

Self Plagiarism in Computer Science

by Christian Collberg and Stephen Kobourov

presented by Jens Trotzky





Summary

- This paper discusses the legitimacy of reused work in publications from different perspectives.
- It tries to create a definition of selfplagiarism.
- It illustrates the characteristics of a publication to be considered a negative example.



Comments

- The paper gives a terminology for selfplagiarism. This supports arguing about types of reused work and makes it easier to categorize published work in terms of legitimacy.
- The paper doesn't offer any statistical data to back up arguments given in the paper.



Comments

 The author gives a couple of examples that makes clear that forming an opinion about reuse of work is not an easy task.
 He gives a list of responses, though not representative, that shows how different people can argue on this topic.



Definition of Self-plagiarism

- The terms used in the paper are
 - Textual reuse (text/images)
 - Semantic reuse (ideas)
 - Blatant reuse (indistinguishable)
 - Selective reuse (parts)
 - Incidental reuse (not related)
 - Reuse by cryptomnesia (unawareness)
 - Opaque reuse (non-acknowledging)
 - Advocacy reuse (for different community)



Definition of Self-plagiarism

- All these terms help to describe the type of reused work and help to start forming an opinion on whether that kind of reuse clashes with our ethics.
- Some of the terms are intersecting and some are biased towards a certain opinion.





Question

Where does legitimate reuse of own work end and non-ethical self-plagiarism start?

- 1. Selective reuse in a second paper
- 2. Opaque Advocacy reuse
- 3. Technical paper and publication



References

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- II. "A Study of Self-Plagiarism in Computer Science" by Christian Collberg, Stephen Kobourov, Joshua Louie and Thomas Slattery (Department of Computer Science, University of Arizona, Tucson, AZ 85721), University of Arizona TR03-02
- III. "ACM Policy on Prior Publication and Simultaneous Submissions", http://www.acm.org/pubs/sim_submissions.html



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- IV. "TurnITin U.S. Legal Document",

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- V. "Self-Plagiarism Tool", http://splat.cs.arizona.edu
- VI. "Policy on Self-Plagiarism", IEEE, http://www.comsoc.org/dl/net/Self_Plagiarism.pdf
- VII. "EVE2 Essay Verfication Engine", http://www.canexus.com/eve
- VIII. "My DropBox.com", http://www.mydropbox.com



Any questions?



Additional slides for questions, etc.



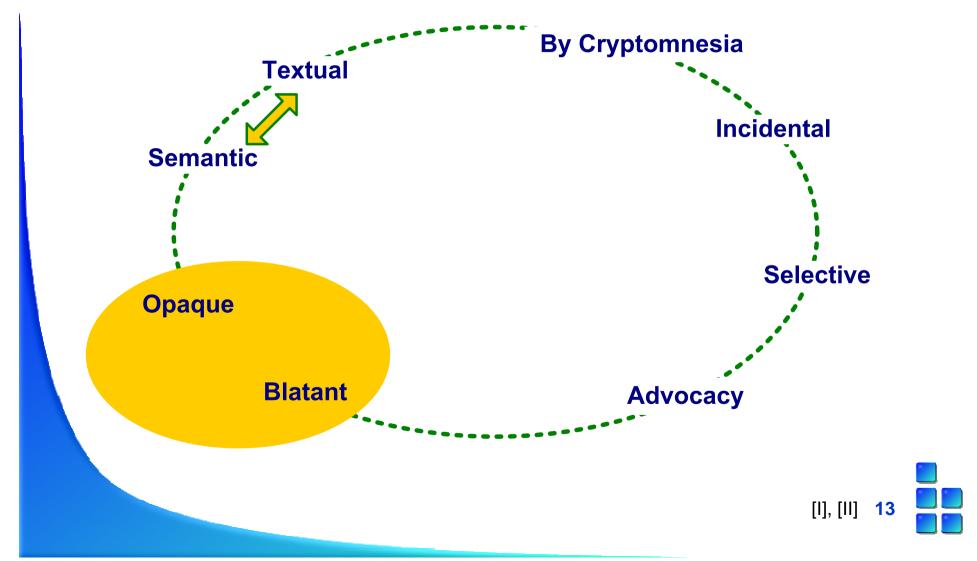
Reality and guidelines

- Some information about self-plagiarism in sponsored projects is available but doesn't give an estimate on overall numbers. [II]
- ACM: "...at least 25% of the paper is material not previously published..." but "...is left up to each publication to interpret..." [III]
- IEEE: "unacceptable." [VI]





Types of Reuse





- Related to the question of increasing profit for oneself.
- Not a legal question but a question of legitimacy.
- Opinions on this topic vary and are often case based.



Self-Plagiarism

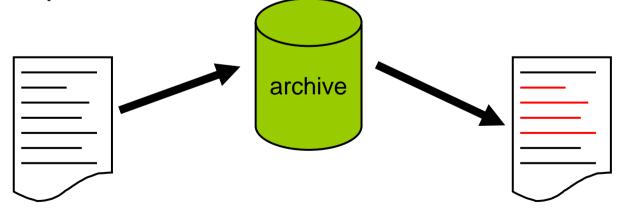
- Majority of people would agree that self plagiarism starts if people reuse their work in a blatant or opaque way.
- The question whether self-plagiarism is a bad thing is answered differently and depending on the type of self-plagiarism.
 - Intentions of the author.
 - Added value and reputation gained.



Tools for Detection

- SPIaT (Self Plagiarism Tool)
 - Uses several resources such as ACM database, Web crawler, etc. to compare a text with existing publications.
- EVE2, TurnItIn, MyDropBox.com

- Mainly for plagiarism detection based on same techniques.





Problems

- Copyright issues for detection tools
 - Archiving articles and using them for comparison.
- Detection of Textual reuse possible.
- Detection of Semantic reuse hard.
- No rules on consequences.



Critique

- No data on number of cases.
- Pointing out importance.
- Difficult point of view on Plagiarism vs.
 Opaque Self-Plagiarism.
- There is a second paper which is almost identical