

# 11. The ADED Research Process - From the Idea to the Text of a Paper or Thesis

Lecturer: Dr. Sebastian Götz

Prof. Dr. Uwe Aßmann

Softwaretechnologie

Fakultät Informatik

Technische Universität Dresden

11.04.2017

[http://st.inf.tu-  
dresden.de/teaching/asics](http://st.inf.tu-dresden.de/teaching/asics)



DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
und Kultur

# Literature

2

Academic Skills in Computer Science (ASICS)

- ▶ **Hubert Österle, Boris Otto.** A Method For Consortial Research. Report No. BE HSG/ CC CDQ/ 6, University of St. Gallen
  - [http://works.bepress.com/hubert\\_oesterle/196/](http://works.bepress.com/hubert_oesterle/196/)
- ▶ **Helga Esselborn-Krumbiegel.** Von der Idee zum Text. Eine Anleitung zum wissenschaftlichen Schreiben: 3. überarbeitete Auflage, 2008. <http://schreibzentrum-koeln.de/>
- ▶ **Joseph Novak.** The Theory Underlying Concept Maps and How To Construct Them. IHMC, Techreport, 2002.
  - <http://cmap.ihmc.us/docs/theory-of-concept-maps>
- ▶ **Alan Bundy.** How to Write an Informatics Paper. Web page:
  - <http://homepages.inf.ed.ac.uk/bundy/how-tos/writingGuide.html>
- ▶ **Matti Tedre.** Know your discipline: Teaching the philosophy of computer science. Journal of Information Technology Education (JITE), 6:105-122, 2007.
- ▶ **Prof. Mary Shaw** from CMU has a lot of good material on Software Engineering Research. <http://spoke.compose.cs.cmu.edu/ser04/>



# Goals of this Chapter

## 3 Academic Skills in Computer Science (ASICS)

---

- ▶ Give you an overview of the research process, e.g., of research paper or a Bachelor, Master's thesis, or PhD thesis
- ▶ Illustrate the process with some example methods.



## 11.1. The ADED Research Processes

Inspired from [Österle/Otto] and [Esselborn-Krummbiegel]



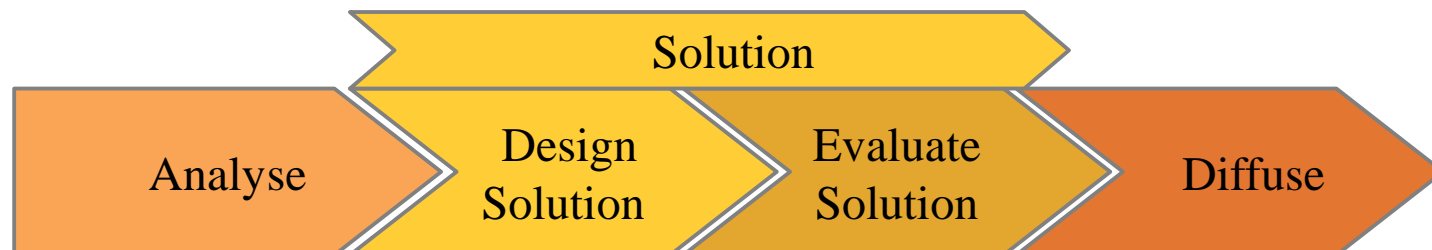
DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
und Kultur

# Standard Research Process ADED [Österle/Otto]

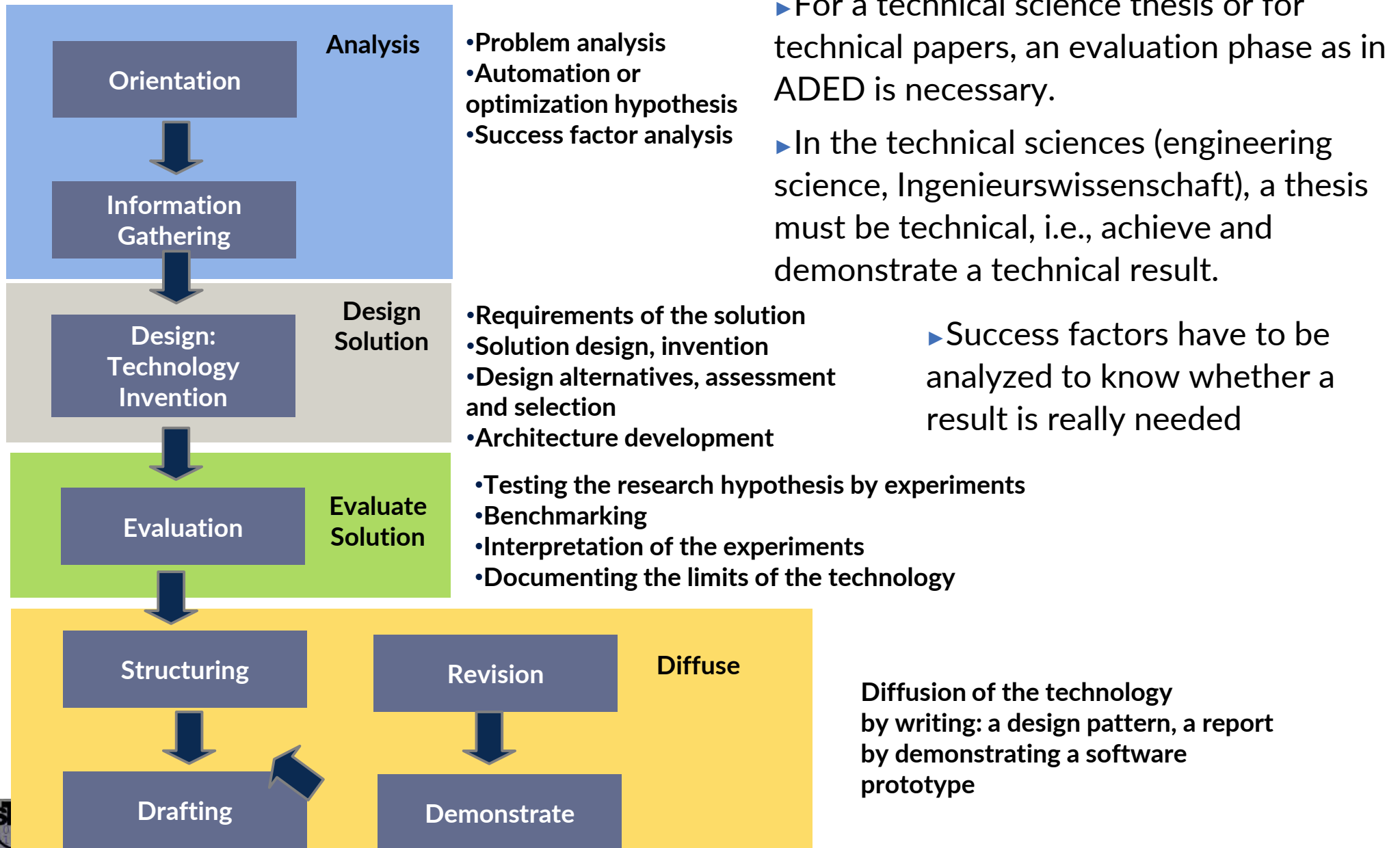
5

Academic Skills in Computer Science (ASICS)

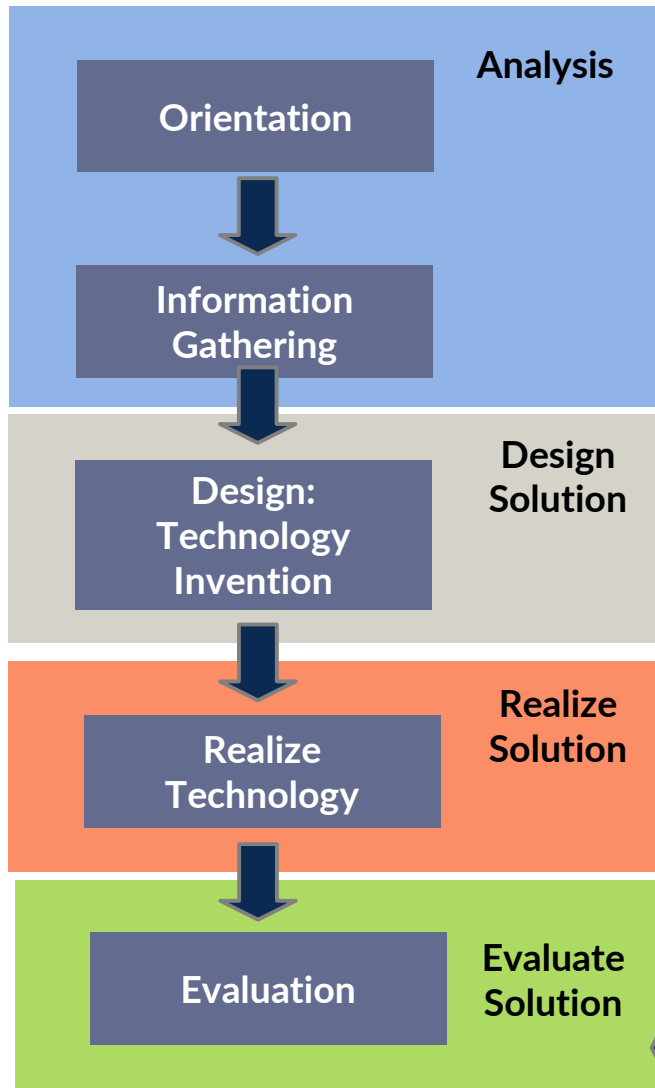
- ▶ [Hubert Österle, Boris Otto. A Method For Consortial Research. Report No. BE HSG/CC CDQ/ 6, University of St. Gallen [http://works.bepress.com/hubert\\_oesterle/196/](http://works.bepress.com/hubert_oesterle/196/)]
- ▶ **Analyse** existing technologies, literature, background, problems
- ▶ **Design** new technologies (new solution)
  - Think, brainstorm, generate ideas
  - Research and develop
- ▶ **Evaluate** technologies (new solution)
  - Show why the new technology is superior; use success criteria
- ▶ **Diffuse (publish and demonstrate)**
  - Demonstration for creating vision
  - Popularize (position) your research results
  - „visible scientist“



# The ADED Research Process for Technical Science Thesis



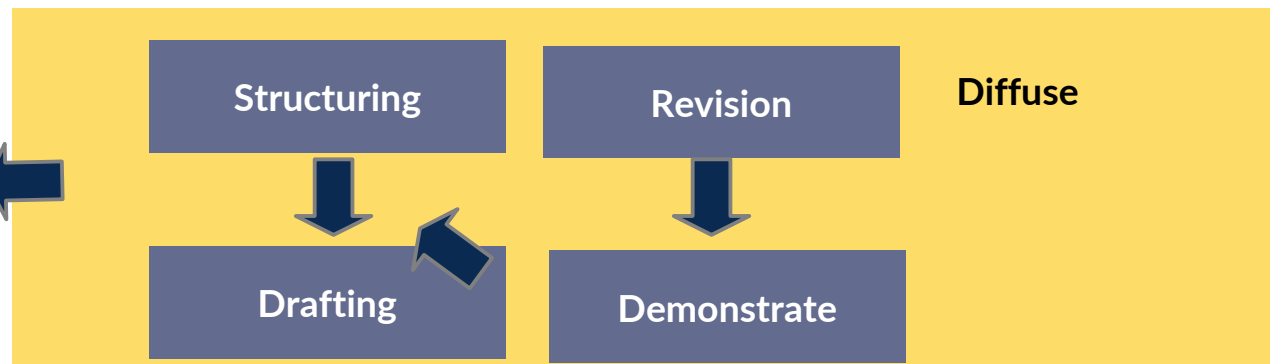
# The AD-R-ED Research Process for Technical Science Thesis



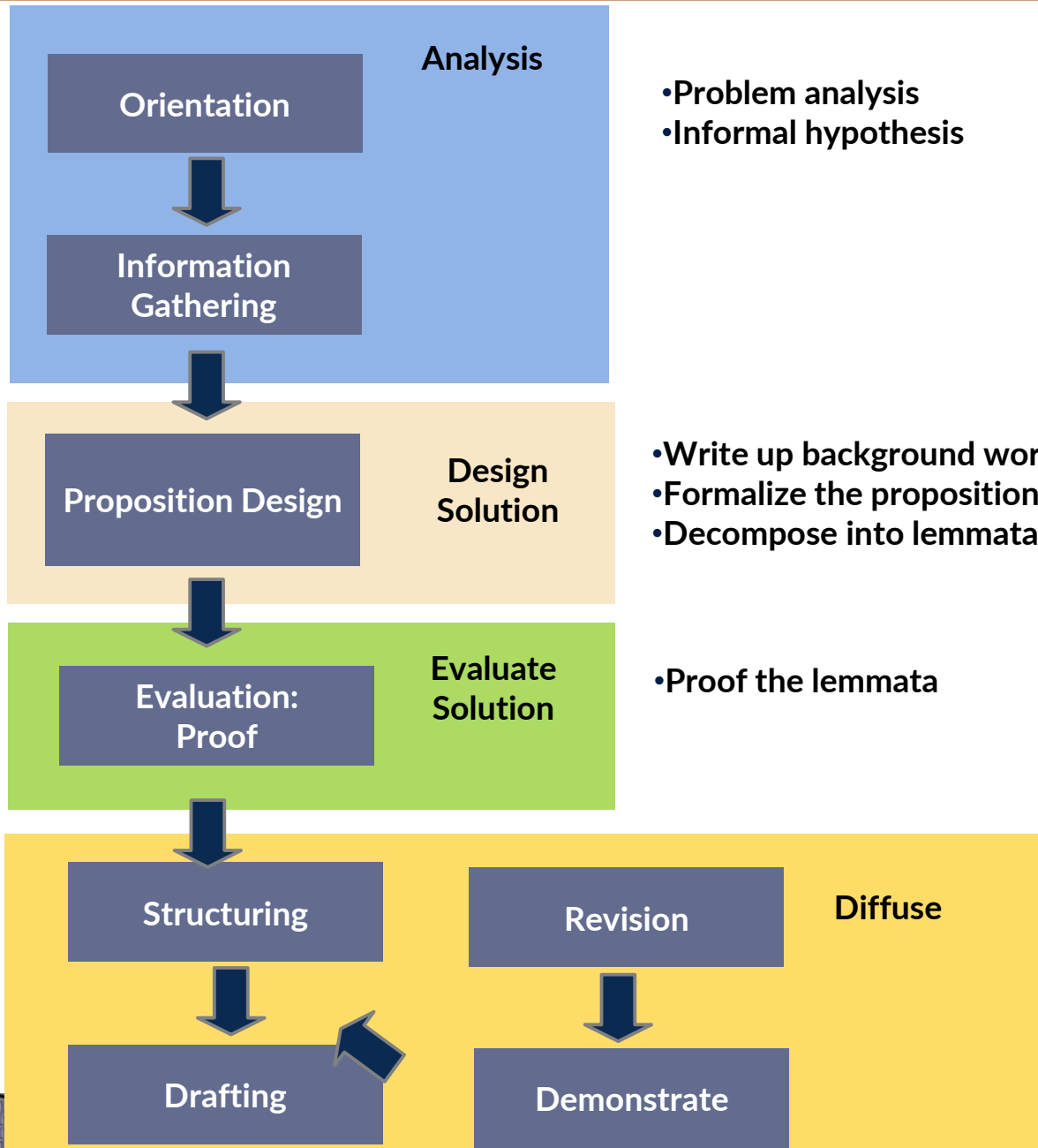
► For technical science, in particular software engineering, a **realization phase** is required so that evaluation can take place

- Requirements of the solution
- Solution design, invention
- Design alternatives, assessment and selection
- Architecture development

- Realize the architecture (implement components)
- Tune the system
- Stabilize the system for better quality (non-functional requirements)



# The Variant A-PP-ED Research Process for Mathematical/Structural Science Thesis

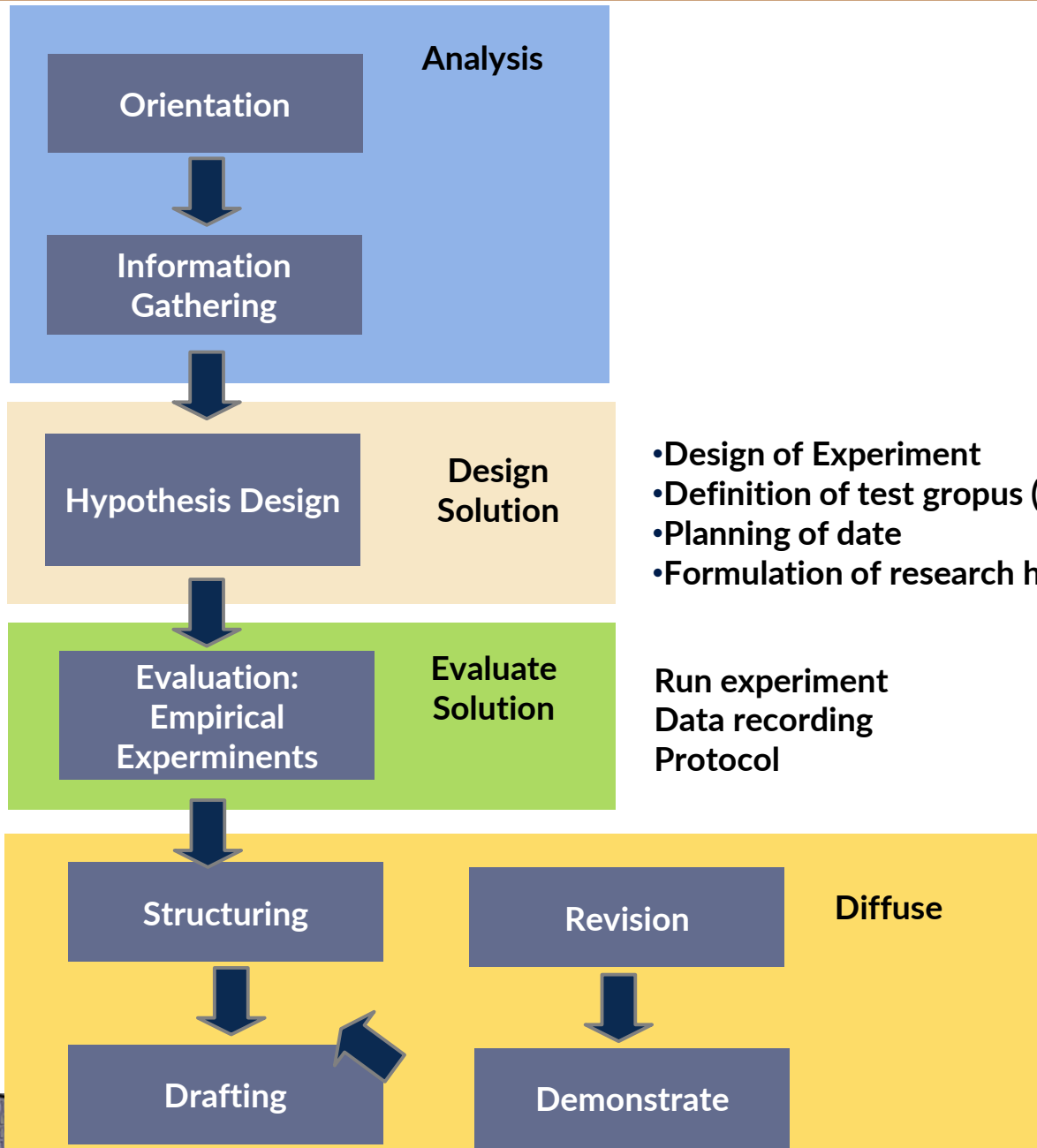


Phases of scientific text production, e.g., for mathematical papers or papers in theoretical computer science.

In the structural sciences (mathematics, theoretical computer science), a thesis must prove a **proposition** (thesis), i.e., demonstrate a result in mathematical language and logic.



# The Variant A-HE-D Research Process for Empirical Science Thesis



Phases of scientific text production for empirical papers, e.g., in usability engineering.

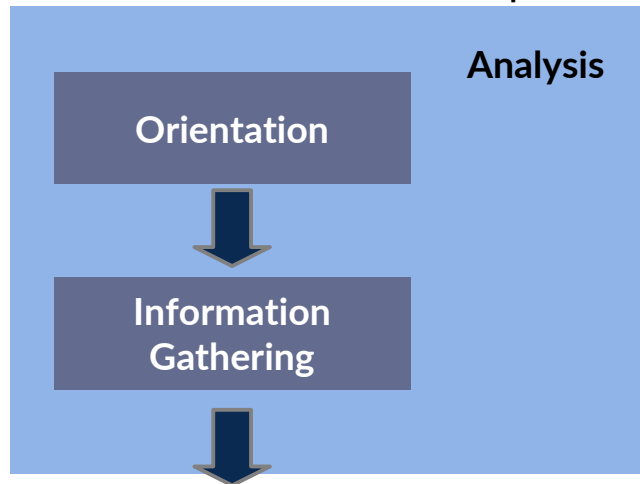
- Design of Experiment
- Definition of test group (Probanden)
- Planning of date
- Formulation of research hypotheses

Run experiment  
Data recording  
Protocol

# The A-D Process for General Scientific Topics and Overviews (without Solution Design and Evaluation)

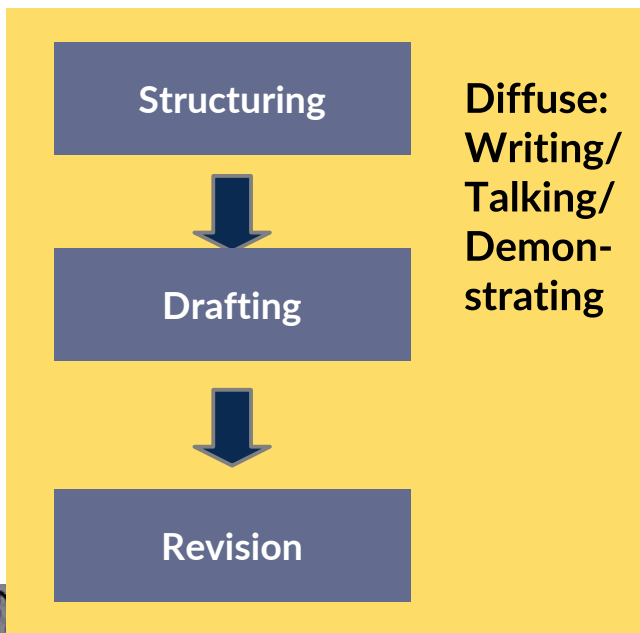
Here, we look at a simple variant of ADED, OI-SDR [Esselborn-Krummbiegel].

Phases of scientific text production, e.g., for overview papers on a subject or essays



- Collect ideas, generate ideas
- Find the scope (limits) of the topic
- Analyze problems
- Orientation in literature: First overview on literature
- Planning: Expose + project plan
- Market need, relevance analysis: identify your readers and stakeholders [Ashby]

Informing: Information Gathering: Primary texts, evaluate sources. Check relevance of Literature



- Order Material
- Find Hypotheses by applying problem and solution analysis
- Outlining
- Design Controlling Ideas, Points, Skeletons

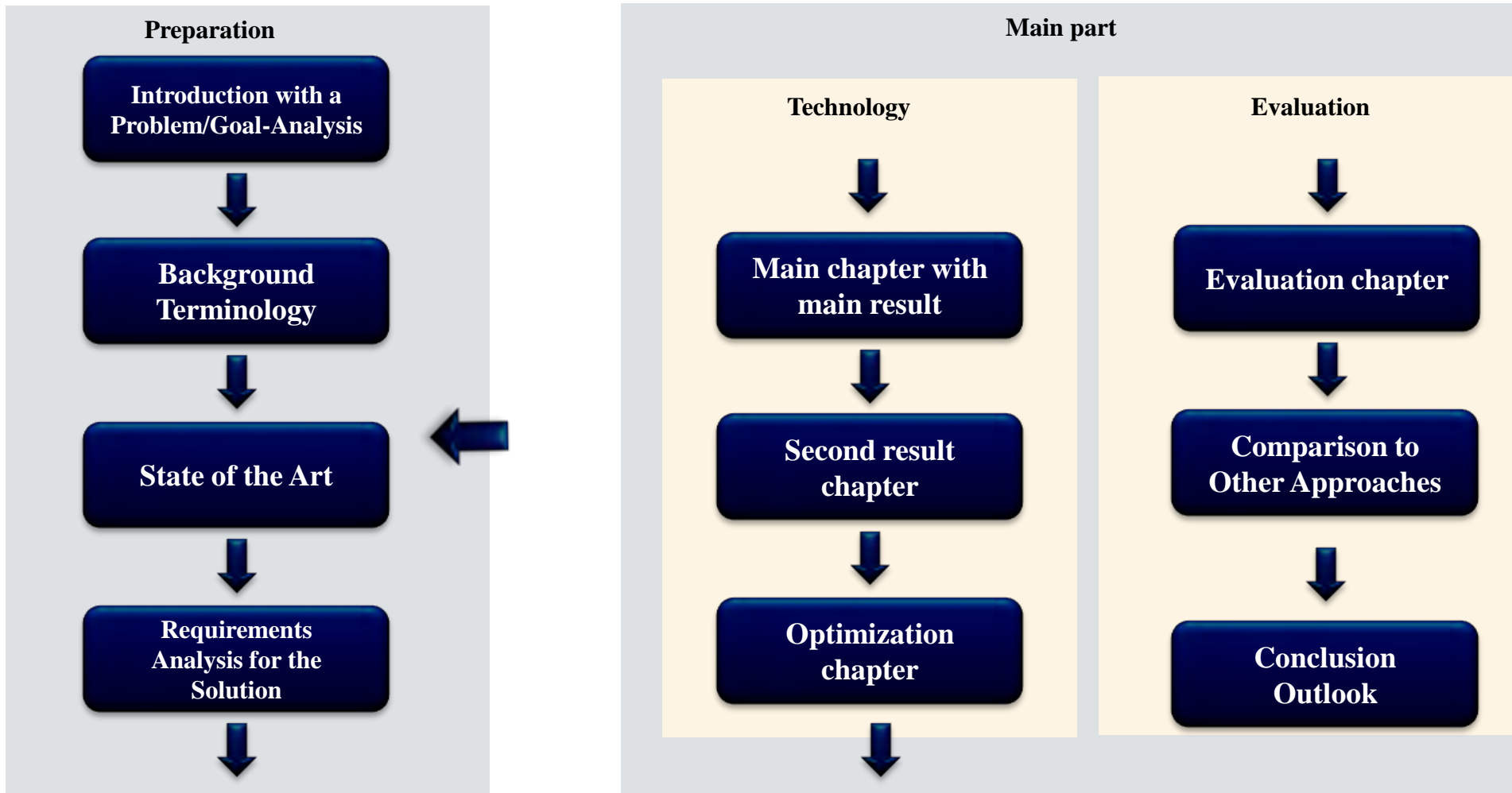
- Write main part of work
- Write Introduction and Conclusion

- Mature controlling ideas
- Mature skeleton
- Mature to final document

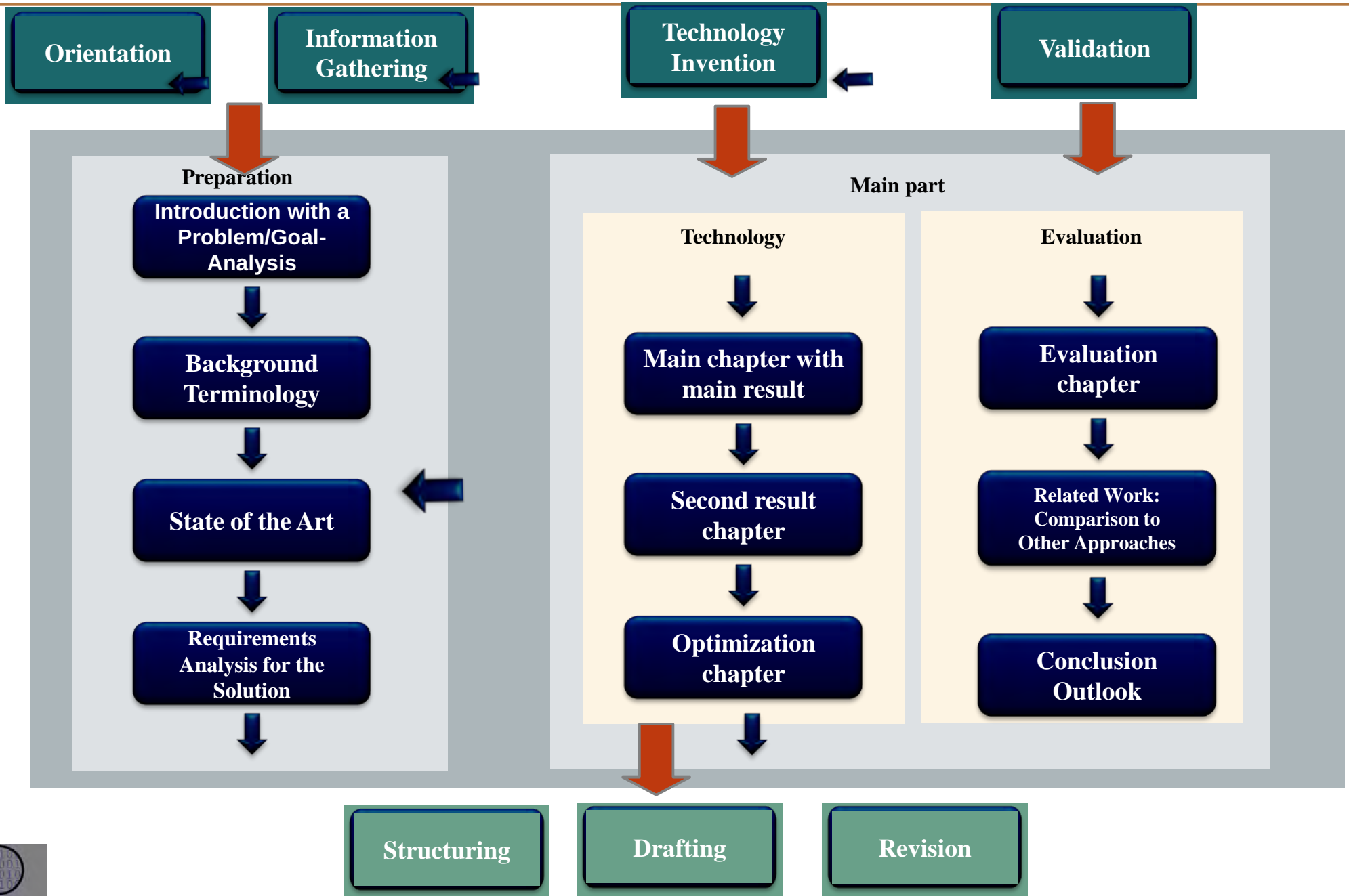


# Standard Structure of a Technical Science Thesis

- ▶ A scientific thesis work should clearly demarcate the part that is from you from the part that is not from you (background).
- ▶ The main part is divided in technology and evaluation part.
  - Some chapters can be folded or distributed.



# The Standard Structure of a Master Thesis in Technical Science is Related to the ADED Research Process



# Chapters and Process

- ▶ Because the structure of a scientific thesis is related to the chapters, write chapter by chapter
  - Start with (a draft of) the “background” and “literature/state of the art” chapters from the orientation phase
  - Then develop the technical solution and write it up in a main technical contribution chapter
  - Validate with an evaluation (experimental, proof, empiric) in parallel.
  - Draft, revise, revise,...
- ▶ If you clearly put your technical contributions into 3-4 main chapters, your main slide at your defense will be:

**Scientific Results / Contributions:**

- 1. Result of Main Chapter 1**
- 2. Result of Main Chapter 2**
- 3. Result of Main Chapter 3**

- 
- ▶ And this will also form your introduction of your thesis.

# Practical Hints

- ▶ Meet your supervisor biweekly or weekly.
  - Produce protocols of the meetings
- ▶ Write up everything in scratchpads. Material can be used in the end, and you don't forget important discussions or decisions
  - Starting to write after 2/3 of the time is a fatal error (start early)
- ▶ Reserve 1/3 of your time for writing
  - 3 months Bachelor → 1 month writing
  - 6 months Masters → 8 weeks, at least 7 weeks, writing
  - 4 years PhD thesis → 1 year writing PhD thesis, 0.5 year writing papers
- ▶ Your thesis may be written in English or German.
  - English gets a broader, world-wide audience.



## 11.2. Analysis – From the Problem to the Research Question

- ▶ When I don't know what to do yet (Overview)
- ▶ This orientation process is from [Esselborn-Krummbiegel]



## 11.2.1 Orientation

# Analysis and Idea Generation with Semantic Nets, Concept Maps, Clusters, Mindmaps, Row Hierarchies, Honest Serving Men, and other Techniques

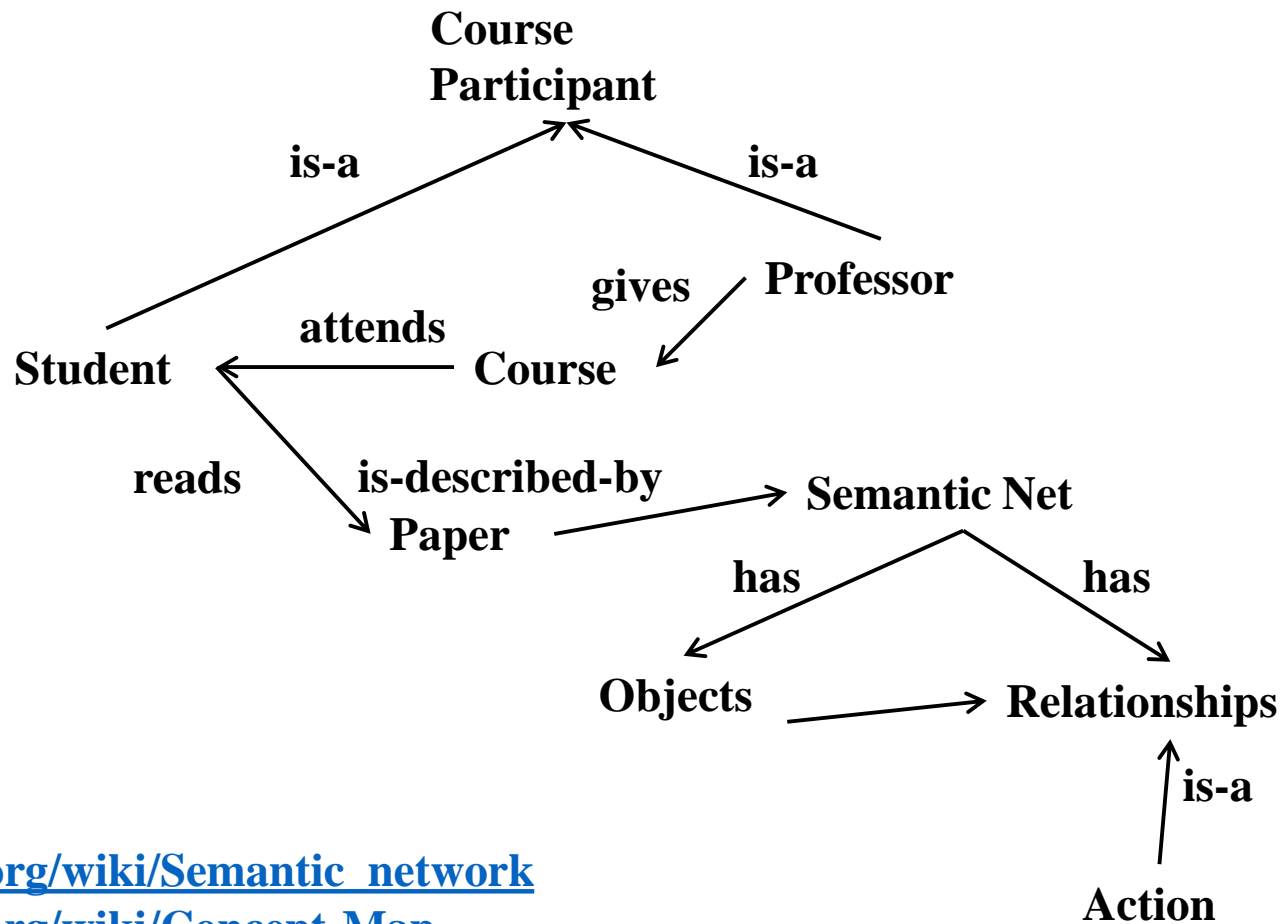
- ▶ Concept maps by [Novak]
- ▶ Clustering was invented by [Rico] [Esselborn-Krummbiegel]
- ▶ Mindmaps by [Buzan]





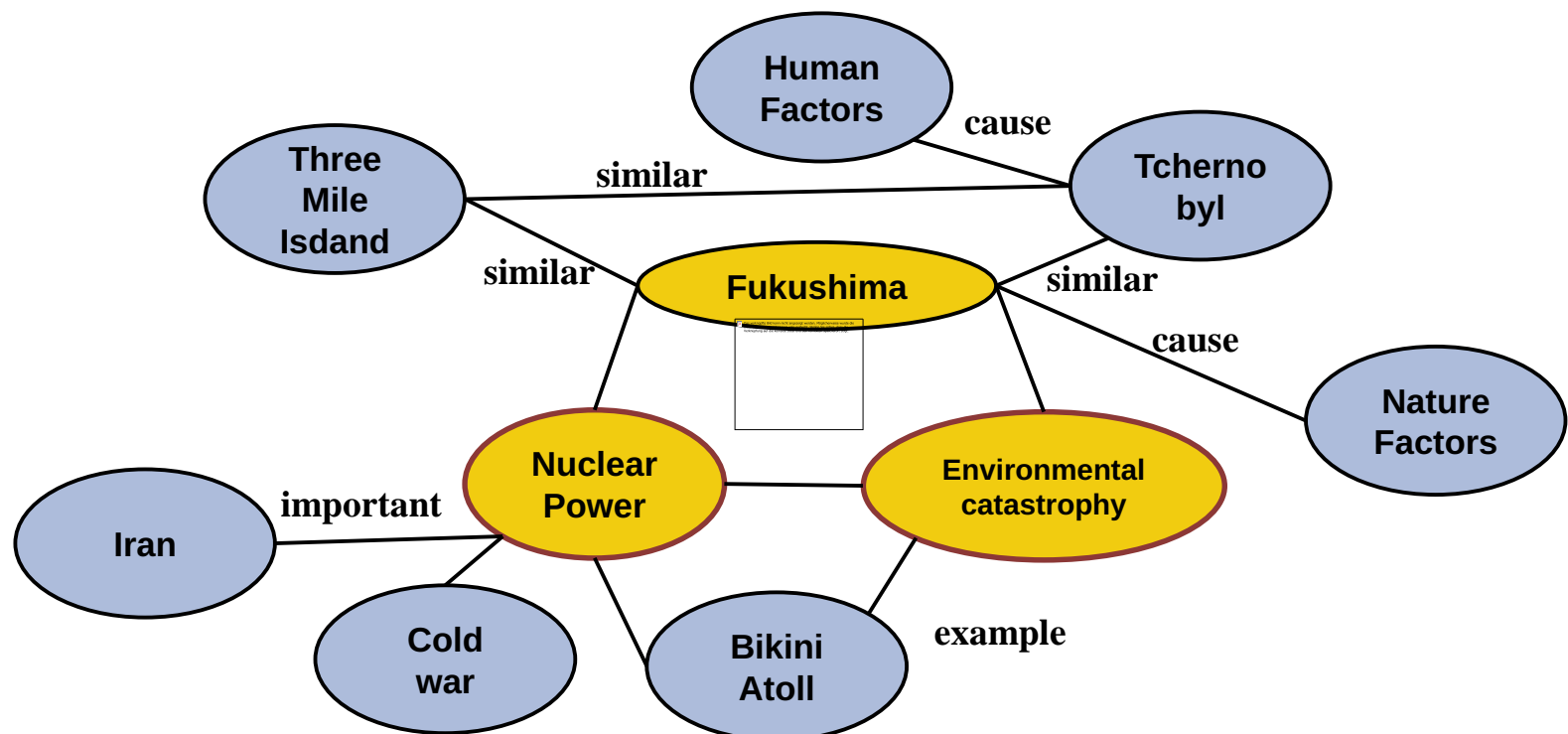
# Semantic Nets (Simple Concept Maps)

- ▶ To record what you understand, draw a **semantic net (simple concept map)** while reading
- ▶ A **semantic net** draws objects and their relationships and actions into a graph
  - Distinguished relationships: is-a, has-a, owns-a, ...



# Concept Maps

- ▶ <http://de.wikipedia.org/wiki/Concept-Map>
- ▶ A **concept map (Begriffslandkarte)** shows several concepts and their relations
  - usually, one starts with several central concepts in the middle of a page and collects associations
- ▶ Concept mapping is a method for analysis, idea generation and structuring.
  - Other forms: Clustering, Mindmapping [Buzan], Structure Trees, Cause-Effect diagrams
- ▶ Depending on the purpose, a concept map is a **model** of problems, knowledge, goals, solution ideas



# Concept Maps (Strukturbilder, Textbilder)

19

Academic Skills in Computer Science (ASICS)

- ▶ The **concept map** enriches a Semantic Net with pictures and figures (Strukturbilder) [Novak]
  - [http://www.teachsam.de/arb/visua/visua\\_3\\_2\\_6.htm](http://www.teachsam.de/arb/visua/visua_3_2_6.htm)
- Development
  - Always start the development with a focus question
  - Use a discriminating question to decompose (e.g., the Honest Men)
  - Grouping is important: group into phases, layers, regions, skeleton trees
  - Specific relations such as <implies>, <causes>, <abstracts>
- ▶ Concept maps are the basis of paper writing and book reading
- ▶ Software: <http://cmap.ihmc.us/documentation-support/>
- ▶ Alberto J. Canas, Greg Hill, James Lott. Support for Constructing Knowledge Models in CmapTools. Introduction. Technical Report IHMC CmapTools 93-02. Institute for Human and Machine Cognition (IHMC)
- ▶ <http://cmap.ihmc.us/Publications/WhitePapers/Support%20for%20Constructing%20Knowledge%20Models%20in%20CmapTools.pdf>

[http://commons.wikimedia.org/wiki/Category:Concept\\_maps?uselang=de](http://commons.wikimedia.org/wiki/Category:Concept_maps?uselang=de)



# Clustering Helps to Develop Hierarchic, Logical Structures of Your Work

- ▶ A **Cluster** is a node-labeled concept map with *one* root in the middle of the page
  - If the cluster is a tree, it is called a *mindmap*
  - [http://de.wikipedia.org/wiki/Cluster\\_\(Kreatives\\_Schreiben\)](http://de.wikipedia.org/wiki/Cluster_(Kreatives_Schreiben))
- ▶ Clustering finds associations to one central term:
  - Develop, structure, find ideas by association
  - Start from a central term, concept, or idea (a spider-map)
  - Use the blackboard's space to find association
  - Use landscape to get a broader view and more space in breadth
- ▶ Develop: Note the **central concept** in the middle
  - Start to note associated terms or relations
  - Note relations or discriminators on the edges (optional)
  - Iterate
- ▶ Restructure: Redraw on new sheet
  - Find relations between the branches; Group

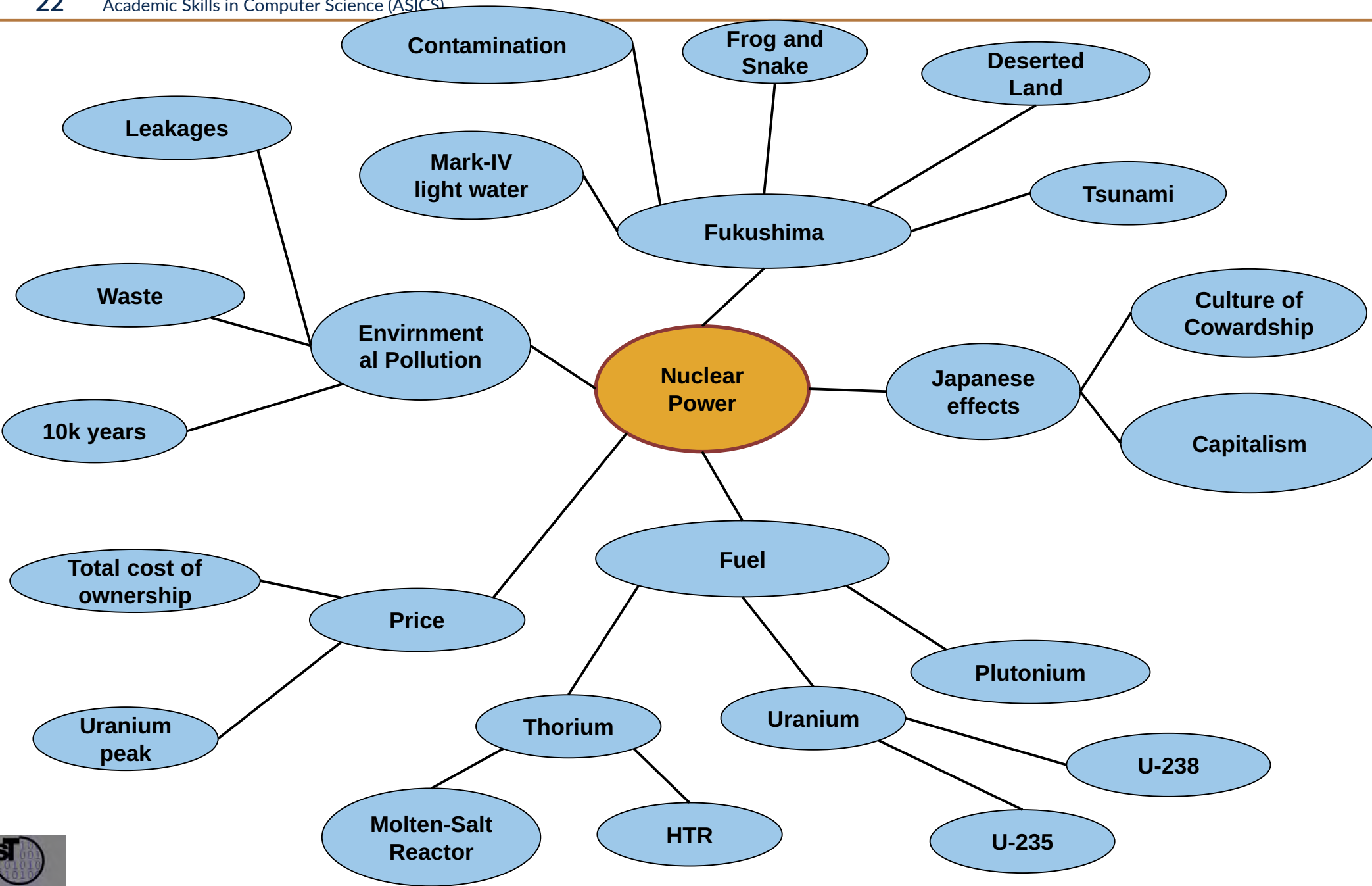


# 11.2.1.1 Mindmaps

- ▶ Mindmaps are similar to structure trees
- ▶ A **Mindmap** is an node- or edge-labeled association tree

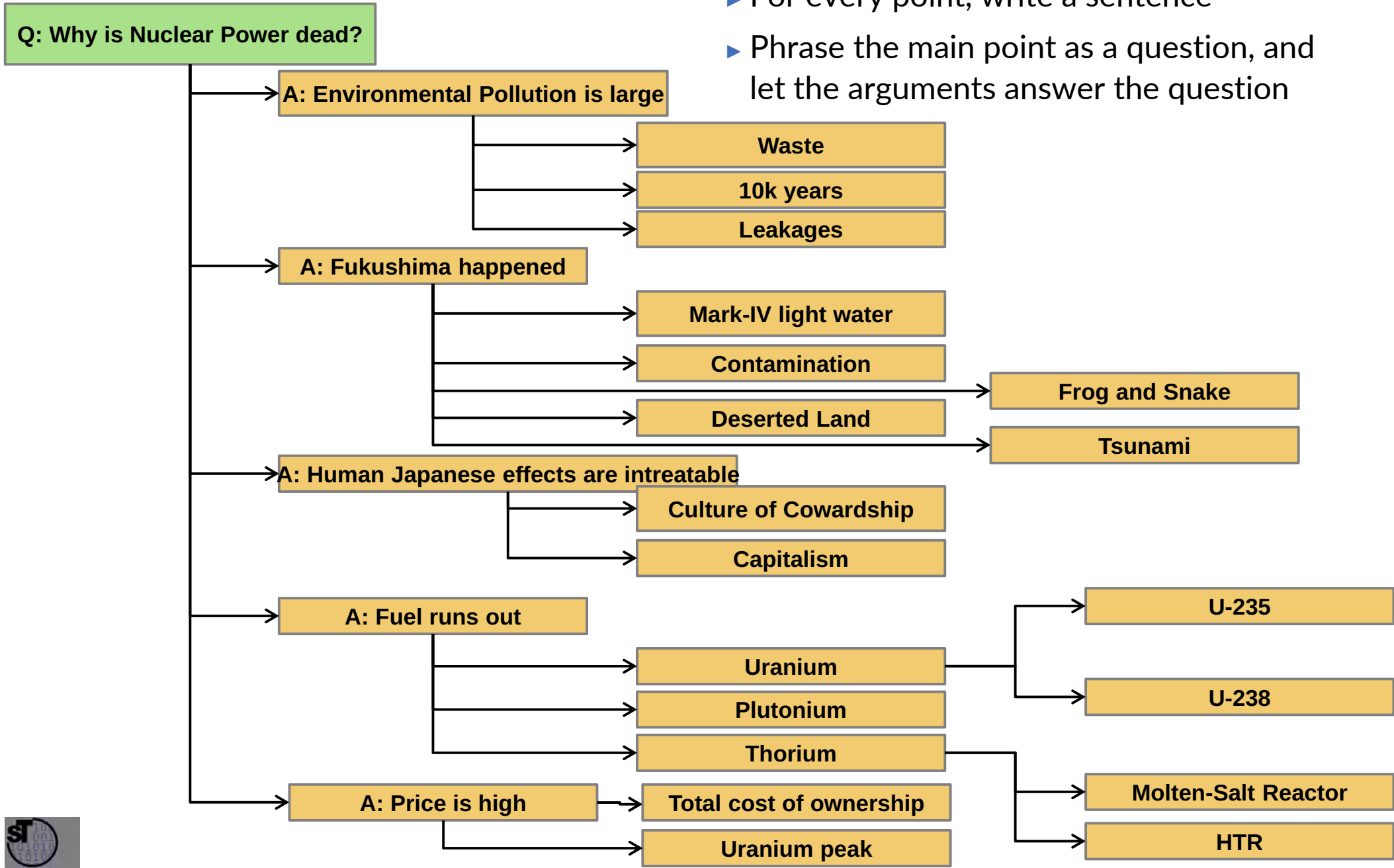


# Node-Labelled Mindmap of Associations to “Nuclear Power”



# 11.2.1.2 Line / Row Hierarchy (Q-A-Hierarchy)

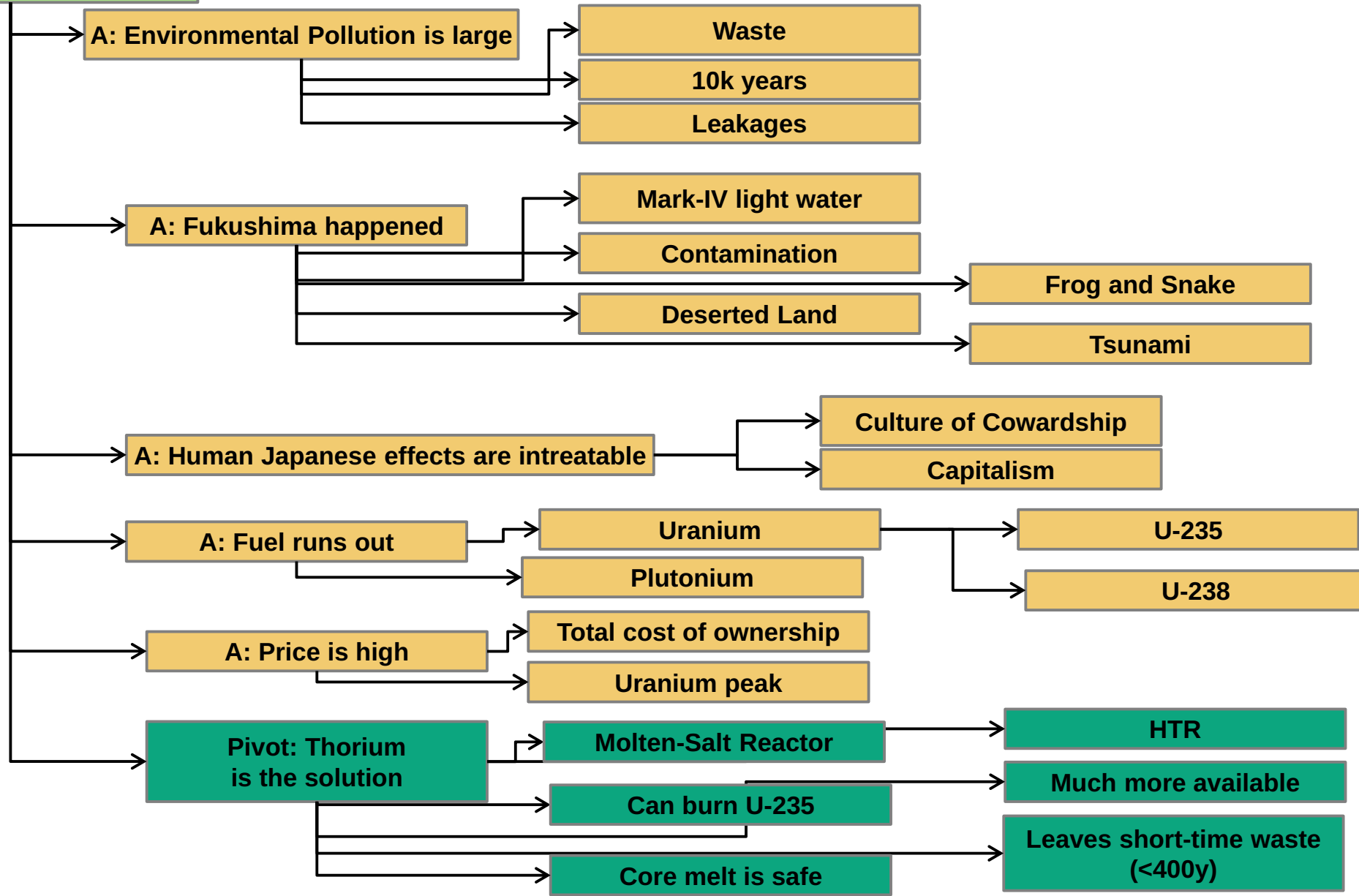
- ▶ From a mindmap or structure tree, a row hierarchy can be formed with main thesis and arguments
- ▶ For every point, write a sentence
- ▶ Phrase the main point as a question, and let the arguments answer the question



# Alternative Row Hierarchy

- ▶ Also alternative row hierarchies can be built, with other messages.
- ▶ Then, the solution must answer all counterarguments

**Q: What is the last exit of Nuclear Power?**






## 11.2.1.3 Canvases

- ▶ A Canvas is a structured **collaborative** form, to be printed on a BIG poster
  - It has a **fill order**, in which the fields should be filled
  - Every field has standardized questions
  - Fields are filled by sticky notes
- ▶ Canvases are very structured – Mindmaps and Concept Maps are unstructured
- ▶ Canvases are **mind maps with normalized discriminators**



# Open Project Management Canvas

<https://www.openpm.info/display/openPM/Canvas>



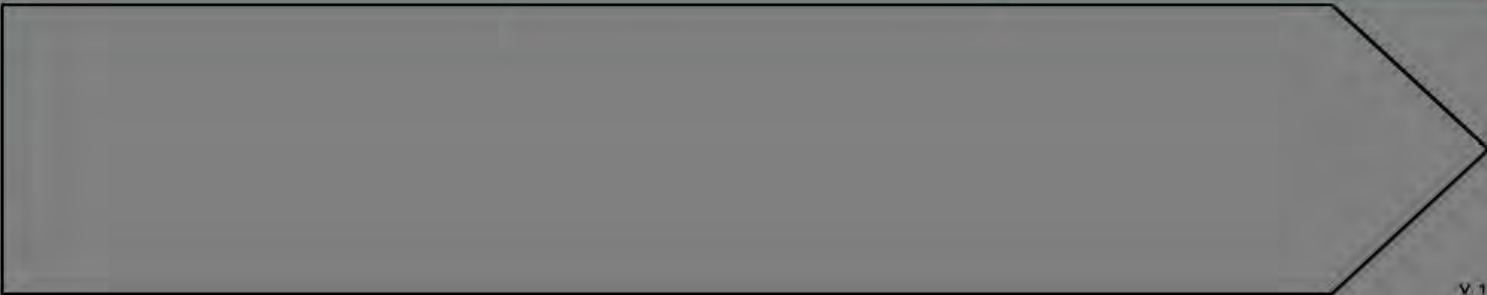
Projekt: \_\_\_\_\_

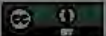
Projekt ID: \_\_\_\_\_

---

Projektleitung: \_\_\_\_\_

Versionierung: \_\_\_\_\_

<b>Vision &amp; Ziel</b>	<b>Nutzen</b> <ul style="list-style-type: none"> <li>• Welchen Nutzen hat das Projekt für die Zielgruppe?</li> <li>• Welchen Nutzen erwarten die Stakeholder?</li> <li>• Beweist Klarheit was die Zielgruppe das Projekt mit dem Ergebnis der Projekte erwarten wird?</li> </ul>	<b>Scope/Projektgegenstand</b> <ul style="list-style-type: none"> <li>• Was ist konkret zu tun?</li> <li>• Welche Inhalte legt Auftraggeber &amp; Zielgruppe fest?</li> <li>• Was ist in Scope/Out of Scope?</li> <li>• Was sind mögliche Änderungen im gegangenen?</li> </ul>	<b>Kosten</b> <ul style="list-style-type: none"> <li>• Wie hoch die Kosten des Projekts?</li> <li>• Welche Folgekosten oder mögliche Schäden erwarten?</li> <li>• Sind Projekt und Projektgebühren nachhaltig?</li> </ul>
<b>Setup</b>	<b>Team</b> <ul style="list-style-type: none"> <li>• Welche Verantwortlichkeiten (Rollen) sind im Projektteam?</li> <li>• Was sind die Aufgaben und Rollenverteilung im Team laut?</li> <li>• Gibt es Rollen für Selbstverwirklichung?</li> <li>• Was sind die Rollen im Projektteam?</li> </ul>	<b>Ressourcen</b> <ul style="list-style-type: none"> <li>• Welche Ressourcen werden für das Projekt benötigt?</li> <li>• Welche menschlichen Ressourcen stehen nicht zur Verfügung?</li> <li>• Welche Sachmittelressourcen sind notwendig?</li> </ul>	<b>Stakeholder</b> <ul style="list-style-type: none"> <li>• Welche Stakeholdergruppen gibt es?</li> <li>• Was sind die Stakeholder einflussreich?</li> <li>• Haben Stakeholder alle Rollen gespielt?</li> </ul>
<b>Vorgehen</b>	<b>Prozesse &amp; Werkzeuge</b> <ul style="list-style-type: none"> <li>• Welche Vorgehensmodelle sind für das Projekt geeignet?</li> <li>• Gibt es geeignete Standardverfahren/Werkzeuge?</li> </ul>	<b>Kommunikation &amp; Transparenz</b> <ul style="list-style-type: none"> <li>• Wie erfolgt die Statusberichterstattung und Berichterstattung?</li> <li>• Welche Kommunikationswege sind im Einsatz?</li> <li>• Wie ist die Kommunikation im Projekt?</li> <li>• Wie ist der Aufbau des Projekts, nach oben und unten?</li> <li>• Wie wird das Projekt in der Organisation verortet?</li> </ul>	<b>Risiken &amp; Qualität</b> <ul style="list-style-type: none"> <li>• Welche wesentlichen Risiken bestehen?</li> <li>• Was sind mögliche Risiken, ungelöst?</li> <li>• Ist das Projekt machbar?</li> <li>• Gibt es Qualitätsrisiken &amp; Maßnahmen zur Qualitätsicherung?</li> </ul>
<b>Zeithorizont</b>			



Die openPM Canvas steht unter einer [Creative Commons Namensnennung 3.0 Deutschland Lizenz](https://creativecommons.org/licenses/by/3.0/).

V. 1.0



## 11.2.2 Problem Analysis with Questions

Problem Analysis asks the questions:

- ▶ Why?
- ▶ To which end?



# The Honest Serving Men

## 7 Basic Questions (7 W-Fragen)

### The 6 honest serving men (R. Kipling, Just So Stories)

I keep six honest serving-men:  
    (They taught me all I knew)  
Their names are What and Where and When  
And How and Why and Who.  
I send them over land and sea,  
I send them east and west;  
But after they have worked for me,  
I give them all a rest.

I let them rest from nine till five.  
    For I am busy then,  
As well as breakfast, lunch, and tea,  
    For they are hungry men:  
But different folk have different views:  
    I know a person small--  
She keeps ten million serving-men,  
    Who get no rest at all!  
She sends 'em abroad on her own affairs,  
    From the second she opens her eyes--  
One million Hows, two million Wheres,  
    And seven million Whys!



# The 7 Basic Questions (7 W-Fragen) used for Topical Questions

- ▶ For finding topics of research, a text or talk, the 6 honest men (7-W-Questions) should be attempted to expand into a checklist.
- ▶ This checklist can be used to create alternatives for the topic (idea generation for topic).

	<b>Ideas for Topic; Limits and Implications</b>	<b>Aspects</b>
<b>Who?</b>	Who is interested in the topic? Who benefits?	
<b>What?</b>	What do I want to find out? What may change in my topic, problem or question? What is fix?	<b>Results, Solutions</b>
<b>How?</b>	<b>How similar is my topic to another work?</b> <b>How different is it?</b> <b>What is its research advance? research contribution?</b>	<b>Implementation, Realization</b>
<b>Where?</b>	Where is my research located in the research landscape?	
<b>When?</b>	<b>When did somebody else research on something similar?</b>	
<b>Why?</b>	<b>causal; Why do we need the topic?</b>	<b>Motivation; Problem</b>
<b>For what? To which end?</b>	<b>final; What will happen if we don't solve the problem?</b>	<b>Goal</b>



# Problem Analysis

- ▶ Most idea generation techniques (concept maps, clusters, mindmaps, Honest Men) can be used to analyze problems
  - Ask the questions “why” and “to which end”?
- ▶ But they can also be used to generate solution ideas
  - Ask the question “how to achieve”?
- ▶ and to structure the available knowledge and literature:
  - Ask the question “What do we know?”



