

General Information

- **Ceremony**
 1. Your supervisor introduces you
 2. You give a short talk
 3. During the poster session the committee might ask questions; also, you are allowed to show a demo of your work, if available
 4. The degree is officially granted
- **About the *short talk*:**
 - **You will have only 8 minutes for your talk**
 - Please concentrate on **YOUR CONTRIBUTION**, avoid detailing preliminary notions; remember to **focus on the problem solved and the obtained results**
 - The goal is to let the committee understand what you did, and possibly attract the attention of the audience
 - Keep your slides simple (avoid verbose slides: few points of few words is best)
 - **NO MORE THAN 4 SLIDES** (title slide and thanks excluded)
 - LONG ANIMATIONS and VIDEOS cannot be used
 - NO MORE THAN 5 TRANSITIONS IN TOTAL (including slide changes) (long animations are forbidden)
 - You can: use figures, modify the template using a more colourful (still serious) appearance, use (very short) animations
 - Ask your supervisor for revisions; try your talk in advance to ensure you can make it within the allotted time

Università della Calabria
Dipartimento di Matematica e Informatica

Titolo della Tesi (anche su due righe)

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Title (two rows are ok if needed)

Laurea Magistrale in Informatica

Relatore/i

Prof. Pinco Pallino

Dott. Amalia de Lana

Candidato

Nome e Cognome

Context and Motivation

- 1 lucido per indicare:
1 slide to indicate:
 - L'argomento della tua tesi
The topic of your thesis
 - Quali sono le motivazioni per il problema che è stato risolto/argomento che è stato affrontato
The motivations for approaching the solved problem/studied topic
 - Eventualmente Indicare esplicitamente il problema che è stato risolto
Possibly give explicit mention to the problem approached in your thesis

Contribution

- Max 2 lucidi per indicare:
Max 2 slides indicating:
 - I risultati della tesi in termini di
The results of the thesis such as
 - Teoremi / Theorems
 - Algoritmi /Algorithms
 - Sistemi software / Software Systems
 - Risultati sperimentali / Experimental Results

Conclusion (optional)

- 1 lucido per riassumere le conclusioni:
1 slide to summarize your conclusion:
 - Hai studiato il problema X
you studied the problem X
 - Che lo hai risolto così
You solved X that way
 - Ottenendo questo (meraviglioso) risultato
Obtaining such a (marvellous) result

Thanks for your attention!!

(Si consiglia di mantenere un registro serio e professionale anche in questa sezione)

Esempio di presentazione

Presentation Example

Università della Calabria
Dipartimento di Matematica e Informatica

Guess and Check

Laurea Magistrale in Informatica

Relatore/i

Prof. Pinco Pallino

Dott. Amalia de Lana

Candidato

Gianni Rossi

Context and Motivation

- Answer Set Programming
 - Declarative Programming Paradigm
 - Logic Programming and Nonmonotonic Reasoning
 - Stable models semantics
- *How to program with ASP?*
 - Writing a program is not easy
 - We need a methodology to help programmers

Contribution

- The “Guess and Check” Programming Methodology
 - Guess Solution Candidates
 - Generate all possible solutions using disjunctive rules
 - Check admissible ones
 - Discard non admissible solutions using constraints
- Programming in ASP is now easier!!

Guess and Check

Example (3-col)

Problem: Given a graph, assign one color out of 3 colors to each node such that two adjacent nodes have always different colors.

Input: a Graph is represented by *node*(_) and *edge*(_, _).

% guess a coloring for the nodes

(r) *col*(X, red) | *col*(X, yellow) | *col*(X, green) :- *node*(X).

% discard colorings where adjacent nodes have the same color

(c) :- *edge*(X, Y), *col*(X, C), *col*(Y, C).

% NB: answer sets are subset minimal → only one color per node

Conclusion

- Programming is ASP was not easy
- We invented a new methodology
 - Guess and Check
- Programming is now easier
 - Some practice is still needed!!

Thanks for your attention!!

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