



# Introduction to Scientific Working

**Aart Middeldorp**

# Outline

- 1. LaTeX**
- 2. H Index**
- 3. DBLP**
- 4. TikZ**

## Keywords

acknowledgement

awards

beamer

bibliography

CORE ranking

DBLP

conference

editorial board

generative AI

Google Scholar

h-index

impact factor

journal

L<sup>A</sup>T<sub>E</sub>X

LIPICs

LNCS

open access

plagiarism

presentation

program committee

rebuttal

review

submission

TikZ

workshop

...

## Types of Scientific Works

- ▶ seminar report
- ▶ bachelor thesis
- ▶ master thesis
- ▶ PhD thesis
- ▶ habilitation thesis
- ▶ workshop paper
- ▶ conference paper
- ▶ journal article
- ▶ book chapter
- ▶ book

# Outline

## 1. LaTeX

Formulas

Beamer

## 2. H Index

## 3. DBLP

## 4. TikZ

## ► binary operation symbols

$\amalg$	<code>\amalg</code>	$\circ$	<code>\circ</code>	$\ominus$	<code>\ominus</code>	$\star$	<code>\star</code>
$*$	<code>\ast</code>	$\cup$	<code>\cup</code>	$\oplus$	<code>\oplus</code>	$\times$	<code>\times</code>
$\bigcirc$	<code>\bigcirc</code>	$\dagger$	<code>\dagger</code>	$\oslash$	<code>\oslash</code>	$\triangleleft$	<code>\triangleleft</code>
$\bigtriangledown$	<code>\bigtriangledown</code>	$\ddagger$	<code>\ddagger</code>	$\otimes$	<code>\otimes</code>	$\triangleright$	<code>\triangleright</code>
$\bigtriangleup$	<code>\bigtriangleup</code>	$\diamond$	<code>\diamond</code>	$\pm$	<code>\pm</code>	$\uplus$	<code>\uplus</code>
$\bullet$	<code>\bullet</code>	$\div$	<code>\div</code>	$\setminus$	<code>\setminus</code>	$\vee$	<code>\vee</code>
$\cap$	<code>\cap</code>	$\mp$	<code>\mp</code>	$\sqcap$	<code>\sqcap</code>	$\wedge$	<code>\wedge</code>
$\cdot$	<code>\cdot</code>	$\odot$	<code>\odot</code>	$\sqcup$	<code>\sqcup</code>	$\wr$	<code>\wr</code>
$\triangleleft$	<code>\unlhd</code>	$\triangleright$	<code>\unrhd</code>	$\triangleright$	<code>\rhd</code>	$\triangleleft$	<code>\lhd</code>

► `latexsym` package provides additional operation symbols

## ► binary relation symbols

$\approx$	<code>\approx</code>	$\geq$	<code>\geq</code>	$\perp$	<code>\perp</code>	$\sqsupseteq$	<code>\sqsupseteq</code>
$\asymp$	<code>\asymp</code>	$\gg$	<code>\gg</code>	$\prec$	<code>\prec</code>	$\subset$	<code>\subset</code>
$\bowtie$	<code>\bowtie</code>	$\leq$	<code>\leq</code>	$\preceq$	<code>\preceq</code>	$\subseteq$	<code>\subseteq</code>
$\cong$	<code>\cong</code>	$\ll$	<code>\ll</code>	$\propto$	<code>\propto</code>	$\succ$	<code>\succ</code>
$\dashv$	<code>\dashv</code>	$\mid$	<code>\mid</code>	$\sim$	<code>\sim</code>	$\succeq$	<code>\succeq</code>
$\doteq$	<code>\doteq</code>	$\models$	<code>\models</code>	$\simeq$	<code>\simeq</code>	$\supset$	<code>\supset</code>
$\equiv$	<code>\equiv</code>	$\neq$	<code>\neq</code>	$\smile$	<code>\smile</code>	$\supseteq$	<code>\supseteq</code>
$\frown$	<code>\frown</code>	$\parallel$	<code>\parallel</code>	$\sqsubseteq$	<code>\sqsubseteq</code>	$\vdash$	<code>\vdash</code>
$\Join$	<code>\Join</code>	$\sqsubset$	<code>\sqsubset</code>	$\sqsupset$	<code>\sqsupset</code>		

## ► latexsym package provides additional relation symbols

## ► arrows

$\downarrow$	<code>\downarrow</code>	$\longleftarrow$	<code>\longleftarrow</code>	$\swarrow$	<code>\swarrow</code>
$\Downarrow$	<code>\Downarrow</code>	$\Lleftarrow$	<code>\Lleftarrow</code>	$\rightarrow$	<code>\rightarrow</code>
$\hookleftarrow$	<code>\hookleftarrow</code>	$\longleftrightarrow$	<code>\longleftrightarrow</code>	$\Rightarrow$	<code>\Rightarrow</code>
$\hookrightarrow$	<code>\hookrightarrow</code>	$\Lrightarrow$	<code>\Lrightarrow</code>	$\rightharpoonup$	<code>\rightharpoonup</code>
$\leftarrow$	<code>\leftarrow</code>	$\longmapsto$	<code>\longmapsto</code>	$\rightharpoonup$	<code>\rightharpoonup</code>
$\Leftarrow$	<code>\Leftarrow</code>	$\longrightarrow$	<code>\longrightarrow</code>	$\leftrightharpoons$	<code>\leftrightharpoons</code>
$\leftharpoonup$	<code>\leftharpoonup</code>	$\Longrightarrow$	<code>\Longrightarrow</code>	$\uparrow$	<code>\uparrow</code>
$\leftarrow$	<code>\leftarrow</code>	$\mapsto$	<code>\mapsto</code>	$\Uparrow$	<code>\Uparrow</code>
$\leftrightarrow$	<code>\leftrightarrow</code>	$\nwarrow$	<code>\nwarrow</code>	$\updownarrow$	<code>\updownarrow</code>
$\Lleftrightarrow$	<code>\Lleftrightarrow</code>	$\searrow$	<code>\searrow</code>	$\Updownarrow$	<code>\Updownarrow</code>
$\rightsquigarrow$	<code>\rightsquigarrow</code>				
	<code>\leadsto</code>		( <code>latexsym</code> package)		

```
\documentclass{beamer}
\usetheme{AnnArbor}
\begin{document}
\title{Great Talk}
\subtitle{Really?}
\author{Aart Middeldorp}
\institute{University of Innsbruck}
\date{7 May 2025}

\begin{frame}
\titlepage
\end{frame}

...

\end{document}
```

src

- ▶ **beamer** document class for creating presentations
- ▶ pre-designed **themes** change look

## Presentation Themes

- ▶ AnnArbor
- ▶ Antibes
- ▶ Bergen
- ▶ Berkeley
- ▶ Berlin
- ▶ Boadilla
- ▶ boxes
- ▶ CambridgeUS
- ▶ Copenhagen
- ▶ Darmstadt
- ▶ default
- ▶ Dresden
- ▶ EastLansing
- ▶ Frankfurt
- ▶ Goettingen
- ▶ Hannover
- ▶ Ilmenau
- ▶ JuanLesPins
- ▶ Luebeck
- ▶ Madrid
- ▶ Malmoe
- ▶ Marburg
- ▶ Montpellier
- ▶ PaloAlto
- ▶ Pittsburgh
- ▶ Rochester
- ▶ Singapore
- ▶ Szeged
- ▶ Warsaw

## UIBK Theme

[https://git.uibk.ac.at/uibklatex/beamer\\_letter/-/releases/v0.3.0](https://git.uibk.ac.at/uibklatex/beamer_letter/-/releases/v0.3.0)

```
\begin{frame}{Outline}
\tableofcontents
\end{frame}

\begin{frame}{Block Environments}
\begin{block}{Block}
\end{block}

\begin{exampleblock}{Example Block}
\end{exampleblock}

\begin{alertblock}{Alert Block}
\end{alertblock}
\end{frame}
```

src

# Outline

1. LaTeX
- 2. H Index**
3. DBLP
4. TikZ

## H Index

- ▶ metric that measures both productivity and citation impact of publications
- ▶ maximum value  $h$  such that at least  $h$  publications have each at least  $h$  citations
- ▶ initially proposed by Jorge E. Hirsch
- ▶ **i10** index counts publications that have at least 10 citations
- ▶ **h5** index for journals

## Computer Science (Selection)

- ▶ 253 Yoshua Bengio
- ▶ 125 Moshe Y. Vardi
- ▶ 123 Thomas A. Henzinger

Google Scholar

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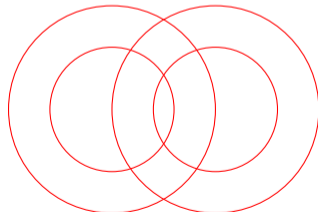
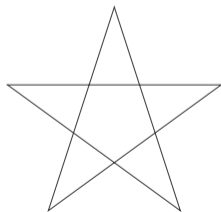
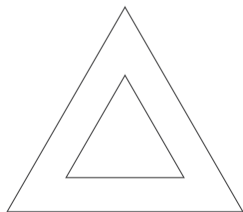
- ▶ online reference for bibliographic information on major computer science publications
- ▶ more than 7 million publications by more than 3 million authors
- ▶ provides DOIs and BibTeX entries
- ▶ created in 1993 by **D**ata**B**ase Systems and **L**ogic **P**rogramming research group at University of Trier
- ▶ since 2018 operated and maintained by Schloss Dagstuhl – Leibniz Center for Informatics

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## Paths and Filling

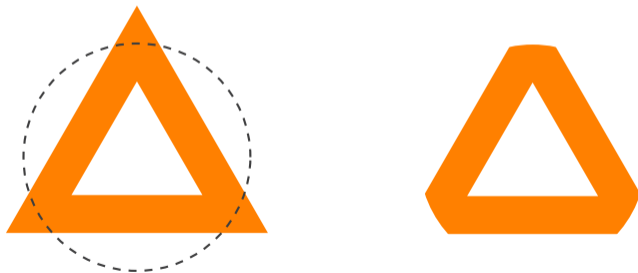
```
\usetikzlibrary{scopes}
\draw (90:2) -- (210:2) -- (330:2) -- cycle
      (90:1) -- (330:1) -- (210:1) -- cycle;
{ [shift={(5cm,3.5mm)}], scale=1.65]
  \draw (90:1) -- (234:1) -- (18:1) -- (162:1) -- (306:1) -- cycle; }
{ [shift={(11cm,5mm)}], scale=0.76]
  \draw (-1,0) circle (1.2) (-1,0) circle (2);
  \draw (1,0) circle (1.2) (1,0) circle (2); }
```



## Clipping

```
\clip (0,0) circle[radius=1.5];  
\fill[orange]  
  (90:2) -- (210:2) -- (330:2) -- cycle  
  (90:1) -- (330:1) -- (210:1) -- cycle;  
\draw[dashed,thick] (0,0) circle[radius=1.5];
```

src





```
\begin{tikzpicture}[even odd rule]
\begin{scope}
  \clip (-1,0) circle (1.2) (-1,0) circle (2);
  \clip (-3,0) rectangle (3,2);
  \fill[orange!50] (1,0) circle (1.2) (1,0) circle (2);
\end{scope}
\fill[orange!50] (-1,0) circle (1.2) (-1,0) circle (2);
\fill[orange!50] (1,0) circle (1.2) (1,0) circle (2);
\end{tikzpicture}
```

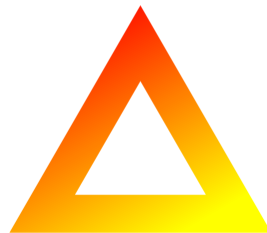
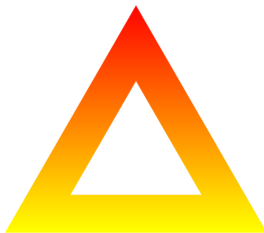
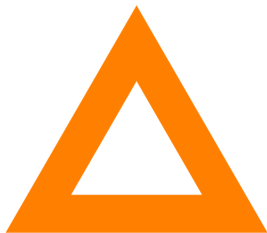
## Shading

```
\usetikzlibrary{shadings}
```

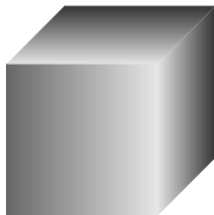
```
\shade[top color=red, bottom color=yellow, shading angle=30]
```

```
(90:2) -- (210:2) -- (330:2) -- cycle
```

```
(90:1) -- (330:1) -- (210:1) -- cycle;
```

[src](#)

```
\shade[left color=black!60, right color=black!10]
  (0,0,0) -- (1,0,0) -- (1,1,0) -- (0,1,0);
\shade[left color=black!10, right color=black!80]
  (1,0,0) -- (1,0,-1) -- (1,1,-1) -- (1,1,0);
\shade[bottom color=black!10, top color=black!80]
  (0,1,0) -- (0,1,-1) -- (1,1,-1) -- (1,1,0);
```

[src](#)

```
\usetikzlibrary{shadings}
\shade[inner color=yellow, outer color=red] (0,0) circle (1);
\shade[shading=color wheel] (2.5,0) circle (1);
\shade[shading=color wheel, even odd rule]
  (5,0) circle (0.6) (5,0) circle (1);
\shade[shading=color wheel white center] (7.5,0) circle (1);
```

[src](#)