



GECRTS
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2012

WATERS

Panel: Software and Academic Research:
are we going in the right direction?

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WATERS



Outline

- 1 Scientific Papers
- 2 Software in CS
- 3 What do we want?
- 4 What's happening in the world of research
- 5 Discussion

How to succeed in your academic career

A few advices to young PhD students:

- 1 Write papers



How to succeed in your academic career

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- 2 (*lots of them!*)



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- 2 (*lots* of them!)
- 3 Have your papers accepted in *good* journals with *high impact factors*



How to succeed in your academic career

A few advices to young PhD students:

- 1 Write papers
- 2 (*lots* of them!)
- 3 Have your papers accepted in *good* journals with *high impact factors*
- 4 Have your papers accepted in *important* conferences



Writing papers

How to write a successful paper?

- It should contain at least one equation
- It should be *new* and *original* research
- It should be understandable by the reviewers
 - This means the equations should be simple
 - better if straightforward

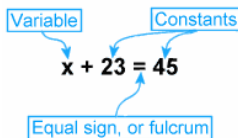
$$\begin{aligned}\sigma_{ed}(\mu, E) &= \sigma_{ed}(\mu, E) \\ &- \frac{2\eta}{1-\mu} \operatorname{Re} \left\{ \exp \left(i\eta \ln \frac{1-\mu}{2} \right) \sum_{\ell=0}^{NL} \frac{2\ell+1}{2} a_{\ell}(E) P_{\ell}(\mu) \right\} \\ &+ \sum_{\ell=0}^{NL} \frac{2\ell+1}{2} b_{\ell}(E) P_{\ell}(\mu)\end{aligned}$$

$$\begin{aligned}\sigma_{ei}(\mu, E) &= \sigma_{ei}(\mu, E) \\ &- \frac{2\eta}{1-\mu^2} \operatorname{Re} \left\{ \sum_{\ell=0}^{NL} \left[(1+\mu) \exp \left(i\eta \ln \frac{1-\mu}{2} \right) \right. \right. \\ &+ \left. \left. (-1)^{\ell} (1-\mu) \exp \left(i\eta \ln \frac{1+\mu}{2} \right) \right] \frac{2\ell+1}{2} a_{\ell}(E) P_{\ell}(\mu) \right\} \\ &+ \sum_{\ell=0}^{NL} \frac{4\ell+1}{2} b_{\ell}(E) P_{2\ell}(\mu)\end{aligned}$$

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Theoretical vs. System research

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My personal impression: theory may be more difficult, but it is easier to build an academic career with theoretical papers

- In our conferences and journals, there is sometimes too much emphasis on theory and too much emphasis on “new” and “original” research
- Unfortunately, too often such “new” and “original” research turns out to be “not useful”
- in other words, the *impact* of our theoretical research is minimal
- Why?

Defining impact

- The impact of a paper is not limited to “real products”
- the paper may positively influence other papers
 - A small progress in a complex theoretical problem can open the way to other theoretical and system papers
 - **An implementation of a theoretical algorithm** can show strengths and weaknesses
- the paper just present negative results
 - For example, a negative proof, a proof of impossibility
 - **A simulation** can show that the gains are minimal, or implementation is impractical
- However, we do not often see comparative analysis or implementation papers
 - “It’s just implementation! It’s just a comparison!”
 - They look like “second class” papers, good for second choice conferences and journals

Other research areas

- Many of the problems described above are common to many scientific research areas
- However, consider one of the most cited papers in Nature with 3,077 citations:

Genome-wide association study of 14,000 cases of seven common diseases and 3,000 shared controls

- Especially in biology and medicine, many paper are reports of experimental studies, with interpretation of the results
 - Nothing “new” and “original”, apparently
 - However, few people question the usefulness of these studies
- Toward experimental Computer Science?

Scientific papers on the rise

The scale of the academic universe is dizzying [...]. Our most recent estimate is that there are over 24,000 academic journals in existence, 1.3 million academic papers published every year, and over 50 million papers published since scholarship began. And for every one of these 50 million papers there will be unknowable quantities of blind alleys, abandoned experiments, conference presentations, work in progress seminars, and more.

Ben Goldacre, “Bad Science” blog

Summary

- We are witnessing:
 - a steady increase in the number of published papers
 - a steady increase in the number of conferences and journals
- Many of these paper have minimal impact
- Sometimes too much emphasis on theory and too much emphasis on “original” research
 - Too often, research is made just to publish yet another paper
- No emphasis on good engineering and design

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Writing software in academy

Today, scientists who write and release code often get little recognition for their work. Someone who has created a terrific open source software program that's used by thousands of other scientists is likely to get little credit from peers.

*"It's just software!" is the response many scientists have to such work. From a career point of view, the authors of the code would have been better off spending their time writing a few minor papers that no one reads. This is crazy: **a lot of scientific knowledge is far better expressed as code than in the form of a scientific paper***

Michael Nielsen, "Reinventing Discovery"

Reusing software

- In order to write a paper, it is often needed to perform some simulation comparing different algorithms
- The most common approach is to *start from scratch every single time*
 - Every PhD student writes its own simulator or little analysis program
 - The code is forgotten and “thrown away” after the simulation results have been obtained
 - Nobody looks at the code (except for the student who wrote it), so nobody can *validate* the results of the simulation
 - Nobody can reuse the code
- Basically, this is “disposable code”, that it is used once and then thrown away
- A very sad state of affairs for Computer Scientists!

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- The goal of the PhD student is to get a job
 - Hopefully an academic job!



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- And to succeed, she/he must write papers and be cited
- No wonder it does not have time to maintain software



Consequences

- Difficult to interact with real engineers (we cannot pretend they spend so much time reading papers)
 - Too little connection to industry
 - Low impact
- If we (professors) do not give value to software design, neither our PhD students will do

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- If we (professors) do not give value to software design, neither our PhD students will do
- For “applied” computer scientists this is terrible!
 - We are educating generations of future professionals that do not give value to software
 - Also, there is less possibility for them to find a job in industry



Paper oriented research

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- The scientific publication process has fallen behind the Internet revolution

Summary

- Researchers are professionals that try to maximize their ROI (Return On Investment)
 -
 - Revenues depends on publications, h-index, etc.
 - Thus, researchers seek to maximize the number and the quality of their publications
- Any other activity is a waste of time (from the researcher point of view)
 - Nobody wants to waste time on “programming”
 - because programming is not recognised by our community, something that brings no immediate return on investments
- The publication process does not help

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A dream

- We would like to change the academic culture (at least a little)
- We would like academics to give value to good **SOFTWARE**
 - PhD students write software for simulation, analysis, comparison, reusing and improving existing code
 - Their work should be acknowledged (when it's good, of course)
- We would like academics to give value to not-so-new research that is well done, well designed and well implemented
- The publication process should change
 - (I'm not even talking about Open Access, just the technical process of publication and distribution)

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Experiences

- Internet, Web 2.0, and collaborative tools open new perspectives to science
- A few initiatives
 - Open collaborative research
 - Citizen science
 - Open data projects
- CS research has not been involved in this kind of experiments, yet
- Regarding publication:
 - Many open access journals
 - (but still distributing mostly pdf files)

Experiences

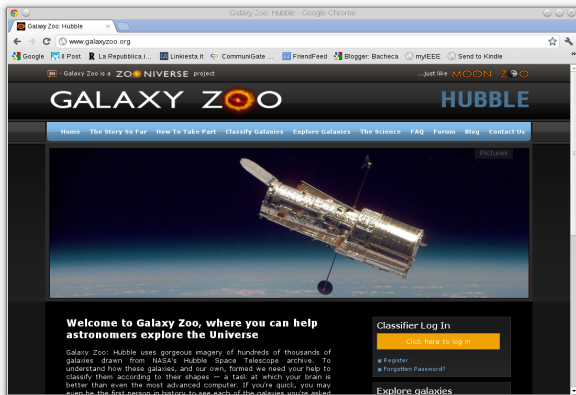
- The PolyMath project web site:
<http://polymathprojects.org/>



The screenshot shows a web browser window titled "The polymath blog - Google Chrome". The address bar displays "polymathprojects.org". The page header features the title "The polymath blog" in a red serif font, accompanied by a small illustration of a garden scene with people and trees. Below the header, a post dated "June 24, 2012" is titled "Polymath7 research threads 3: the Hot Spots Conjecture". The post text discusses the progress of the project, mentioning "low-hanging fruit" and the relationship between eigenfunctions. A "Recent Comments" sidebar on the right lists comments from users like "sludej on Polymath7 research threads 3: ..." and "Terence Tao on Polymath7 research threads 3: ...".

Citizen science – astronomy

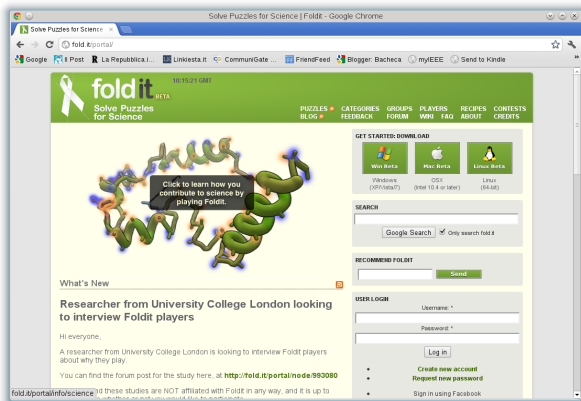
- Citizens helps scientists <http://www.galaxyzoo.org/>



Citizen science – molecular biology

- Fold proteins by playing a game

<http://fold.it/portal>



The screenshot shows the Foldit website interface in a Google Chrome browser window. The browser's address bar displays "fold.it/portal". The website has a green header with the "foldit" logo and the tagline "Solve Puzzles for Science". A navigation menu includes links for PUZZLES, BLOG, CATEGORIES, FEEDBACK, GROUPS, FORUM, PLAYERS, WHI, FAQ, RECIPES, ABOUT, CONTESTS, and CREDITS. The main content area features a 3D protein structure puzzle with a text box that says "Click to learn how you contribute to science by playing Foldit." Below this is a "What's New" section with a post titled "Researcher from University College London looking to interview Foldit players". The right sidebar contains a "GET STARTED: DOWNLOAD" section with buttons for "Win Beta", "Mac Beta", and "Linux Beta", a "SEARCH" section with a Google search box, a "RECOMMEND FOLDIT" section with a "Send" button, and a "USER LOGIN" section with fields for "Username" and "Password" and a "Log in" button. At the bottom of the page, there are links for "Create new account", "Request new password", and "Sign in using Facebook".

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Discussion

- Comments?
 - Other problems that come to your mind?
 - What's your experience with the publication process?
 - What's your experience with writing and re-using software?
 - What can be learnt from other research domains?
- Ideas?
 - How to make the dream come true?
 - How to make our community grow larger?
 - How to *publish software* and *data* in the academic community?