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CAAIIII

ARS3D - Documenting facts and interpretations of African Red Slip Ware





Cheers!



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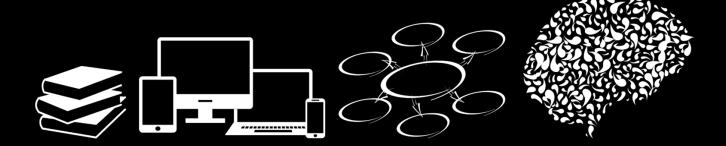
@fthierygeo



http://cv.fthiery.de



we are on the way to Archaeology 4.0...



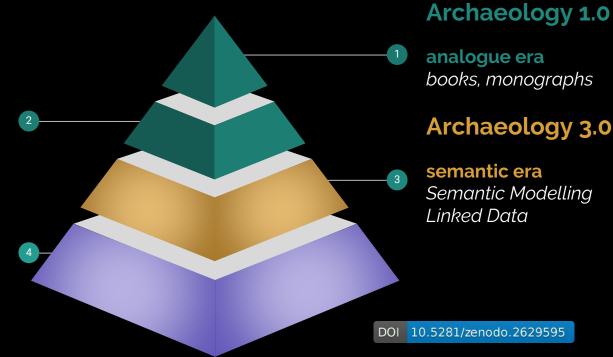


Archaeology 2.0

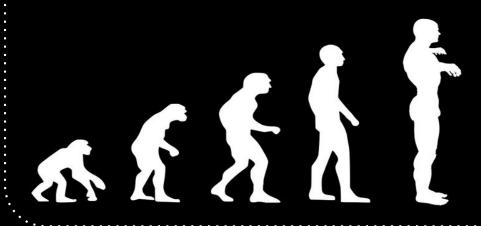
digital era digitisation, online db

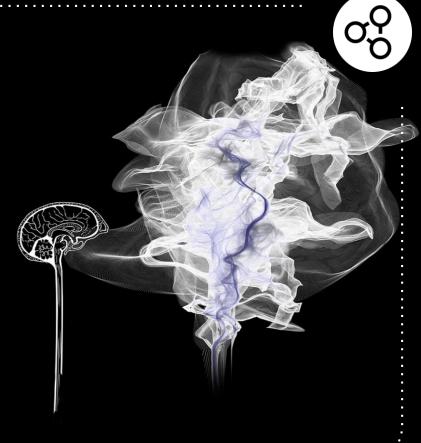
Archaeology 4.0

knowledge era Machine Learning Artificial Intelligence Semantic Reasoning



today: the story of ARS from *Archaeology 1.0* to *Archaeology 4.0*









GOTTUCHE LEC

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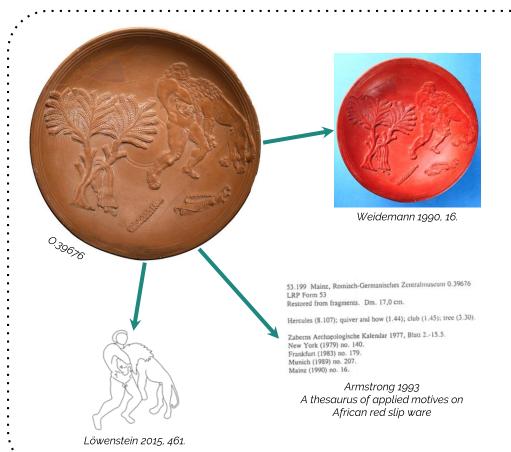
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- 336 objects, relief-decorated *ceramic*, distinguished by a *thick-orange red slip*
 - o 100 complete objects
 - o 152 fragments
 - o 36 moulds
 - o 6 stamps
 - o 36 lamps
 - o 6 lamp moulds
- mainly produced 3 AD 6 AD, North Africa, Tunisia, traded in the whole Roman Empire
- Appliques show mythological, Old/New Testament scenes, circus, arena and hunting depictions as well as fish and plant images



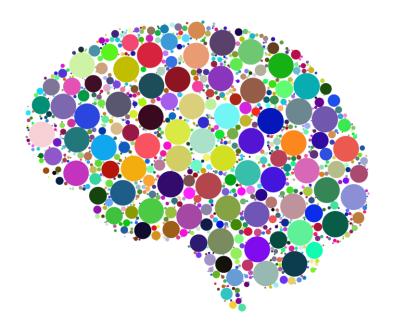




the ARS objects are well documented in different granularities using analogue books and digital photographs, see **Archaeology 1.0** and **2.0**







but we need machine readable data to enable machines to give us answers we did not expect, see Archaeology 3.0 and 4.0



pixabay Pixabay License 9



the African Red Slip Ware digital - ARS3D - project leads ARS into Archaeology 4.0!



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mainz



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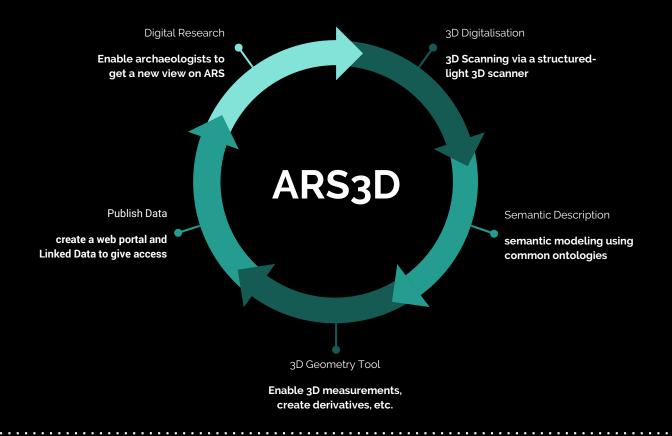


ARS3D: the idea

3D documentation for a multiperspective analysis of a central Late Antique object type

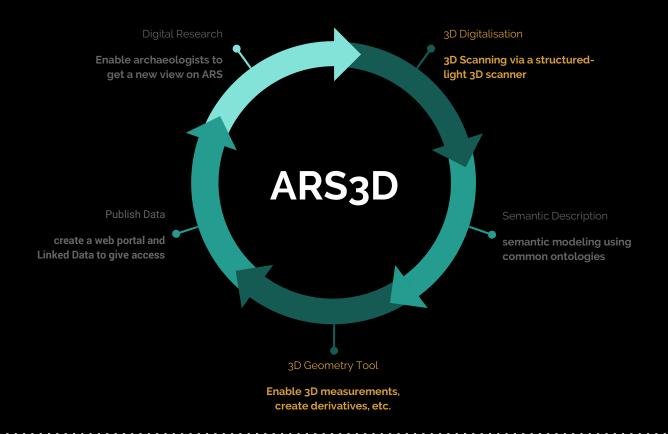
the aim of the ARS3D project is providing the research community innovative and sustainable access to a largely digital unpublished object type to enable not only the establishment of new research questions, but also to set documentation standards



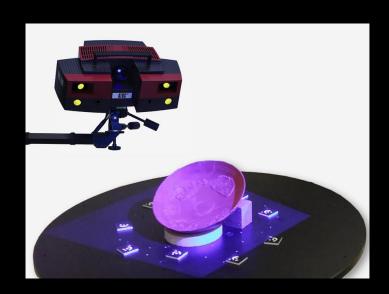








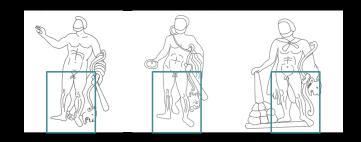




structured-light 3D scanner, GOM Atos Triple Scan plus color calibrated texture via photogrammetric techniques dua a standardised scan process: uniform light source, scan distances, location and focus

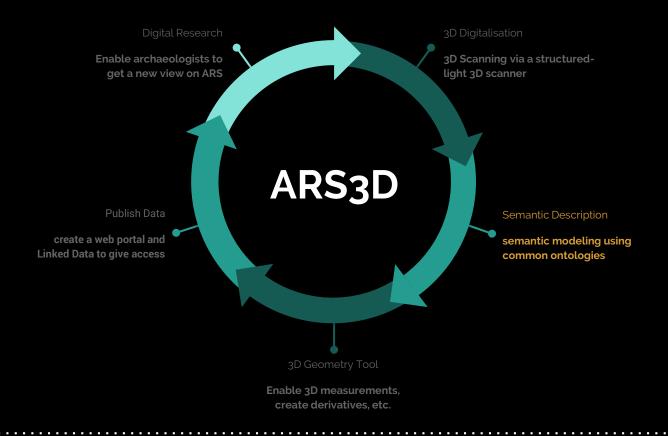
© i3mainz





the **3D Geometry Tool** will provide a selection in an editor, the deformation of appliqués by flattening to the unformed original, a simplified similarity analysis and a comparison of stamps, modals and appliqués of a motive



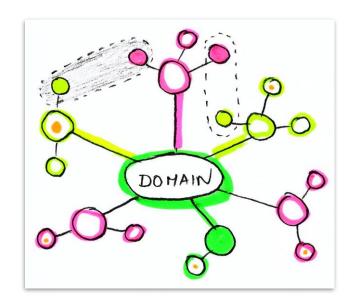






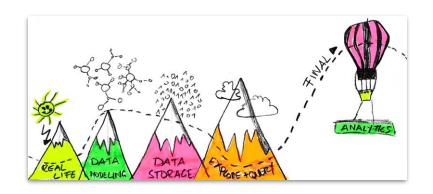
we need a **semantic model**, that formally represent a specific fact or context from the real world as piece of data to enable technical processing by machines which is based on broad agreements





semantic modeling of research data using an **ontology** is a way of defining, structuring, categorising, exchanging data as interoperable and long-term interpretable items

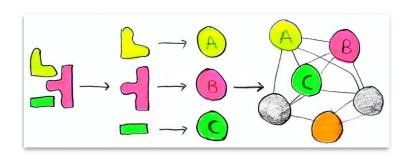




however,

the modeling of the content must meet the humanities description and analysis of inventory!

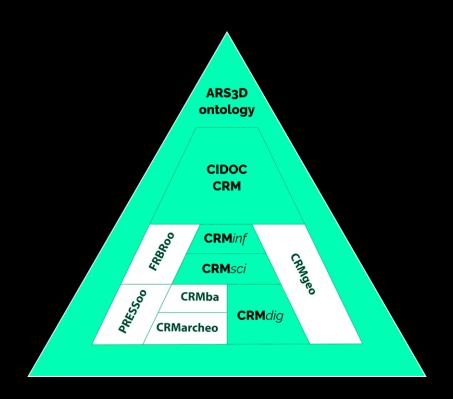




SO,

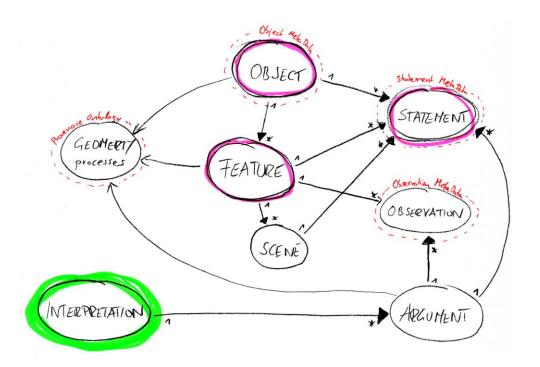
we are **creating** an **ARS3D ontology** to fulfill our special requirements as structural fundament for the documentation





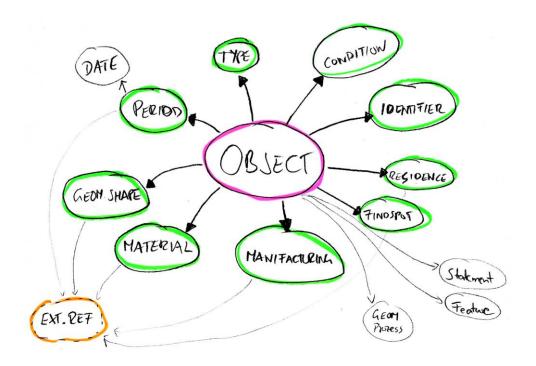
our **ontology** is based on **CIDOC-CRM**, **CRM extensions** and PROV-O with a few **additions**





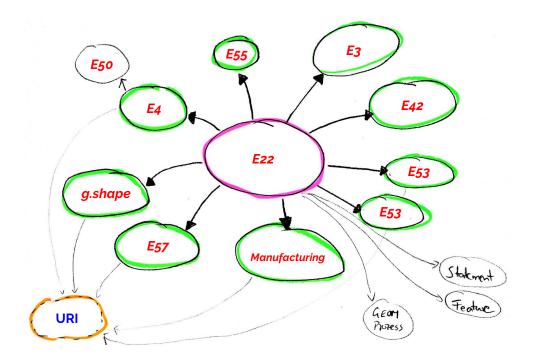
in our model **objects** consists of **features** (merged in **scenes**), depicting **observations**, which can be part of an **interpretation argument**





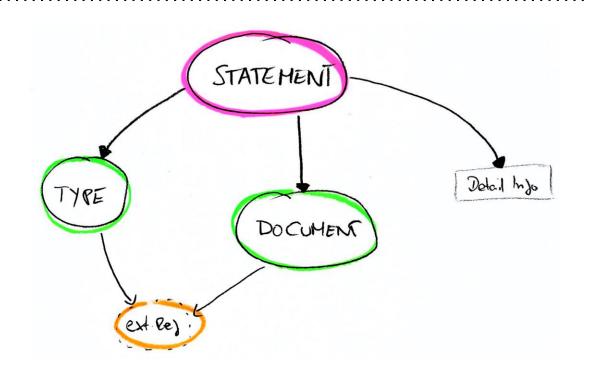
an **African Red Slip Ware object** is characterised by provenance, chronological information, material and much more





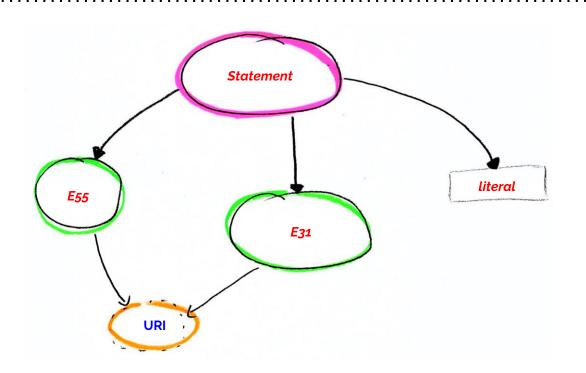
this information will be described with **CIDOC CRM classes** and **ARS3D specific classes**, where individuals are linked to external references





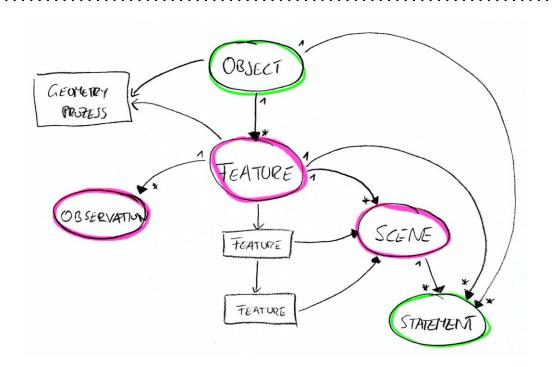
a stated **statement** documents **narrations** (types) which are mostly documented in **books**





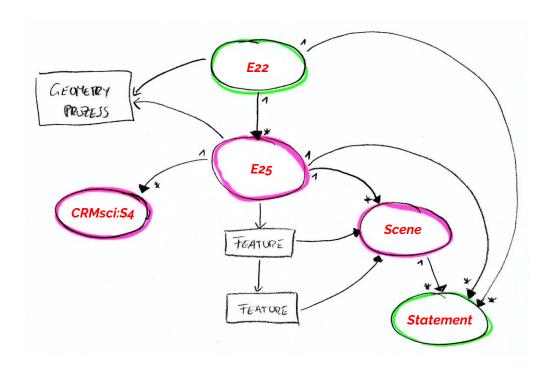
a statement describes e.g. a **type**, the associated **book** and its book **details**





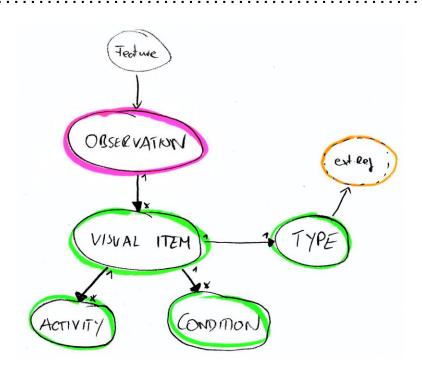
1 object consists of n features (related to n other features), having n observations, also features can be sum up in scenes





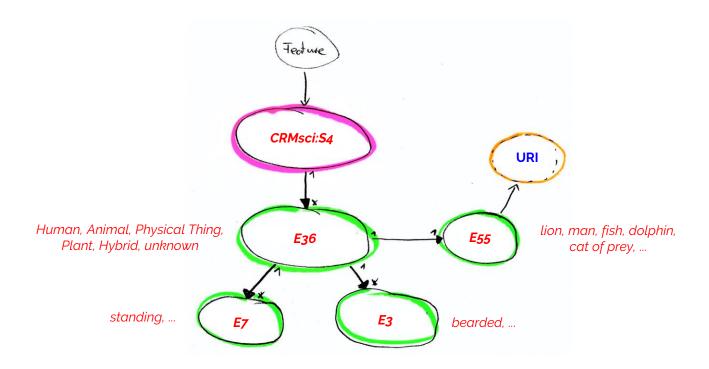
objects can be modelled as **E22** or **E24**, what do you prefer?





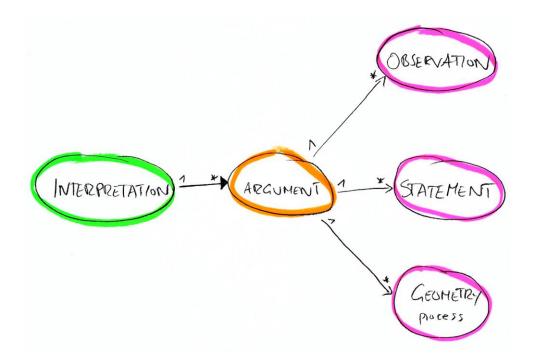
an feature observation is assigned to n visual items, related to a type, which are acting and/or having certain conditions





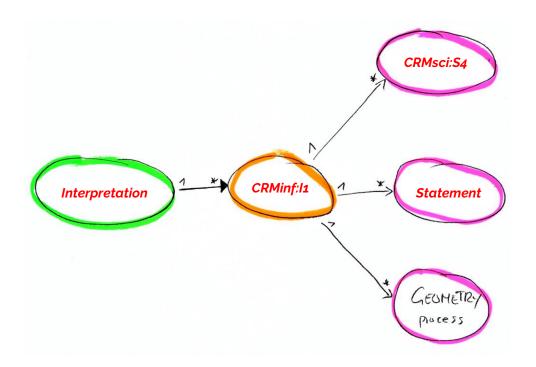
visual items hold several subclasses, connected to a class specific type, as well as class specific activities and/or conditions





1 interpretation is based on n arguments, referring to n observations, n statements or n geometry processes



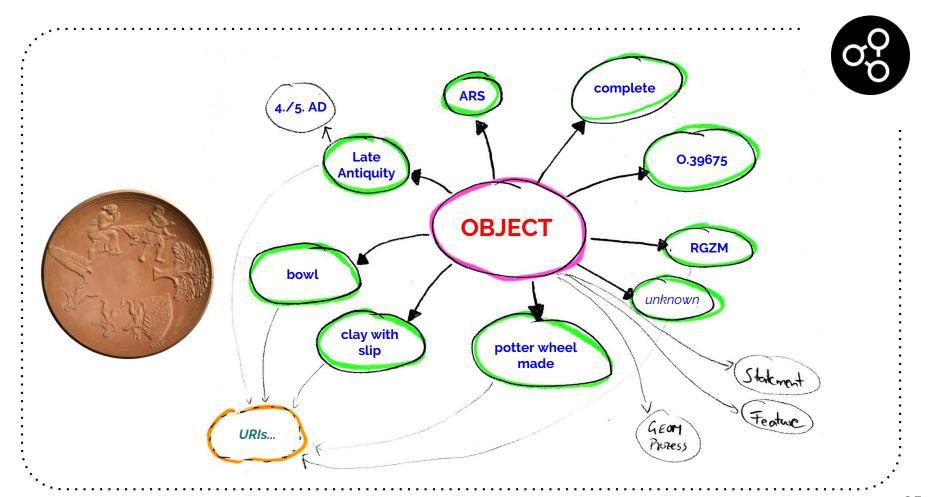


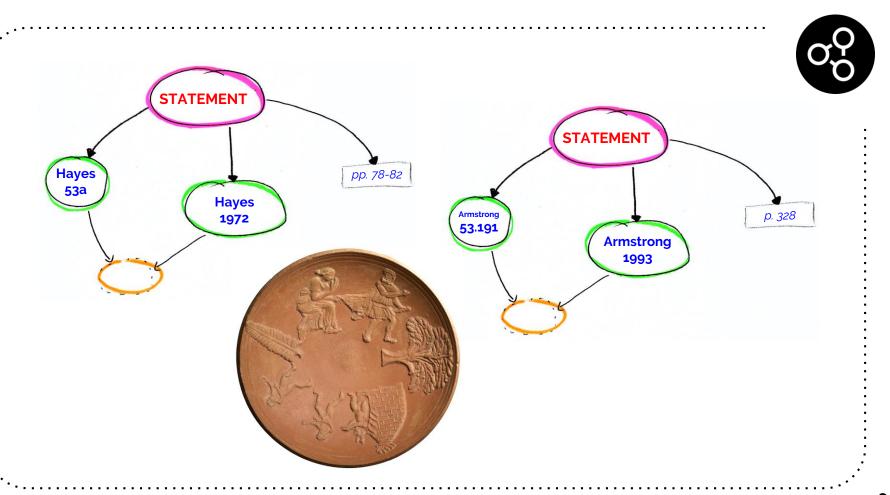
interpretations are based on **CRMinf** and **CRMsci** extensions, as well as ARS3D specific classes and properties

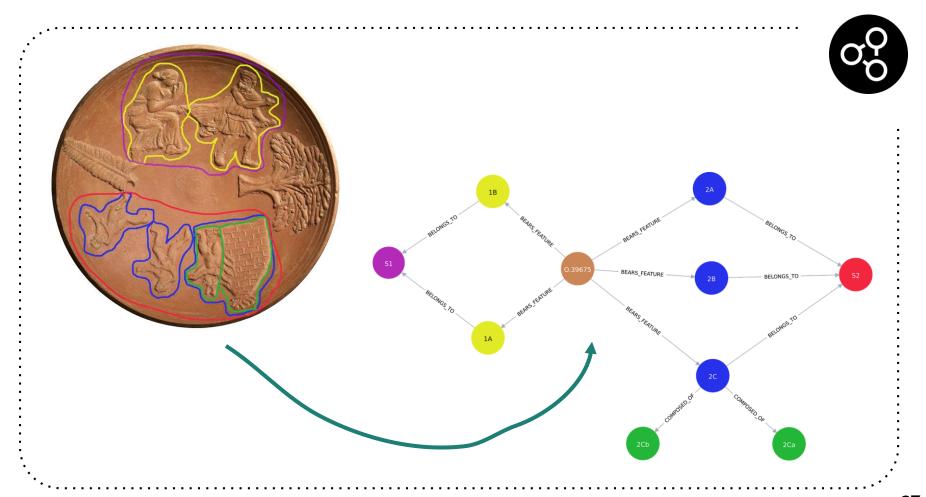


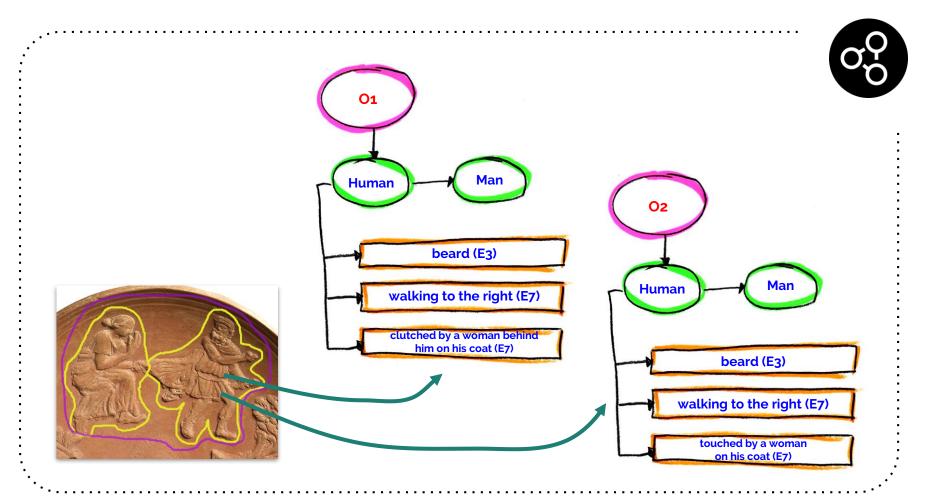


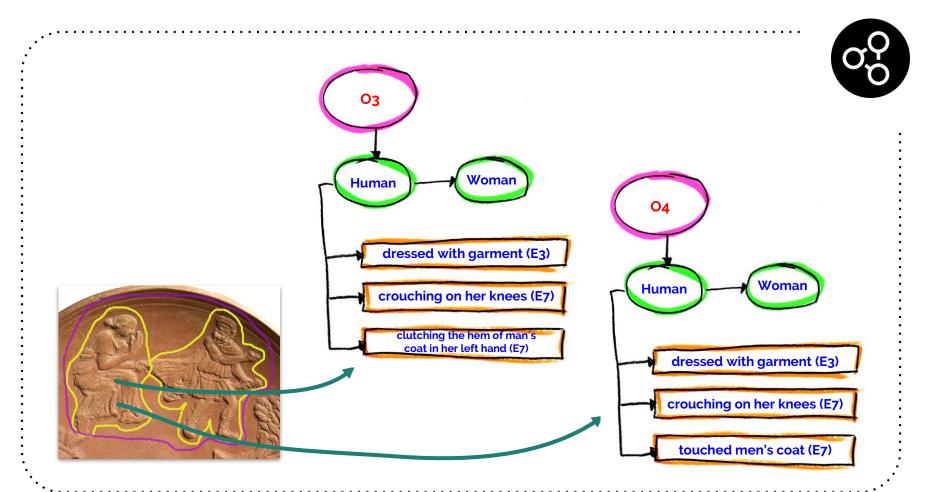
Let us model 0.39675!

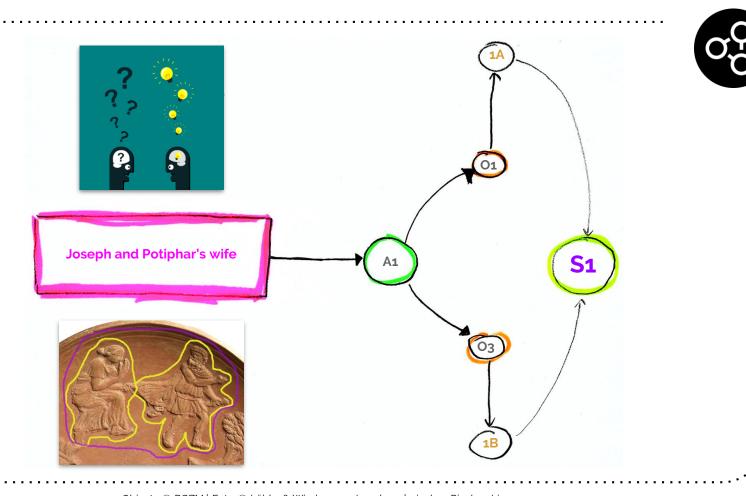


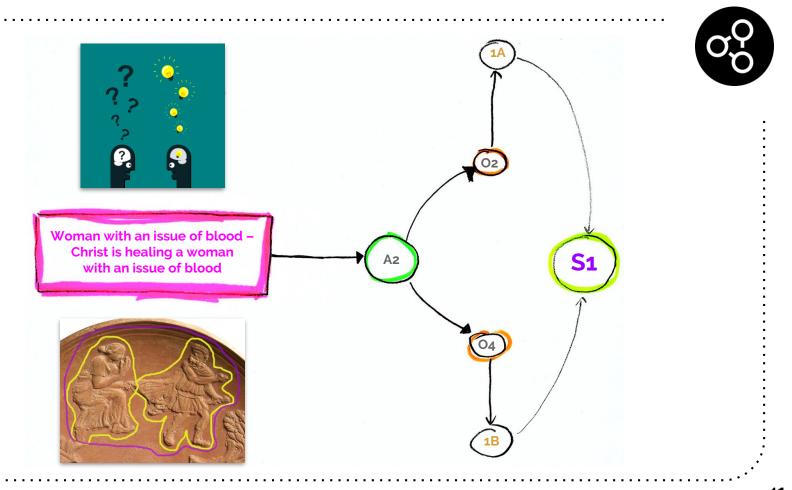




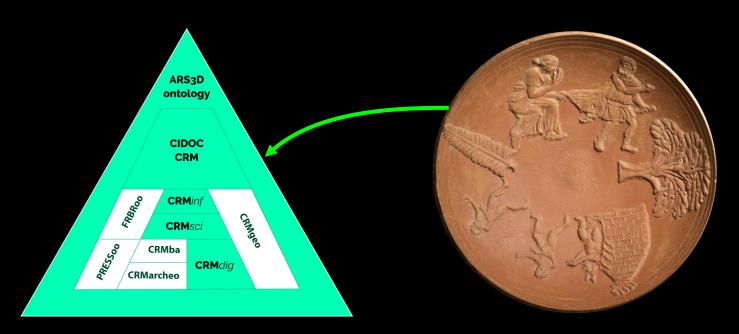






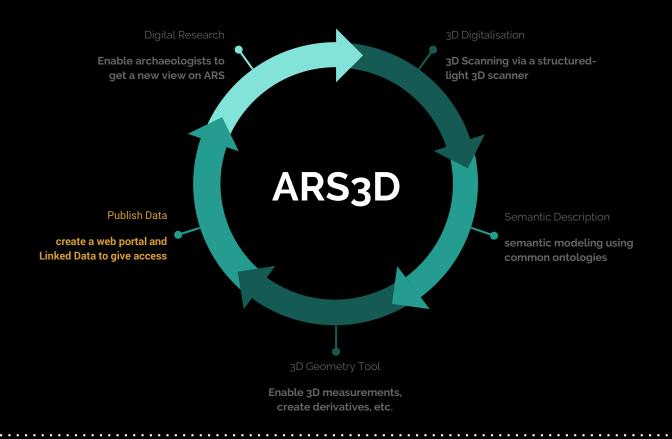






so, we can model the ARS world in the Web 3.0!









"Hic sunt dracones" (transl. "Here be Dragons"), is used on some old maps to describe an area that was unknown

https://ulrikewuttke.wordpress.com/2019/04/09/open-data-humanities/https://doi.org/10.5281/zenodo.2630154

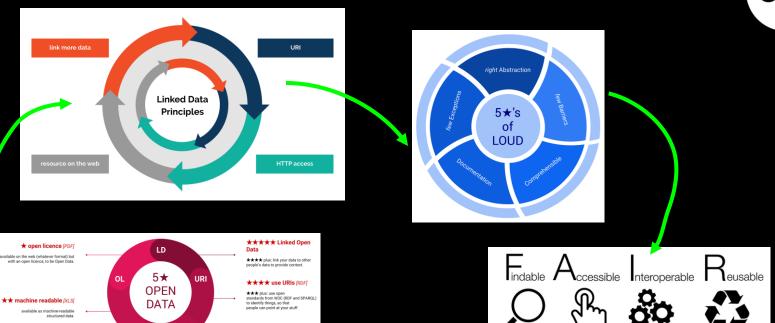




we have to fight against the data dragons archeology!

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LOUD and **FAIR** Data in archaeology...?

★★★ open format [CSV]

★★ plus non-proprietary format.

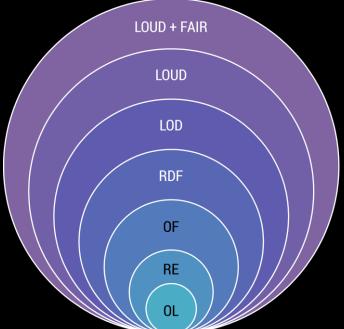




a short historical excursus: Aristotle's seven spheres of heaven...

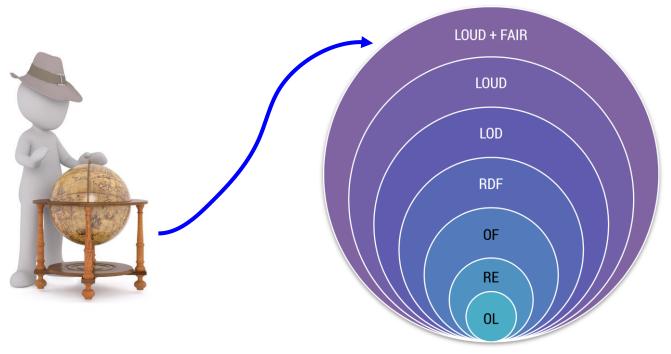


DOI 10.5281/zenodo.2643469

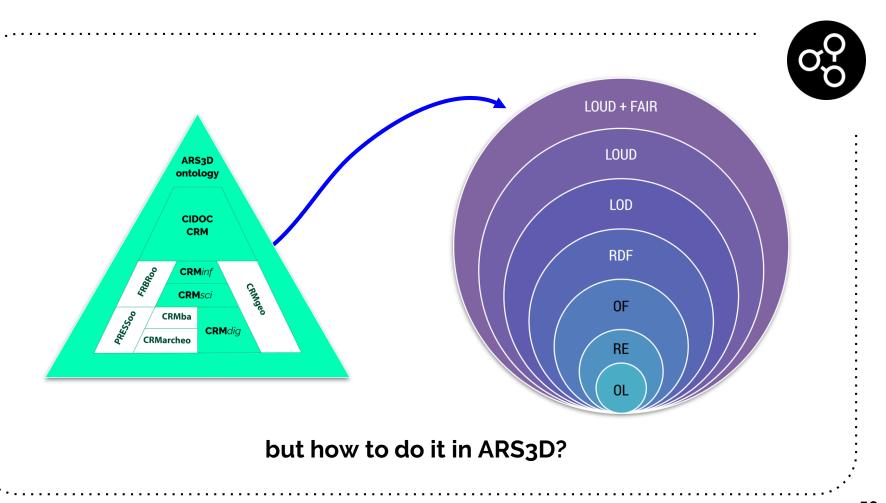


... the Model of Seven Data Spheres!

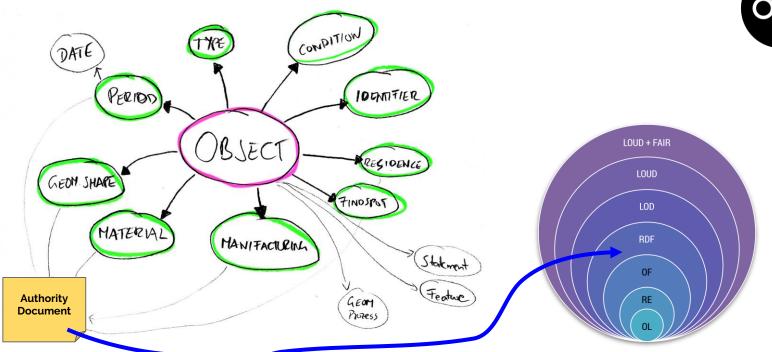




let us model sphere 7 data in archaeology!



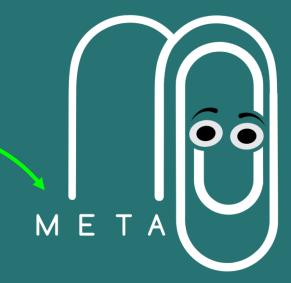




step 1: link instances to Authority Documents modelled as sphere 4+

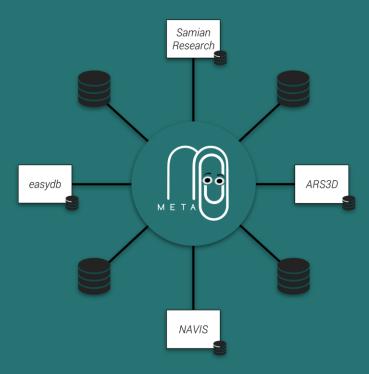


Authority Document



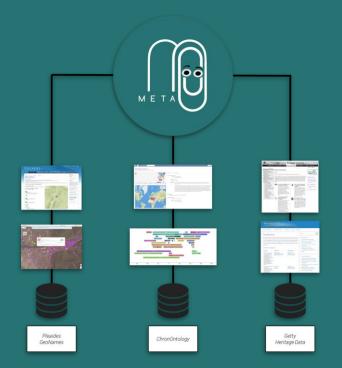
all authority documents are stored in the "RGZM Meta-Index" - meta





meta's aim is to provide a central access point to enable a global search across the distributed databases based on Linked Data principles



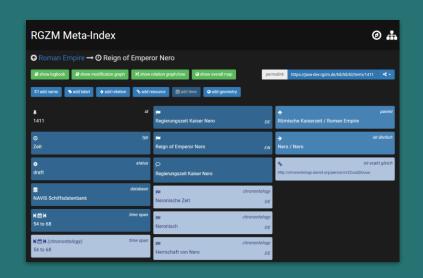


the core concept comprises a **central index**, as Linked Data Hub for **aligning**the **data** of the **distributed databases**by **versioned index terms**(aka keywords)

these are represented in **different languages** or **descriptions**

meta is modelled in **RDF** and **linked to**external resources (e.g. Pleiades,
GeoNames, Getty, ...) into the Linked
Open Data Cloud in order to resolve
ambiguities

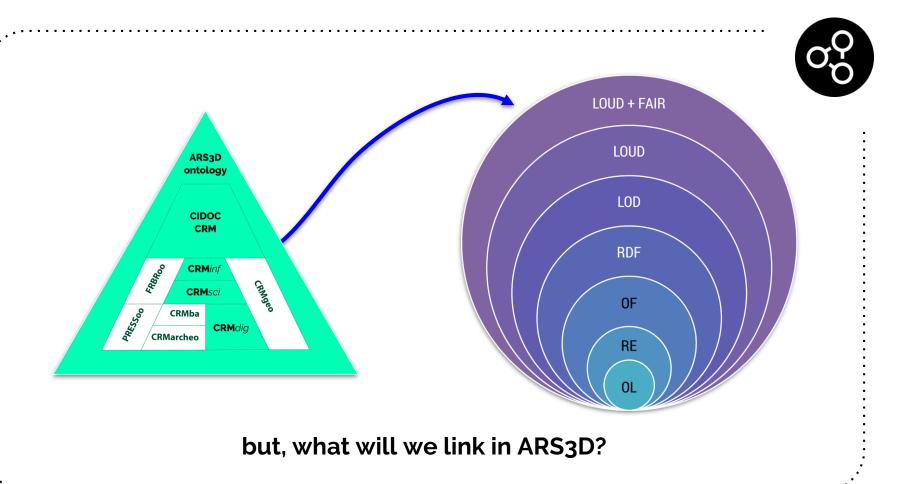




a user-friendly **GUI** will help archaeological researchers to create the index terms and **structure** them

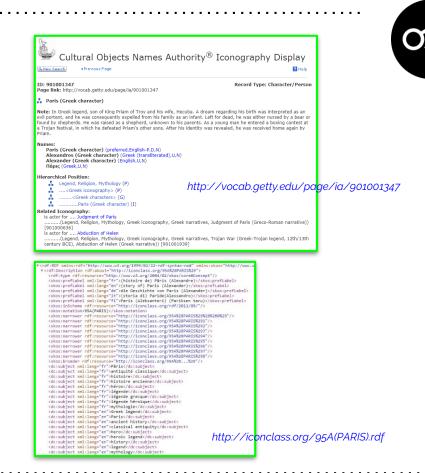
- hierarchically (broader, narrower)
- **semantically** (e.g. similar, related)
- by **type** (e.g. geography, person)
- and by **label** (e.g. site, material)

this structure is **related to the SKOS- ontology** but **extended** to RGZM **specific needs**





the LOD cloud and **Paris**





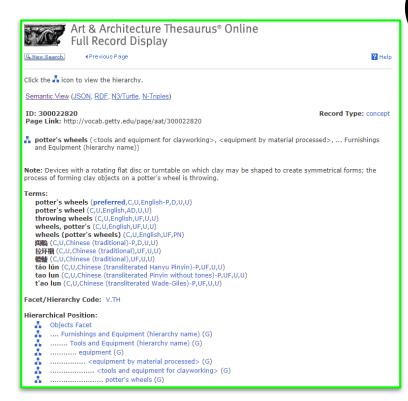
the LOD cloud and the **snake**







the LOD cloud and manufacturing **potter wheel**

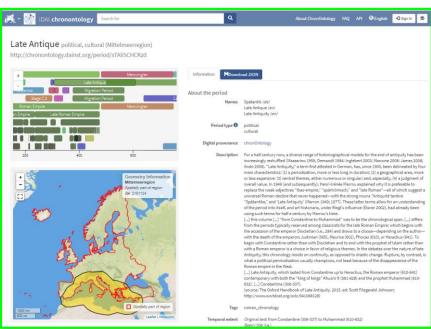


http://vocab.getty.edu/aat/300022820



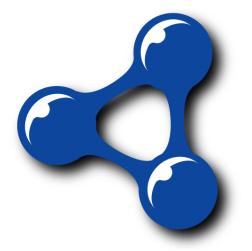


the LOD cloud and late antiquity



http://chronontology.dainst.org/period/sTAli5CHCKzd



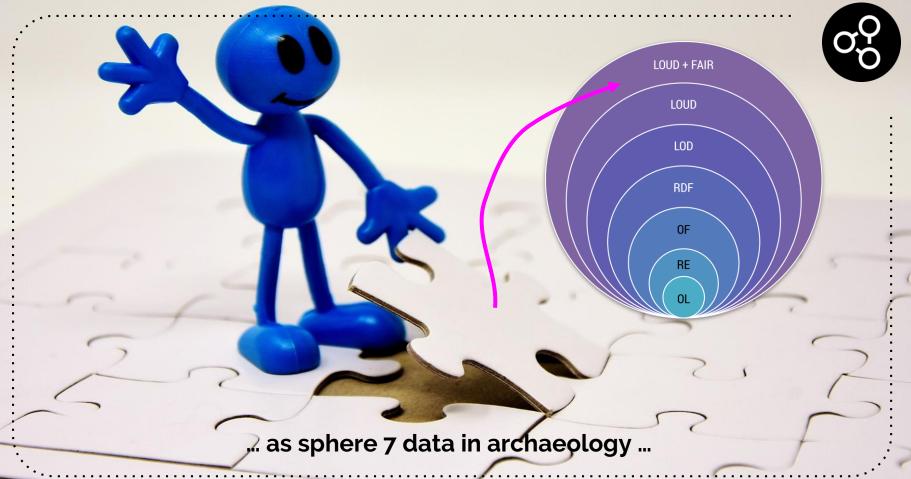


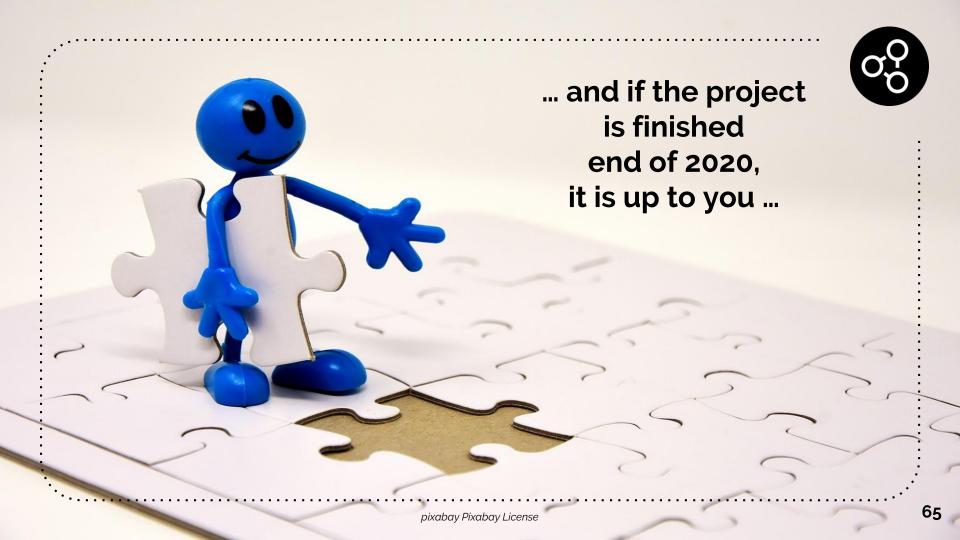
the RGZM Linked Data Infrastructure expects an RDF resource as answer for the question:

"Give me all resources including Index term XYZ"

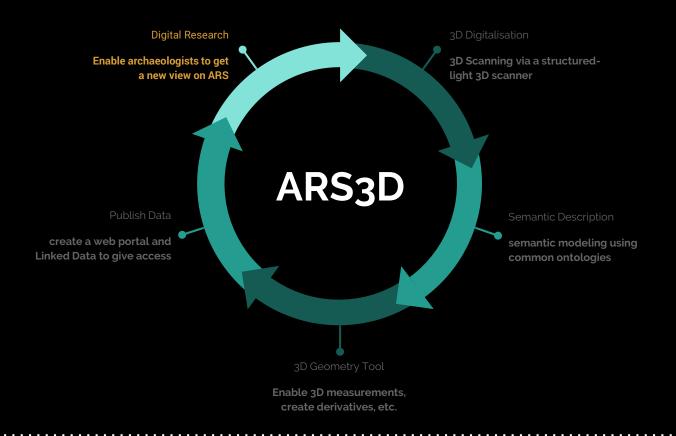


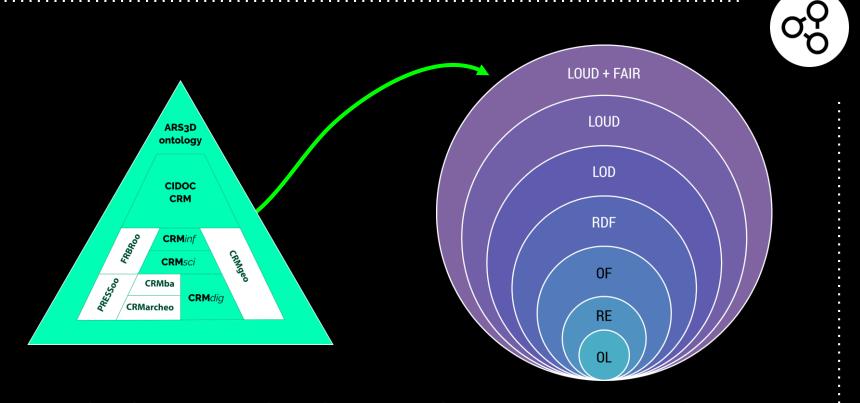












... to lead ARS to Archaeology 4.0 using LOUD and FAIR sphere 7!



Thx

Any questions?

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Credits

- presentation template by <u>SlidesCarnival</u>
- photos not referenced by <u>Pixabay</u> or RGZM



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Literature

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