1$

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But:

▶ no one **knows** what is [BS13] (nor [2]...)

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- ▶ no one **knows** what is [BS13] (nor [2]...)
- ▶ no one **cares** what are the exact page numbers and editors

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- ▶ no one **knows** what is [BS13] (nor [2]...)
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- no one awaits the last slide with exact bibliographical entries

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- ▶ no one **awaits** the last slide with exact bibliographical entries
- everyone can check out the actual paper and find the references

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Options (+colours):

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Options (+colours):

- ▶ Rabin [1962];
- ► Julius R. Büchi [1960];
- Kupferman, Vardi ICALP'03;
- Bilkowski, S. CSL 2013;

▶ ...

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▶ Rabin [1962];

. . .

- ► Julius R. Büchi [1960];
- ► Kupferman, Vardi ICALP'03;
- ► Bilkowski, S. CSL 2013;

years are **important**

AKA

something more than **black** & white + **RGB**

AKA

something more than **black** & white + **RGB**

Background \neq white

 $\langle 253, 255, 252 \rangle$

AKA

something more than **black** & white + **RGB**

Background	\neq white	\langle 253, 255, 252 $ angle$
Text	\neq black	ig< 22, 25, 37ig>

AKA

something more than **black** & white + **RGB**

Background	≠ white	$\langle 253, 255, 252 angle$
Text	$\neq black$	ig< 22, 25, 37ig>
Highlight	\neq red	\langle 139, 30, 63 $ angle$

AKA

something more than **black** & white + **RGB**

. . .

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But:

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Consistency!

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- Consistency!
- Palettes:

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- Palettes:
 - E.g. https://coolors.co/

Or: https://www.sessions.edu/color-calculator/

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HSV model

AKA

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But:

- Consistency!
- Palettes:
 - E.g. https://coolors.co/

Or: https://www.sessions.edu/color-calculator/

HSV model

Hint: you may use conference's palette !
Part IV: Miscellanea

Alignment

Alignment



Alignment

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

~~~ practice \lor refrain \lor use software

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

\checkmark practice \lor refrain \lor use software

Laser pointer = Mouse Chaising Hypnosis

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

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Laser pointer = Mouse Chaising Hypnosis

 \longrightarrow use for <10% of time

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Microphone = Focus Enforcer

- Alignment
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 \checkmark use for =100% of time

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Stress

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

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Stress

 \longrightarrow use for =0% of time

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

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 \longrightarrow use for <10% of time

Microphone = Focus Enforcer

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Stress

 \checkmark use for =0% of time

Timing

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

 \checkmark practice \lor refrain \lor use software

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 \checkmark use for =100% of time

Stress

 \longrightarrow use for =0% of time

Timing

www prepare Pre-final Slides

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

 \checkmark practice \lor refrain \lor use software

Laser pointer = Mouse Chaising Hypnosis

 \longrightarrow use for <10% of time

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 \checkmark use for =100% of time

► Stress

 \longrightarrow use for =0% of time

Timing

→ prepare Pre-final Slides + Practice

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

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Laser pointer = Mouse Chaising Hypnosis

 \longrightarrow use for <10% of time

Microphone = Focus Enforcer

 \checkmark use for =100% of time

► Stress

 \checkmark use for =0% of time

Timing

✓ prepare Pre-final Slides + Practice + be Sloooow

- Alignment
- ▶ Next slide: "This leads to the notion of... No, sorry, before that..."

•••• practice \lor refrain \lor use software

Laser pointer = Mouse Chaising Hypnosis

 \longrightarrow use for <10% of time

Microphone = Focus Enforcer

 \checkmark use for =100% of time

Stress

 \checkmark use for =0% of time

Timing

>>>> prepare Pre-final Slides
+ Practice
+ be Sloooow

No reading!

Two moments of $\sim 100\%$ attention:

1. Chair: "The next speaker is..."

- 1. Chair: "The next speaker is..."
- 2. Chair: "Are there any questions?"

- 1. Chair: "The next speaker is..."
- 2. Chair: "Are there any questions?"
- **3. You**: \langle falling down of podium \rangle

- 1. Chair: "The next speaker is..."
- 2. Chair: "Are there any questions?"

Two moments of $\sim 100\%$ attention:

1. Chair: "The next speaker is..."

www use it to display your name and the coauthors

2. Chair: "Are there any questions?"

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w use it **better** than

Thanks for your attention!

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Instead: Discussion Igniting Content

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Thanks for your attention!

Instead: Discussion Igniting Content

▶ summary + diagram

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Instead: Discussion Igniting Content

- ▶ summary + diagram
- open problems

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Instead: Discussion Igniting Content

- ▶ summary + diagram
- open problems
- main conjecture

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Instead: Discussion Igniting Content

- ▶ summary + diagram
- open problems
- main conjecture

▶ ...

Thanks for your attention!