



Department of Computer Science Institute for Software and Multimedia Technology, Software Technology Group

Academic Skills in Computer Science (ASiCS)

Writing, Abstracts and Outlines

Exercise Thursday, 6. DS, APB/E001 Thomas Kühn (thomas.kuehn3@tu-dresden.de)







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- Iterative process from idea to written paper
- Write an **abstract** early (after defining the ZOPP)
- Structure your paper (chapters, sections, paragraphs)
- Write **outlines** for each chapter, section, ...





- Derived from a ZOPP
- State the *problem* in one or two sentences including your *goal*
- Highlight your *solution* in one or two sentences
- State your *success criteria* or how you *evaluate* your solution

"Currently, CROM models can be created textual or graphically without taking the well-formedness rules for these models into account. Hence, the goal of this work is to create a Eclipse-based plugin, which validates CROM models with respect to well-formedness. Additionally, the plugin should be easy to integrate into the existing editors."

– Kühn (2015)





- Includes the *problem definition* as crucial part
- Prepends a **background** of this research (*Why is it important?*)
- Summarizes the major problems and goals
- Appends a description of your evaluation (success proof)





"Modelling context-dependent domains is hard, as capturing multiple context-dependent concepts and constraints easily leads to inconsistent models or unintended restrictions. However, current semantic technologies not yet support reasoning on context-dependent domains. To remedy this, we introduced ConDL, a set of novel description logics tailored to reason on contextual knowledge, as well as JConHT, a dedicated reasoner for ConDL ontologies. ConDL enables reasoning on the consistency and satisfiability of context-dependent domain models, e.g., Compartment Role Object Models (CROM). We evaluate the suitability and efficiency of our approach by reasoning on a modelled banking application and measuring the performance on randomly generated models."

– Böhme et al. (2017)





Recurring structure of scientific papers in computer science

- Introduction / Motivation
- Background / Preliminaries / Contemporary Approaches
- Concept / Methodology
- Implementation / Realization
- Evaluation / Case Study / Illustration / Discussion
- Related work
- Conclusion / Contributions





- 1) Write an abstract from your problem definition.
- 2) Structure your paper and create a table of contents.





ASiCS Writing, Abstract and Outlines

