


# Thinking Outside the Box:

Part 2: An informal discussion of research methodology is not necessarily contained to only engineering topics or only to phd work, but mostly with that perspective



Thinking...

Part 1: Viktor Prasanna  
Part 2: Michael J. Neely

First an example:

Tutoring in math...

Joe Pasadena, Homeroom 103

Math Homework. Grade 6. Mrs. Smith.  
Page 15 of math book, questions #1-16.

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①	②	③	④
⑤	⑥	⑦	⑧
⑨	⑩	⑪	⑫
⑬	⑭	⑮	⑯

Math Homework. Grade 6. Mrs. Smith.  
Page 15 of math book, questions #1-16.

① $5/(2*3) = 5/6$	②	③	④
⑤	⑥	⑦	⑧
⑨	⑩	⑪	⑫
⑬	⑭	⑮	⑯

Math Homework. Grade 6. Mrs. Smith.  
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⑬	⑭	⑮	⑯



Math Homework. Grade 6. Mrs. Smith.  
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⑤	⑥	⑦	⑧
⑨	⑩	⑪	⑫
⑬	⑭	⑮	⑯

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<p>⑨</p> $2x + 2 = 6$ $2x = 4$ $x = 2$	<p>⑩</p> $(2x + 2)/3 = 1$ $2x+2= 3$ $2x = 1$	<p>⑪</p> word problem	<p>⑫</p>
<p>⑬</p>	<p>⑭</p>	<p>⑮</p>	<p>⑯</p>

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<p>⑬</p>	<p>⑭</p>	<p>⑮</p>	<p>⑯</p>

In Research, there is a tension between:

- Natural Repetition Required for Learning
- Mastery of “Standard” Techniques
- Application/Development of New ideas

(what is the “recipe”??)

## Outline of the remaining slides:

- Multiple Ways to Succeed
- Standard Research Methodology
- Don't put Arbitrary Constraints on yourself
- Two Suggested “out-of-box” strategies
- Confidence is Needed

## Multiple Ways to Succeed

“Out-of-Box” thinkers in the field of literature:

1) *The Little Prince*, by Antoine de Saint Exupery

1) Gertrude Stein:

“Rose is a Rose is a Rose is a Rose”

-unconventional

-repetition

-simplicity

Are these “praises” or “criticisms”?

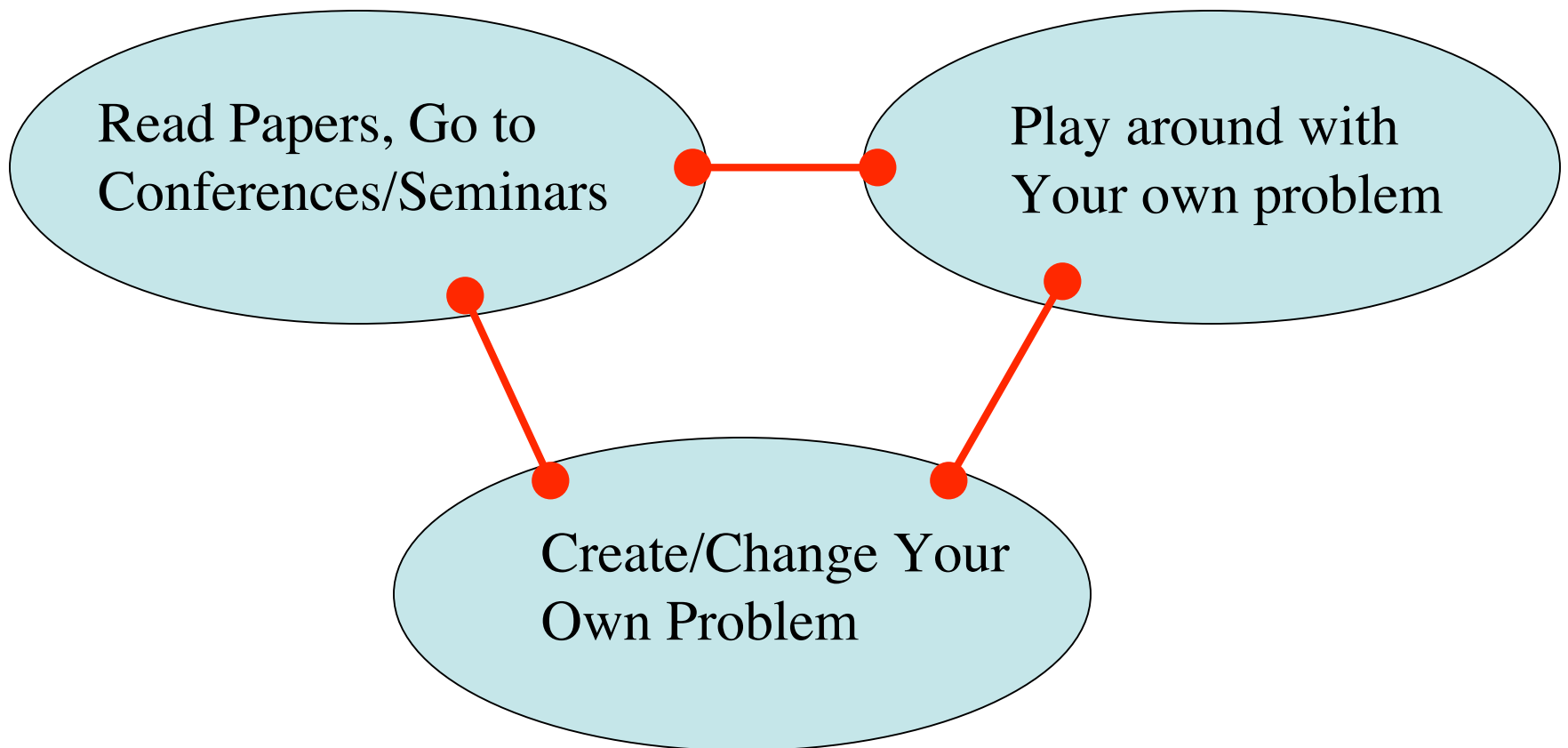
3) Alan Moore: “*V*” for *Vendetta*, *Watchmen*

The “**graphic novel**”:

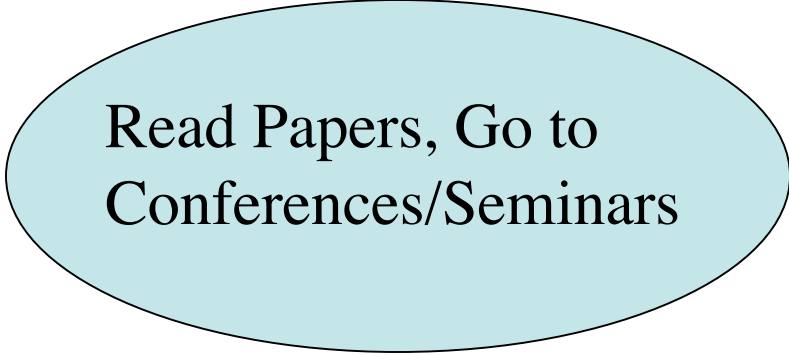
On Time Magazine’s list of “100 best novels”

# Standard Research Methodology

## How to do research?







Read Papers, Go to  
Conferences/Seminars

1. Shows you what problems are known
2. Shows you what problems are interesting
3. Gives techniques for problem solving

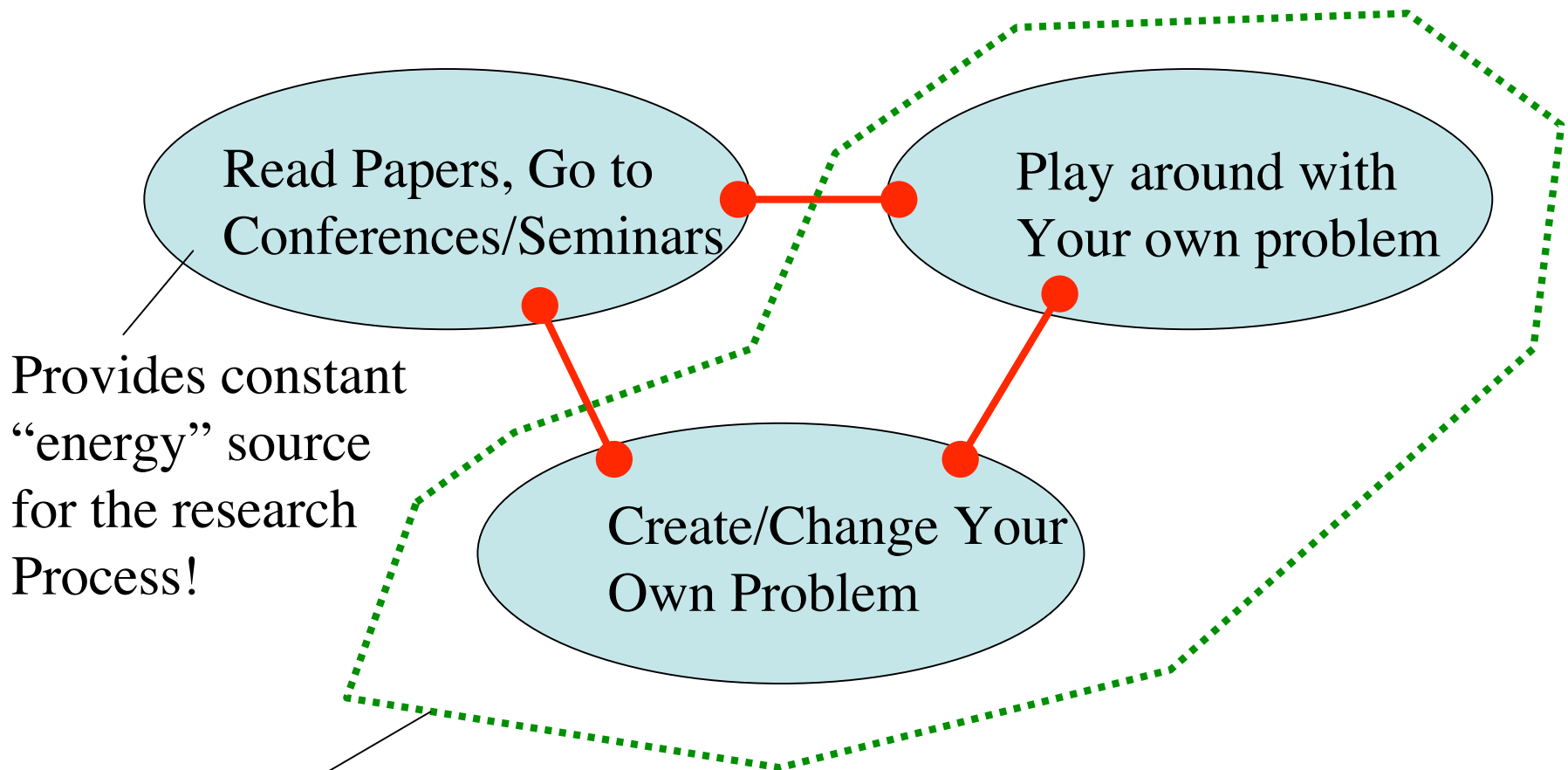
Can be inspiring for your own problems  
and solutions...



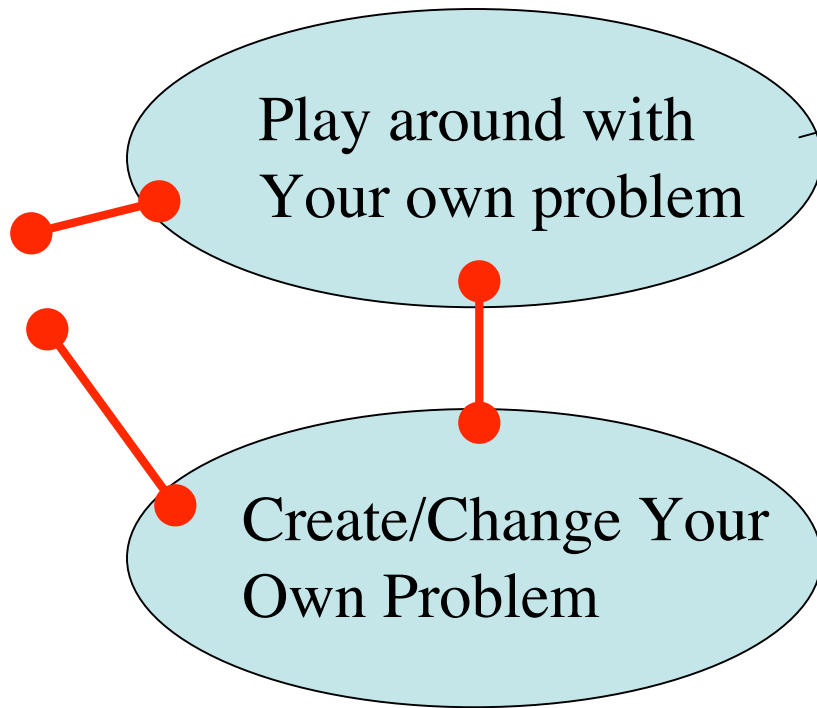
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1. Shows you what problems are known
2. Shows you what problems are interesting
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Can be inspiring for your own problems  
and solutions...but you also need to do  
the other steps!



Draw me a sheep!



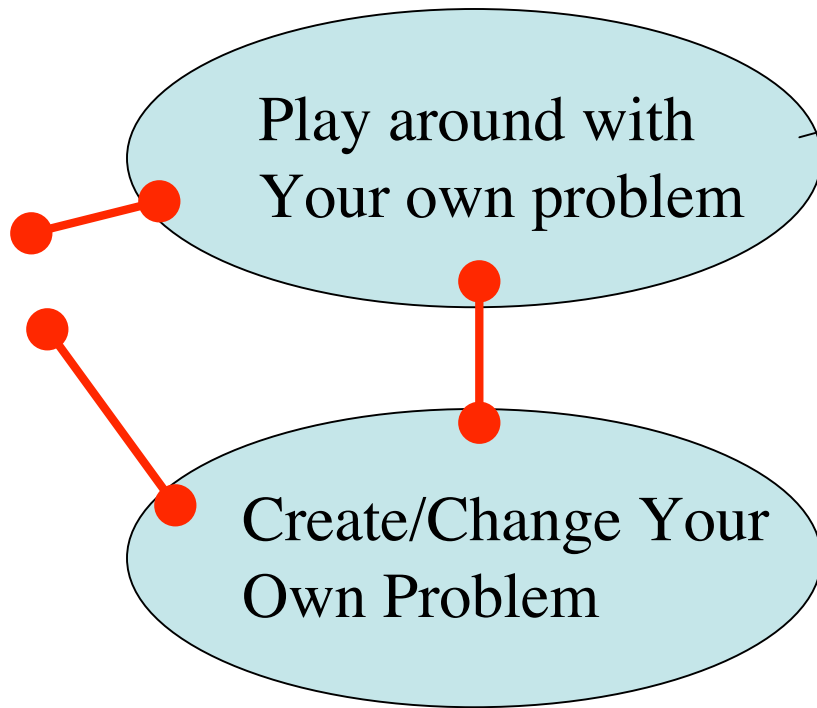
“Problem Sets”:

- Problem given to you
- You know there is an answer
- Solution technique is usually given (in class, in book, etc.)

Problem Set Problems

were good research problems at one point! (interesting problem, interesting/clean solution).

You have seen Many examples.



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Good Research Process:

**Design your own Problem Set Questions!**

Iterate on the process (ask questions, do analysis, make hypothesis, generalize, focus, read papers, etc...)

- Don't be afraid to change the problem or question.
- Don't be afraid to solve “trivial” problems first.
- Invent “toy” problems to get understanding:
  - ↳ Try to find the simplest possible non-trivial instance of your problem, and see if you can solve it!

Ask good questions...

## Don't Put Arbitrary Constraints on Yourself

- Everyone does this, sometimes unintentionally
- Especially New Students
- Even Faculty
- Including Me =)

# What do I mean by “arbitrary constraints”?

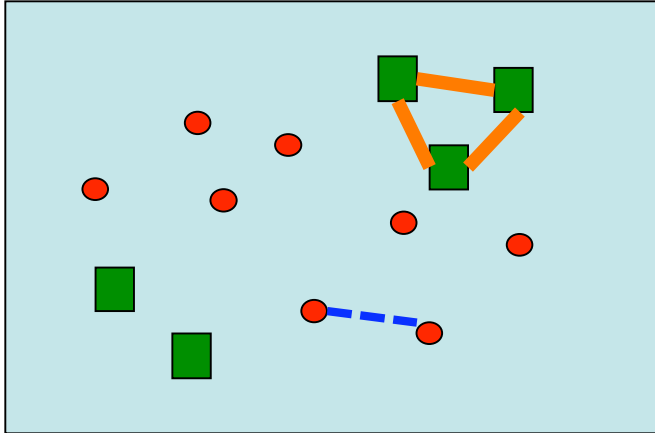


Natural Constraints for a problem ( <u>Not</u> what I am talking about)	Silly Psychological Constraints! ( <u>Is</u> what I am talking about)
<ul style="list-style-type: none"><li>• Timeslots</li><li>• Poisson Arrivals</li><li>• Treat Interference as Noise</li><li>• Etc.</li></ul> <p>These were useful to the researcher. They helped make a hard problem simpler to think about.</p>	<ul style="list-style-type: none"><li>• All problems must have timeslots</li><li>• All problems assume we are given <math>x, y, z</math>, and we must solve for <math>w</math></li><li>• All algorithms must be...</li><li>• My advisor is only interested in...</li><li>• My thesis is only about...</li></ul>

One example from my grad school days working on thesis...

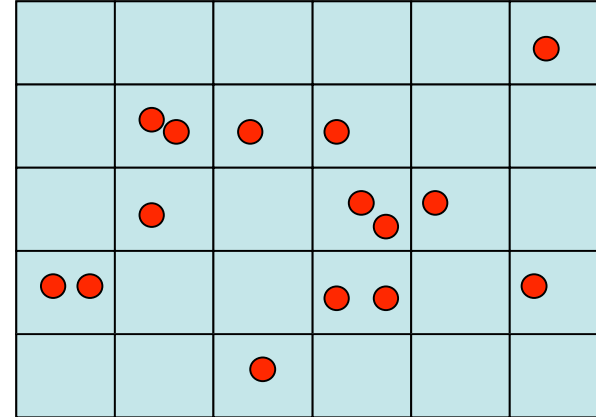


One example from my grad school days working on thesis:



Was working on:

- General Networks
- General Interference
- General Mobility Patterns
- Using Lyapunov Drift.



Had idea for a “simple” mobile network with specific rules. Could get exact capacity and delay. But...

- “too simple”
- “advisor won’t like it”
- “not part of my thesis”
- “doesn’t use Lyapunov drift”

After overcoming these artificial constraints, I found that my advisor loved the idea, and it became Ch. 6 in my phd thesis! “Capacity and Delay Tradeoffs For Ad-Hoc Mobile Networks”

## 2 Suggested “Out-of-Box” Strategies:

- 1) Change the existing problem. Get the “Low Hanging Fruit” by *asking a question that nobody has asked before*. Examples:
  - Grossglauser-Tse: Can we exploit mobility?
  - Syed Jafar: Can we “align” interference using propagation delay?
  - “Sensor Networks”
  - Can we solve other problems over a network?
  
- 2) Use Skill Set from one area in another area.

*You have a great chance of making a significant contribution!*

Examples: Turbo Codes from VLSI, Economics from Data Compression, etc. Can we use an M/G/1 queue for PHY Layer comm?

## You Need to Have Confidence!

### Final Observation:

- Ph.D. Students typically take 5-6 years to graduate.
- After graduation, some get post-doc positions.
- They then do the same amount of work (or more) in just 2 years!

Why?