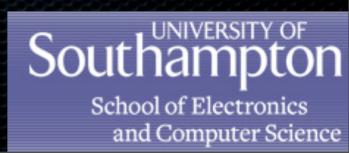
Archaeology, Formality & the CIDOC CRM

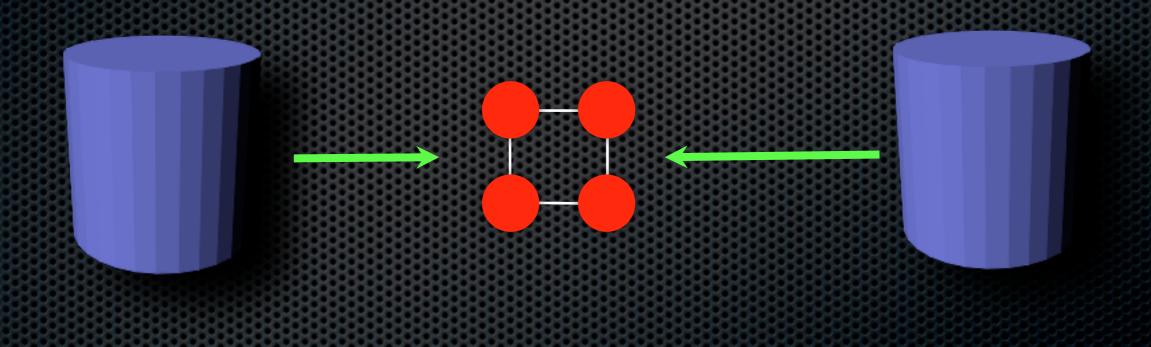
Leif Isaksen, Kirk Martinez & Graeme Earl ECS/Archaeology
University of Southampton



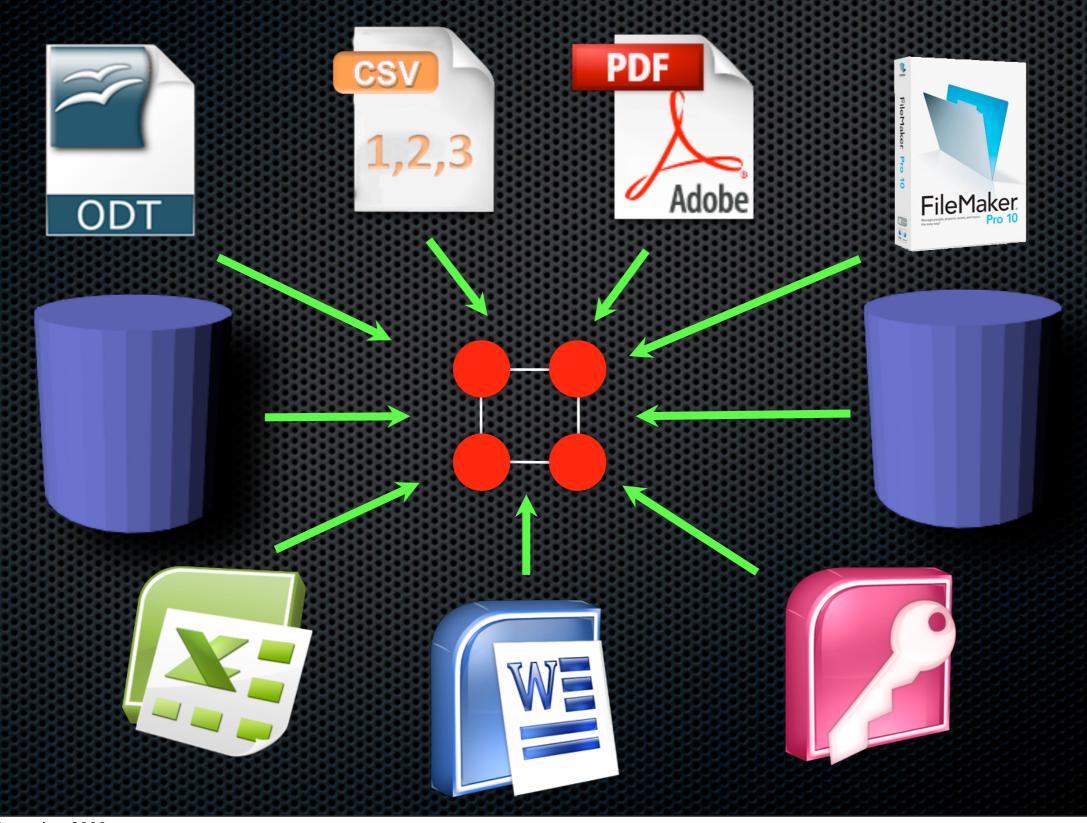
Is the CIDOC CRM too hard?

- "The initial idea that the Domain Experts would be able to discuss their Domain in CRM terms proved difficult" (Cripps et al. 2004)
- "We found that ontology mapping requires close collaboration between computer scientists[...]museum professionals[...]and external experts who understand the CRM. "Collaboration among these parties is time and effort consuming..." (Addis et al. 2005)
- "Es soll aber nicht verschwiegen werden, dass sich das CRM für Laien auf dem Gebiet der Informationsmodellierung nur nach ernsthafter Arbeit erschließen wird." (Stein et al. 2005)
- "This strong interdependency between the mapping process and the implementation requires several feedback cycles between the mapping experts and the application developers" (Nussbaumer & Haslhofer 2007)

DB -> Ontology Map



DB Stuff -> Ontology Map



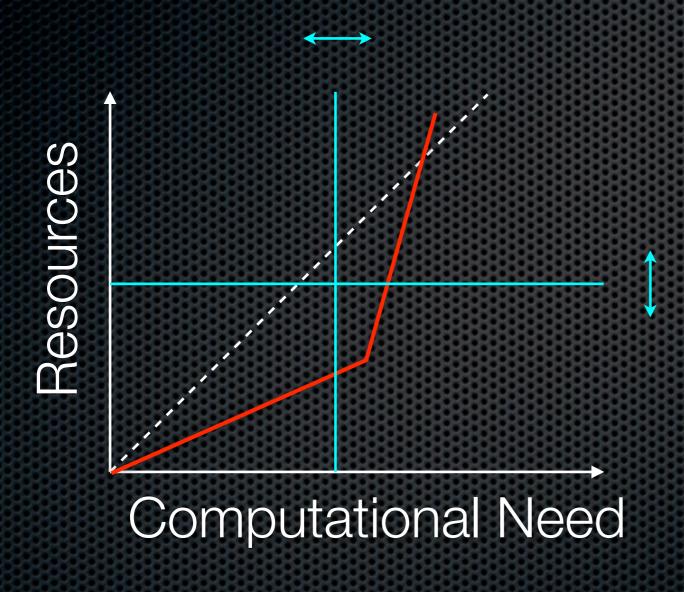
Interoperate with whom? The role of Microproviders

- 'Long Tail' of the Academic Community
- Small but valuable datasets
- Extremely limited resources
- Fidelity to source material is paramount

Formality Considered Harmful?

- Marshall & Shipman 1999
- Formality as a trade-off:
 - Improves computational power?
 - Increases difficulty for users?
 - Every user finds an <u>equilibrium</u>
 - If effort increases with power, interoperability (i.e. ∞ computing power) becomes self-defeating?

The Goldilocks Effect

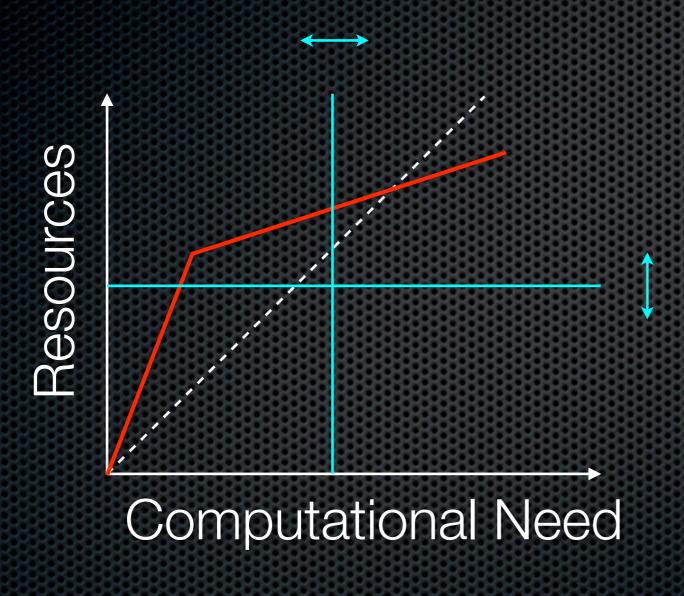


Cost/Benefit path of 'easy adoption' technology (e.g. MS Access, HTML)

'Complexity debt' causes long-term scalability problems

----- User-dependent threshold

The Goldilocks Effect

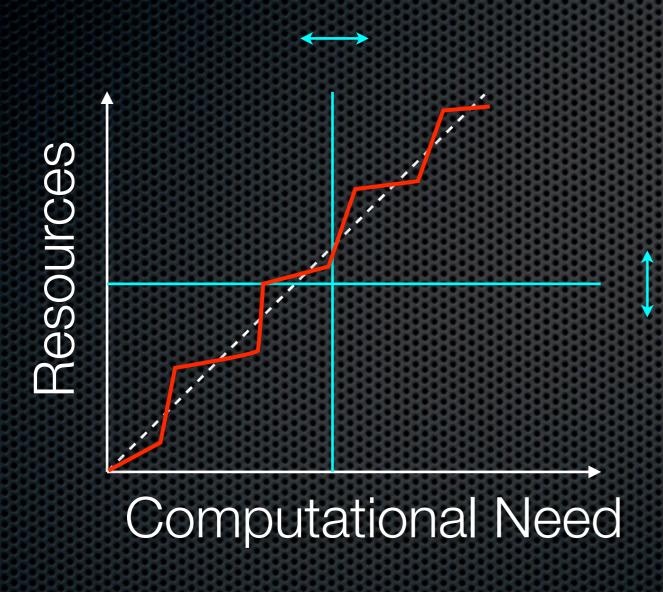


Cost/Benefit path of 'Front-loading' technologies (e.g. Semantic Web)

High barrier to entry reduces no. of participants

----- User-dependent threshold

The Goldilocks Effect



Ideal Interoperability
Cost/Benefit path has
shorter 'wavelength',
increasing the no. of
pay-off points

----- User-dependent threshold

3 Steps to Heaven

3. Load

2. Transform

1. Extract

8 Steps to Heaven

Hosting

Validation

RDF generation

Literal Manipulation

Canonical URI Mapping

Instance URI generation

Schema -> Ontology mapping

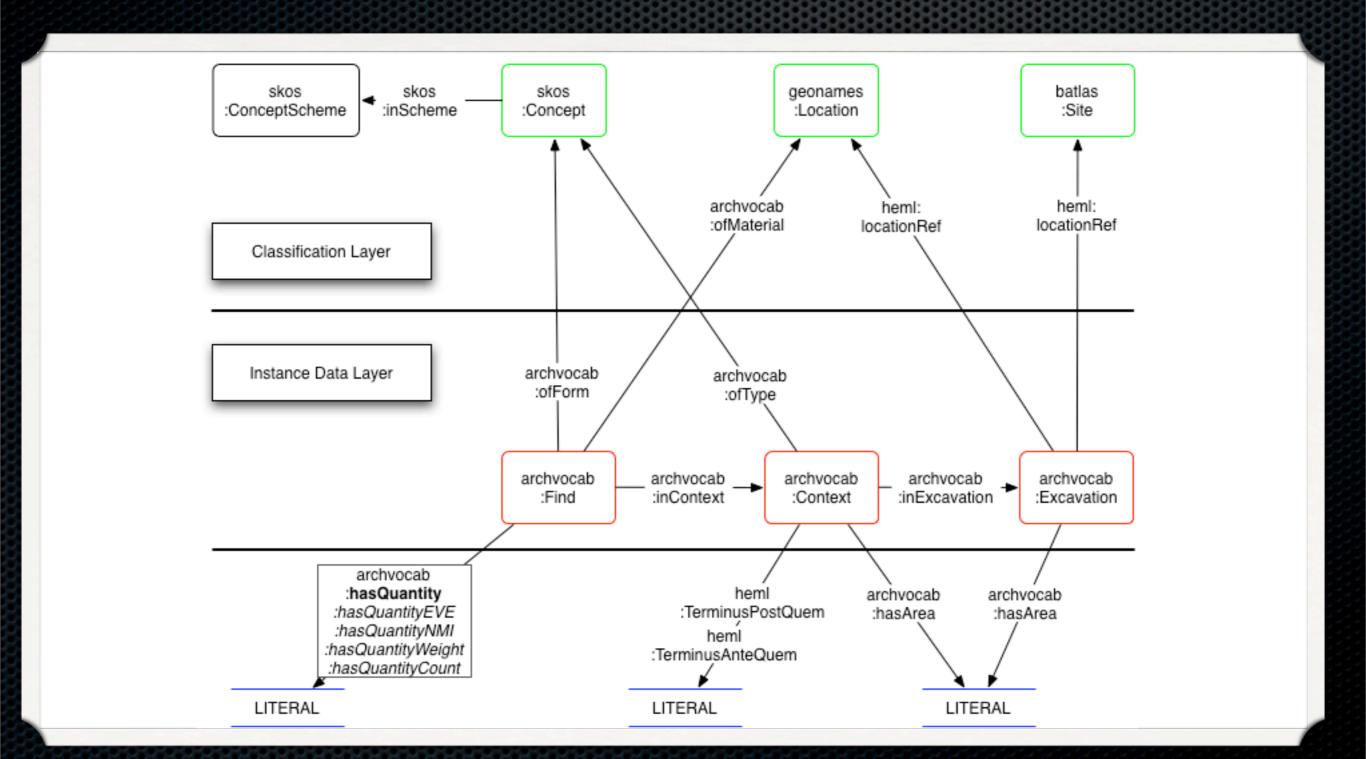
Comprehension of task/workflow/ontology

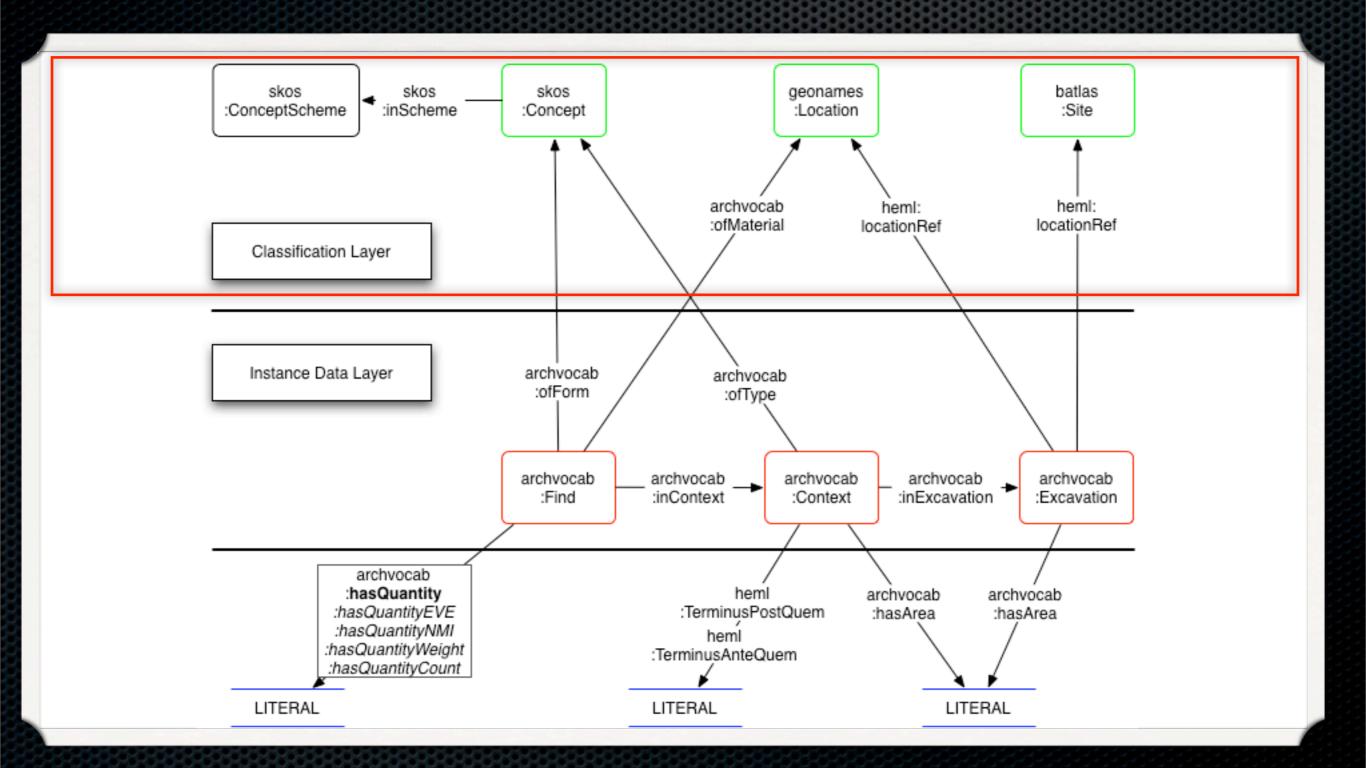
FCH 1: Difficulties Arising

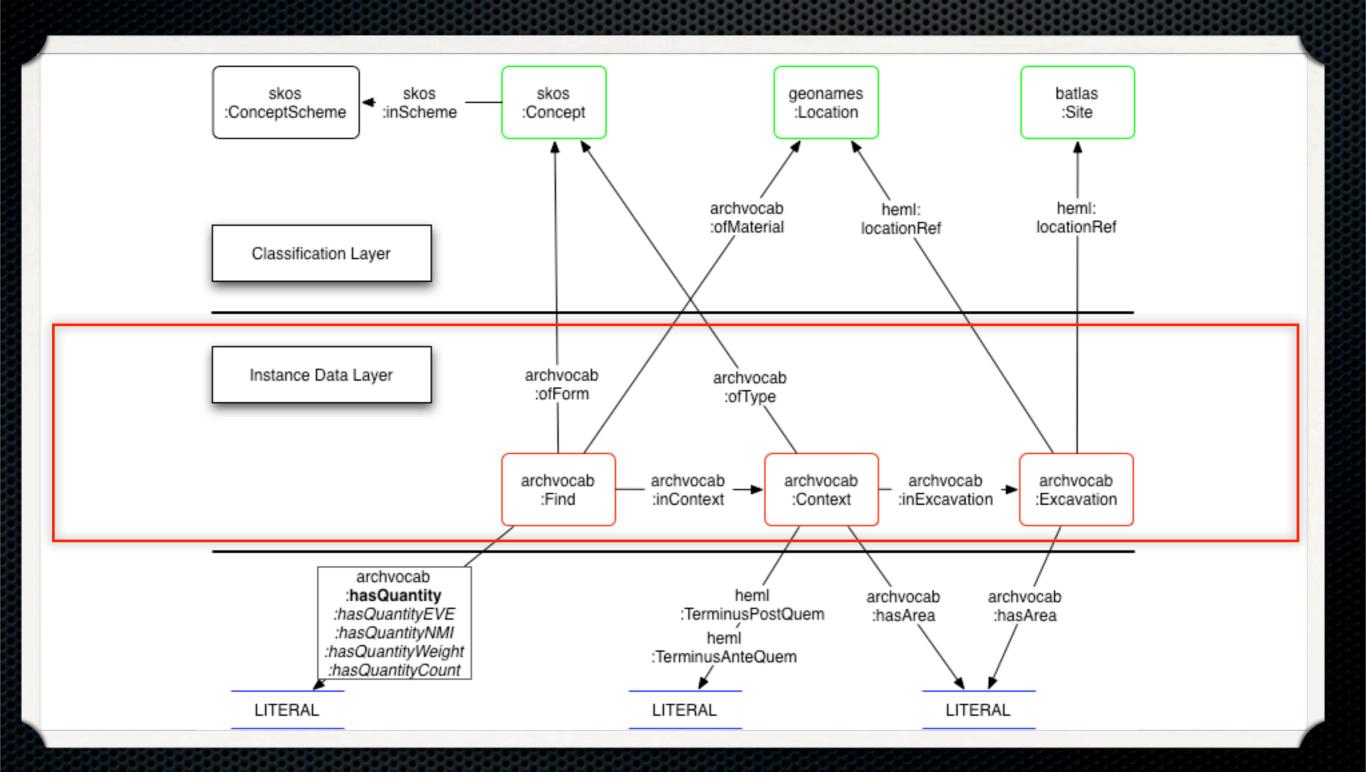
- 1. Cognitive Overhead
- 2. Tacit Knowledge
- 3. Enforcing Premature Structure
- 4. Different People, Different Tasks: Situational Structure

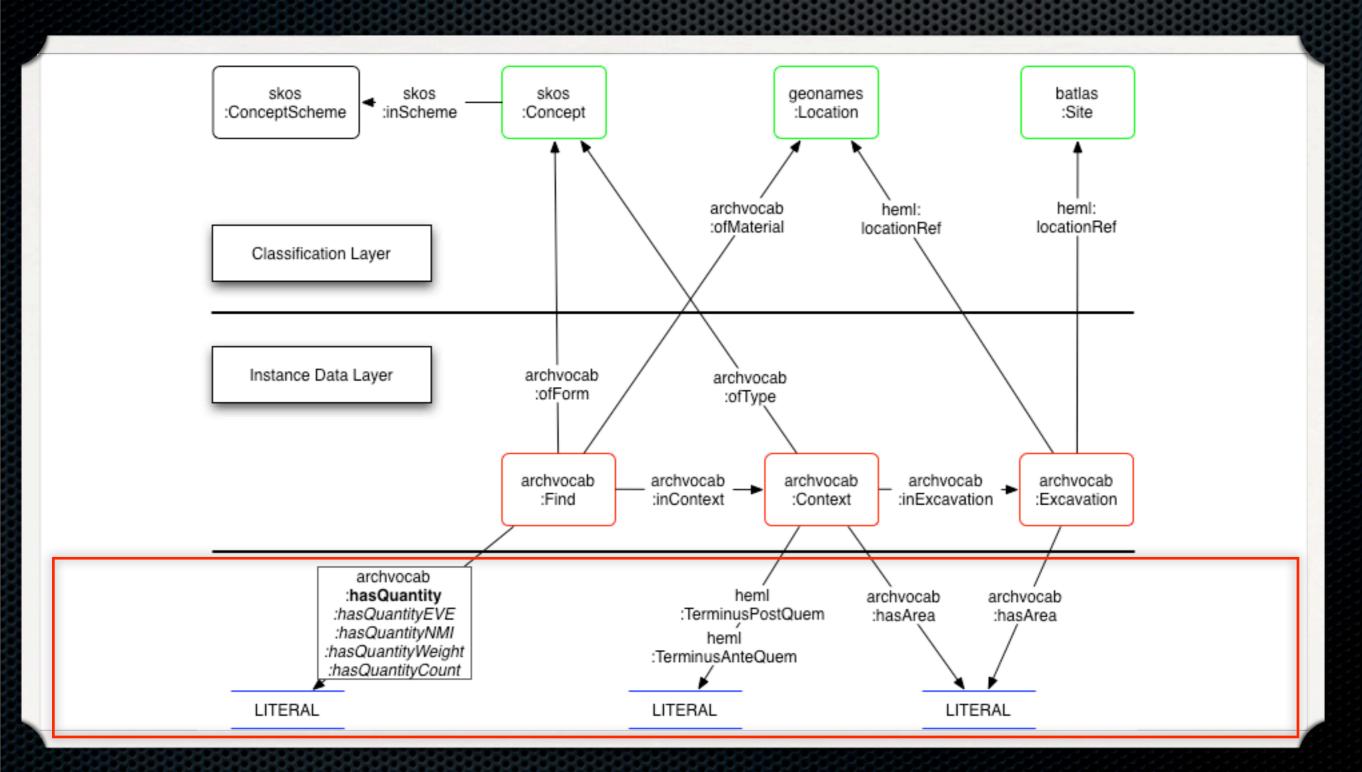
FCH 2: Mitigation Strategies

- 1. Identify Essentials for Task
- 2. Evaluate Cost/Benefit Trade Off
- 3. Gradual Formalization and Restructuring
- 4. Ephemeral Structure on Demand
- 5. Training, Facilitation and Intervention









Cost/Benefit Trade Off

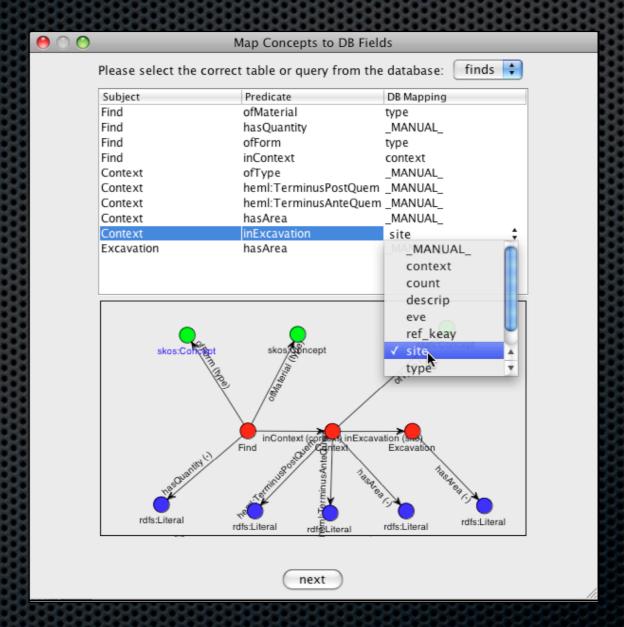
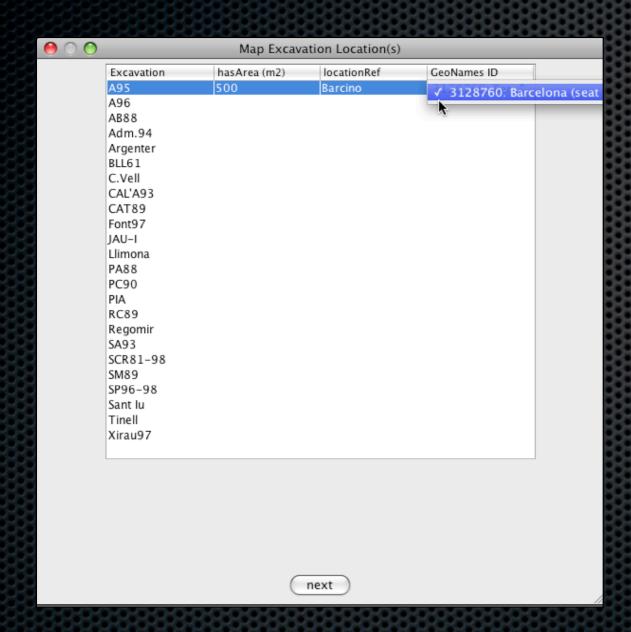
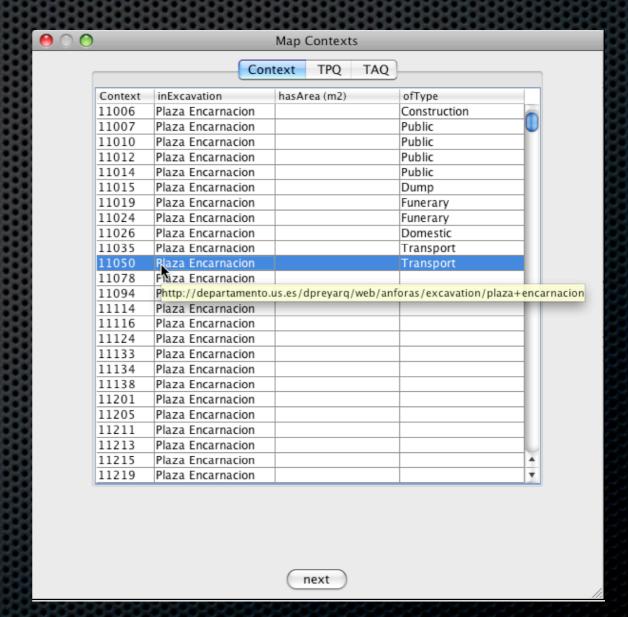


Table -> Ontology Mapping

Gradual Formalization/ Restructuring

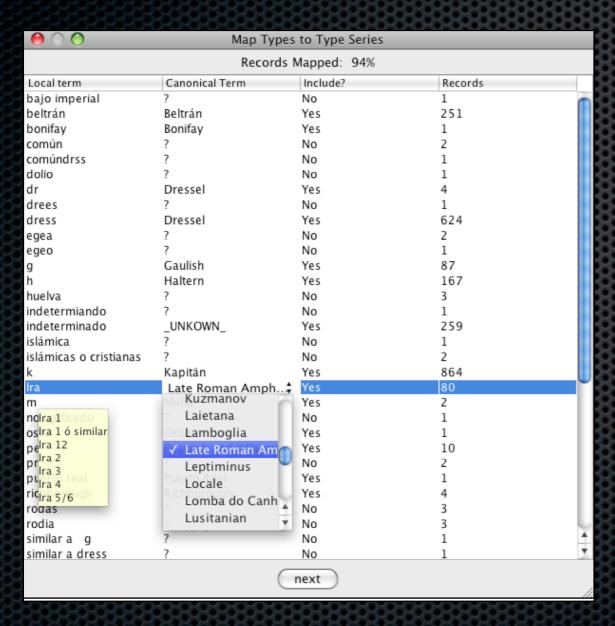


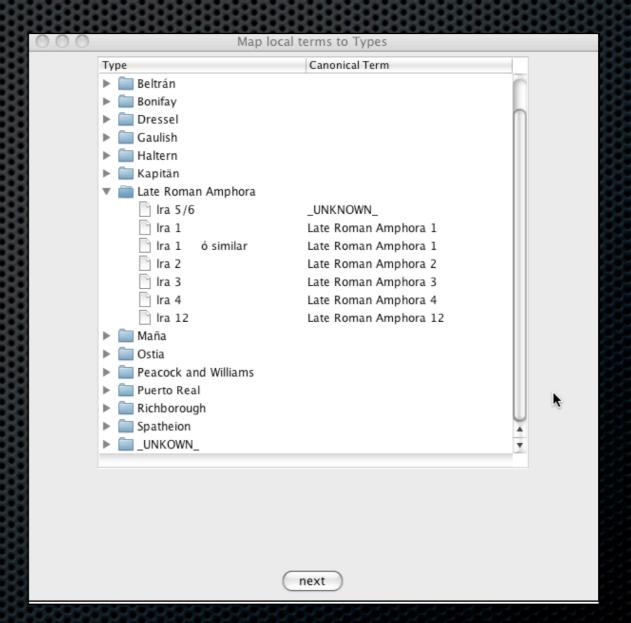


Excavation URI generation

Context URI generation

Ephemeral Structure on Demand





Typology prediction

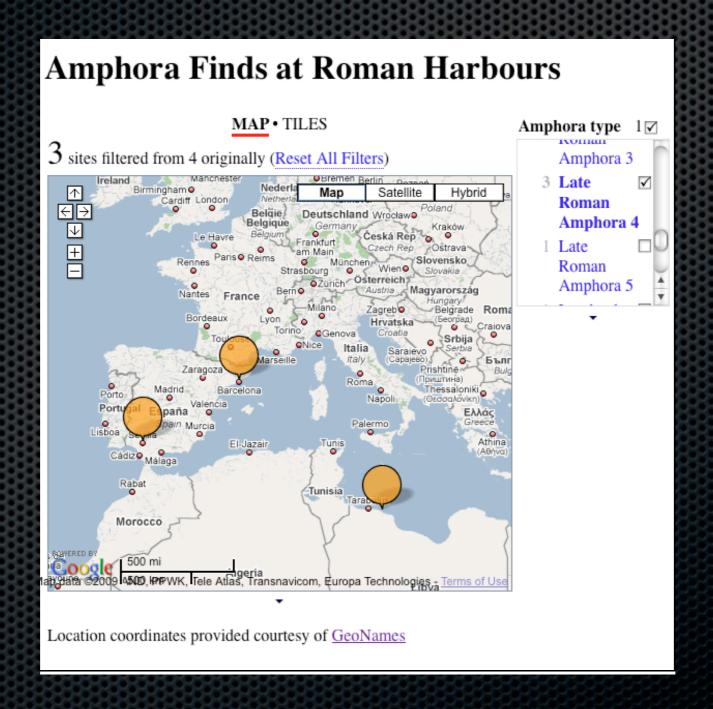
Type prediction

Training, Facilitation & Intervention

- online help
- Guides to best practice
- Recipe books

- http://linkeddata.org/guides-and-tutorials
- http://pedantic-web.org/

Comparison & Visualisation



'Semantic Infrastructures in Archaeology'

Session at CAA 2010

Granada, Spain

6-9 April

Join us!

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