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Digging into Software Knowledge

Generation in Cultural Heritage Patricia Martin-Rodilla 2017-10-14 This book focuses on innovative strategies to manage and build software systems for generating new knowledge from large archaeological data sets The book also reports on two case studies carried out in real-world scenarios within the Cultural Heritage setting. The book presents an original conceptual framework for developing software solutions to assist the knowledge generation process in connection with large archaeological data sets and related cultural heritage information— a context in which the inputs are mainly textual sources written in freestyle, i.e. without a predetermined, standard structure. Following an in-depth exploration of recent works on the knowledge generation process in the above-mentioned context and IT-based options for facilitating it, the book proposes specific new techniques capable of capturing the structure and semantics implicit in such textual sources, and argues for using this information in the knowledge generation process. The main result is the development of a conceptual framework that can accommodate textual sources and integrate the information included in them into a software engineering framework. The said framework is meant to assist cultural heritage professionals in general, and archaeologists in particular, in both knowledge extraction and the subsequent decision-making process.

Quantifying the Present and Predicting the Past

William James Judge 1988

Archaeology: The Key Concepts Colin Renfrew

2013-09-05 From two of the best-known archaeological writers in the trade, this outstanding resource provides a thorough survey of the key ideas in archaeology, and how they impact on archaeological thinking and method. Clearly written, and easy to follow, *Archaeology: The Key Concepts* collates entries written specifically by field specialists, and each entry offers a definition of the term, its origins and development, and all the major figures involved in the area. The entries include: thinking about landscape archaeology of cult and religion cultural evolution concepts of time urban societies the antiquity of humankind archaeology of gender feminist archaeology experimental archaeology multiregional evolution. With guides to further reading, extensive cross-referencing, and accessibly written for even beginner students, this book is a superb guide for anyone studying, teaching, or with any interest in this fascinating subject.

Computational and Machine Learning Tools for Archaeological Site Modeling Maria Elena Castiello

2022-01-24 This book describes a novel machine-learning based approach to answer some traditional archaeological problems, relating to archaeological site detection and site locational preferences. Institutional data collected from six Swiss regions (Zurich, Aargau, Grisons, Vaud, Geneva and Fribourg) have been analyzed with an original conceptual framework

based on the Random Forest algorithm. It is shown how the algorithm can assist in the modelling process in connection with heterogeneous, incomplete archaeological datasets and related cultural heritage information. Moreover, an in-depth review of past and more recent works of quantitative methods for archaeological predictive modelling is provided. The book guides the readers to set up their own protocol for: i) dealing with uncertain data, ii) predicting archaeological site location, iii) establishing environmental features importance, iv) and suggest a model validation procedure. It addresses both academics and professionals in archaeology and cultural heritage management, and offers a source of inspiration for future research directions in the field of digital humanities and computational archaeology.

ARCHAEOLOGY TO DELIGHT AND

INSTRUCT Heather Burke 2007-01-15 This book presents novel and interesting ways of teaching archaeological concepts and processes to college and university students. Seeking alternatives to the formal lecture format, the various contributions seek better ways of communicating the complexities of human behavior and of engaging students in active learning about the past. This collection of imaginative exercises designed by 20 master instructors on three continents includes role-playing, games, simulations, activities, and performance, all designed to teach archaeological concepts in interesting and engaging ways.

Virtual Dig Harold Lewis Dibble 2003 This combination of workbook and CD-ROM (Win PC only) functions as a "virtual field school" that gives students the opportunity to carry out an excavation using real data. Based on excavations at the Middle Paleolithic site of Combe-Capelle in France, the exercises included in "Virtual Dig" ask students to access the CD's database to analyze and interpret findings.

Simulation and modelling for anthropological archaeology Andre Costopoulos 1999

Archaeological Spatial Analysis Mark Gillings 2020-01-16 Effective spatial analysis is an essential element of archaeological research; this book is a unique guide to choosing the appropriate technique, applying it correctly and

understanding its implications both theoretically and practically. Focusing upon the key techniques used in archaeological spatial analysis, this book provides the authoritative, yet accessible, methodological guide to the subject which has thus far been missing from the corpus. Each chapter tackles a specific technique or application area and follows a clear and coherent structure. First is a richly referenced introduction to the particular technique, followed by a detailed description of the methodology, then an archaeological case study to illustrate the application of the technique, and conclusions that point to the implications and potential of the technique within archaeology. The book is designed to function as the main textbook for archaeological spatial analysis courses at undergraduate and post-graduate level, while its user-friendly structure makes it also suitable for self-learning by archaeology students as well as researchers and professionals.

The Model-based Archaeology of

Socionatural Systems Timothy A. Kohler 2007 How should archaeologists and other social scientists tackle the big and little questions about change in socionatural systems? Although fieldwork is certainly the place to start, it alone is not enough to answer troublesome "how" or "why" questions. To make sense of what they find in the field, archaeologists build models-possible explanations for the data. This book is about new developments in applying dynamic models for understanding relatively small-scale human systems and the environments they inhabit and alter. Beginning with a complex systems approach, the authors develop a "model-based archaeology" that uses specific, generally quantitative models providing partial descriptions of socionatural systems of interest that are then examined against those systems. Taken together, the chapters in this volume constitute an argument for a new way of thinking about how archaeology is (and should be) conducted.

Simulating Prehistoric and Ancient Worlds Juan A. Barceló 2016-10-20 This book presents a unique selection of fully reviewed, extended papers originally presented at the Social Simulation Conference 2014 in Barcelona, Spain. Only papers on the simulation of historical

processes have been selected, the aim being to present theories and methods of computer simulation that can be relevant to understanding the past. Applications range from the Paleolithic and the origins of social life up to the Roman Empire and Early Modern societies. Case studies from Europe, America, Africa and Asia have been selected for publication. The extensive introduction offers a thorough review of the computer simulation of social dynamics in past societies as a means of understanding human history. This book will be of great interest to researchers in the social sciences, archaeology, evolutionary anthropology, and social history.

Agent-based Modeling and Simulation in

Archaeology Gabriel Wurzer 2014-11-08

Archaeology has been historically reluctant to embrace the subject of agent-based simulation, since it was seen as being used to "re-enact" and "visualize" possible scenarios for a wider (generally non-scientific) audience, based on scarce and fuzzy data. Furthermore, modeling "in exact terms" and programming as a means for producing agent-based simulations were simply beyond the field of the social sciences. This situation has changed quite drastically with the advent of the internet age: Data, it seems, is now ubiquitous. Researchers have switched from simply collecting data to filtering, selecting and deriving insights in a cybernetic manner. Agent-based simulation is one of the tools used to glean information from highly complex excavation sites according to formalized models, capturing essential properties in a highly abstract and yet spatial manner. As such, the goal of this book is to present an overview of techniques used and work conducted in that field, drawing on the experience of practitioners.

Adventures in Fugawiland - Site License

Version T. Douglas Price 1996-10

United States Reports United States. Supreme Court 2004

Uncertainty and Sensitivity Analysis in Archaeological Computational Modeling

Marieka Brouwer Burg 2016-05-18 This volume deals with the pressing issue of uncertainty in archaeological modeling. Detecting where and when uncertainty is introduced to the modeling process is critical, as are strategies for minimizing, reconciling, or accommodating such uncertainty. Included chapters provide unique

perspectives on uncertainty in archaeological modeling, ranging in both theoretical and methodological orientation. The strengths and weaknesses of various identification and mitigation techniques are discussed, in particular sensitivity analysis. The chapters demonstrate that for archaeological modeling purposes, there is no quick fix for uncertainty; indeed, each archaeological model requires intensive consideration of uncertainty and specific applications for calibration and validation. As very few such techniques have been problematized in a systematic manner or published in the archaeological literature, this volume aims to provide guidance and direction to other modelers in the field by distilling some basic principles for model testing derived from insight gathered in the case studies presented. Additionally, model applications and their attendant uncertainties are presented from distinct spatio-temporal contexts and will appeal to a broad range of archaeological modelers. This volume will also be of interest to non-modeling archaeologists, as consideration of uncertainty when interpreting the archaeological record is also a vital concern for the development of non-formal (or implicit) models of human behavior in the past.

Models in Archaeology David L. Clarke

2014-10-24 This major study reflects the increasing significance of careful model formation and testing in those academic subjects that are struggling from intuitive and aesthetic obscurantism toward a more disciplined and integrated approach to their fields of study. The twenty-six original contributions represent the carefully selected work of progressive archaeologists around the world, covering the use of models on archaeological material of all kinds and from all periods from Palaeolithic to Medieval. Their common theme is archaeological generalisation by means of explicit model building, testing, modification and reapplication. The contributors seek to show that it is the use of certain models in particular ways that defines archaeology as the practice of one discipline, with a set of general tenets that are as applicable in Peru as in Persia, Australia as Alaska, Sweden as Scotland, on material from the second millennium B.C. to the second millennium A.D. They assert that careful model

formulation within archaeology and the cautious exchange and testing of models within and beyond the discipline provides the only route to the formation of the common, internationally valid body of theory which defines a vigorous and coherent discipline and distinguishes it from being a collection of merely regionally applicable special cases.

Agent-Based Modeling for Archaeologists Stefani Crabtree 2020-07

GIS and Archaeological Site Location

Modeling Mark W. Mehrer 2005-12-21

Although archaeologists are using GIS technology at an accelerating rate, publication of their work has not kept pace. A state-of-the-art exploration the subject, *GIS and Archaeological Site Location Modeling* pulls together discussions of theory and methodology, scale, data, quantitative methods, and cultural resource management and uses loc

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This book, written by a distinguished group of international authors, reassesses the practice of predictive modeling as it now exists and examines how it has become useful in new ways. A guide to spatial procedures used in archaeology, the book provides a comprehensive treatment of predictive modeling. It draws together theoretical models and case studies and explains how modeling may be applied to future projects. The book illustrates the various aspects of academic and practical applications of predictive modeling. It also discusses the need to assess the reliability of the results and the implications of reliability assessment on the further development of predictive models. Of the books available on GIS, some touch on archaeological applications but few cover the topic in such depth. Both up to date and containing case studies from a wide range of geographical locations including Europe, the

USA, and Australia, this book sets a baseline for future developments.

Agent-Based Modeling for Archaeology Iza Romanowska 2021-08-02 To fully understand not only the past, but also the trajectories, of human societies, we need a more dynamic view of human social systems. Agent-based modeling (ABM), which can create fine-scale models of behavior over time and space, may reveal important, general patterns of human activity. *Agent-Based Modeling for Archaeology* is the first ABM textbook designed for researchers studying the human past. Appropriate for scholars from archaeology, the digital humanities, and other social sciences, this book offers novices and more experienced ABM researchers a modular approach to learning ABM and using it effectively. Readers will find the necessary background, discussion of modeling techniques and traps, references, and algorithms to use ABM in their own work. They will also find engaging examples of how other scholars have applied ABM, ranging from the study of the intercontinental migration pathways of early hominins, to the weather-crop-population cycles of the American Southwest, to the trade networks of Ancient Rome. This textbook provides the foundations needed to simulate the complexity of past human societies, offering researchers a richer understanding of the past—and likely future—of our species.

Virtual Dig: A Simulated Archaeological Excavation of a Middle Paleolithic Site in France, with Student CD-ROM (Win-PC only)

Shannon McPherron 2002-06-26 This combination of workbook and CD-ROM (Win PC only) functions as a "virtual field school" that gives students the opportunity to carry out an excavation using real data. Based on excavations at the Middle Paleolithic site of Combe-Capelle in France, the exercises included in *Virtual Dig* ask students to access the CD's database to analyze and interpret findings.

Integrating Qualitative and Social Science Factors in Archaeological Modelling

Mehdi Saqalli 2019-07-04 This book covers the methodological, epistemological and practical issues of integrating qualitative and socio-anthropological factors into archaeological modeling. This text fills the gap between

conceptual modeling (which usually relies on narratives describing the life of a past community) and formalized/computer-based modeling which are usually environmentally-determined. Methods combining both environmental and social issues through niche and agent-based modeling are presented. These methods help to translate data from paleo-environmental and archaeological society life cycles (such as climate and landscape changes) into the local spatial scale. The epistemological discussions will appeal to readers as well as the resilience socio-anthropological factors provide facing climatic fluctuations. Integrating Qualitative and Social Science Factors in Archaeological Modelling will appeal to students and researchers in the field.

Adventures in Fugawiland T. Douglas Price 2002-02-01 This computer program and workbook package introduces students to the fundamentals of archaeological research, by allowing them to simulate fieldwork experiences. In the simulation, students see a map of hypothetical prehistoric sites, choose sites to excavate on-screen, examine what they find, and answer questions about their findings. In the workbook, students learn the basics of fieldwork and analysis, conduct a series of studies, and prepare a report of their investigations. This title is compatible to Windows-PC only.

Systems Theory, Computer Simulations and Archaeology James Doran 1970

Dynamics in Human and Primate Societies Timothy A. Kohler 2000-02-10 As part of the SFI series, this book presents the most up-to-date research in the study of human and primate societies, presenting recent advances in software and algorithms for modeling societies. It also addresses case studies that have applied agent-based modeling approaches in archaeology, cultural anthropology, primatology, and sociology. Many things set this book apart from any other on modeling in the social sciences, including the emphasis on small-scale societies and the attempts to maximize realism in the modeling efforts applied to social problems and questions. It is an ideal book for professionals in archaeology or cultural anthropology as well as a valuable tool for those studying primatology or computer science.

Prehistoric Locational Behavior Larry J.

Zimmerman 1977

Simulating Transitions to Agriculture in Prehistory Salvador Pardo-Gordó 2023-01-26

This book highlights new and innovative approaches to archaeological research using computational modeling while focusing on the Neolithic transition around the world. The transformative effect of the spread and adoption of agriculture in prehistory cannot be overstated. Consequently, archaeologists have often focused their research on this transition, hoping to understand both the ecological causes and impacts of this shift, as well as the social motivations and constraints involved. Given the complex interplay of socio-ecological factors, the answers to these types of questions cannot be found using traditional archaeological methods alone. Computational modeling techniques have emerged as an effective approach for better understanding prehistoric data sets and the linkages between social and ecological factors at play during periods of subsistence change. Such techniques include agent-based modeling, Bayesian modeling, GIS modeling of the prehistoric environment, and the modeling of small-scale agriculture. As more archaeological data sets aggregate regarding the transition to agriculture, researchers are often left with few ways to relate these sets to one another.

Computational modeling techniques such as those described above represent a critical next step in providing archaeological analyses that are important for understanding human prehistory around the world. Given its scope, this book will appeal to the many interdisciplinary scientists and researchers whose work involves archaeology and computational social science. Chapter "The Spread of Agriculture: Quantitative Laws in Prehistory?" is available open access under a Creative Commons Attribution 4.0 International License via [springer.com](https://www.springer.com).

Archaeology, History, and Predictive Modeling

David G. Anderson 2003-08-20 Allows scholars to more easily examine the record of human activity over the past 13,000 or more years in this part of western Louisiana and adjacent portions of east Texas

Simulations, Genetics and Human

Prehistory Shuichi Matsumura 2008 Data from molecular genetics have changed our views on

the origin, spread and timescale of our species across this planet. But how can we reveal more detail about the demography of ancient human populations? For example, is it possible to determine when and how many people arrived at a certain continent, and which route they took from a choice of geographically plausible options? One of the most promising tools for such investigation is computer simulation incorporating various demographic scenarios. The simulation outcomes must be evaluated by teams with archaeological expertise, since archaeological evidence is generally the best evidence currently available on the population histories of geographical regions. This book is a summary of the landmark conference held in Cambridge in 2005, where specialists in simulations and molecular genetics as well as archaeologists came together to present and evaluate the state of the art, and to discuss future possibilities.

Adventures in Fugawiland Doug Price 1990 This combination workbook/computer simulation captures the challenge of an excavation without the cost and strain on resources inherent in conducting field work. It provides data to answer computer-generated questions and applies creative problem-solving techniques to reconstruct pre-history.

Modeling of Archaeomagnetic Anomaly Maps Hazel Deniz Toktay 2022-10-31 This book deals with magnetic anomaly maps and their properties. These properties are essential to modeling the elimination of the uncertainty problem of buried archaeological structure locations and depths. To this end, several models are presented and their quantitative properties are studied. Numerical simulations have been created, confirming theoretical results that were obtained.

Simulations in Archaeology Jeremy A. Sabloff 1981

Computer-based Simulation and Formal Modelling in Archaeology Jim Doran 1990

Manual of Simulation in Healthcare Richard H. Riley 2016 Practising fundamental patient care skills and techniques is essential to the development of trainees' wider competencies in all medical specialties. After the success of simulation learning techniques used in other industries, such as aviation, this approach has

been adopted into medical education. This book assists novice and experienced teachers in each of these fields to develop a teaching framework that incorporates simulation. The *Manual of Simulation in Healthcare, Second Edition* is fully revised and updated. New material includes a greater emphasis on patient safety, interprofessional education, and a more descriptive illustration of simulation in the areas of education, acute care medicine, and aviation. Divided into three sections, it ranges from the logistics of establishing a simulation and skills centre and the inherent problems with funding, equipment, staffing, and course development to the considerations for healthcare-centred simulation within medical education and the steps required to develop courses that comply with 'best practice' in medical education. Providing an in-depth understanding of how medical educators can best incorporate simulation teaching methodologies into their curricula, this book is an invaluable resource to teachers across all medical specialties.

Mathematics and Computers in Archaeology J. E. Doran 1975 This book is for students and practitioners of archaeology. It offers an introductory survey of all the applications of mathematical and statistical techniques to their work. These applications are increasingly concerned with computerized data classification and quantification, and their effect is to reduce the level of uncertainty in the interpretation of the evidence that time and chance have left. Any archaeologist wanting to find out what these new methods have to offer has hitherto been forced to search for information in the specialist handbooks, conference proceedings, and review articles of his own, and very often of other, disciplines. This book brings the information conveniently together, so far as it pertains to archaeology, and permits an assessment of its relevance and quality. Those who have been daunted by the specialist knowledge apparently demanded will now be able to acquire a thorough grasp of principles and practices. Only an elementary knowledge of mathematics is presumed throughout. Part 1 provides a brief introduction to basic concepts in archaeology and mathematics. Part 2 relates the standard archaeological techniques and procedures to mathematics; it concentrates on numerical

approaches best suited to archaeological practices. Part 3 examines various automatic seriation techniques and discusses further work that is coming to play an essential part in the development of archaeology.

Dig Jerry Lipetzky 1998

Practical Applications of GIS for Archaeologists

Konnie L. Wescott 2003-09-02 The use of GIS is the most powerful technology introduced to archaeology since the introduction of carbon 14 dating. The most widespread use of this technology has been for the prediction of archaeological site locations. This book focuses on the use of GIS for archaeological predictive modeling. The contributors include internationally recognized researchers who have been at the forefront of this revolutionary integration of GIS and archaeology, as well as first generation researchers who have begun to critically apply this new technology and explore its theoretical implications.

Communicating the Past in the Digital Age

Sebastian Hageneuer 2020-02-06 Recent developments in the field of archaeology are not only progressing archaeological fieldwork but also changing the way we practise and present archaeology today. As these digital technologies are being used more and more every day on excavations or in museums, this also means that we must change the way we approach teaching and communicating archaeology as a discipline. The communication of archaeology is an often neglected but ever more important part of the profession. Instead of traditional lectures and museum displays, we can interact with the past in various ways. Students of archaeology today need to learn and understand these technologies, but can on the other hand also profit from them in creative ways of teaching and learning. The same holds true for visitors to a museum. This volume presents the outcome of a two-day international symposium on digital methods in teaching and learning in archaeology held at the University of Cologne in October 2018 addressing exactly this topic. Specialists from around the world share their views on the newest developments in the field of archaeology and the way we teach these with the help of archaeogaming, augmented and virtual reality, 3D reconstruction and many more. Thirteen chapters cover different approaches to teaching

and learning archaeology in universities and museums and offer insights into modern-day ways to communicate the past in a digital age.

Simulating Change Andre Costopoulos 2010 The history, state of the art, and controversies surrounding the use of computer simulation in archaeology.

Adventures in Fugawiland T. Douglas Price 1996-11 This computer program and workbook package introduces students to the fundamentals of archaeological research by allowing them to simulate fieldwork experiences.

Quantifying the Present and Predicting the Past U.S. Department of the Interior 2014-02-20 One of the more interesting developments in the field of archaeology in the recent past is the emergence of predictive modeling as an integral component of the discipline. Within any developing and expanding field, one may expect some initial controversy that will, presumably, diminish as the techniques are tested, refined, and finally accepted. We are still very much in the initial stages of learning how to go about using predictive modeling in archaeology, and this book represents an effort by some of the leading experts in the field to present a comprehensive and detailed examination of this approach to understanding how people in the past used the landscape in which they lived.

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