'Still' in the eye of the beholder? Beyond looking at digital data

Dave Cowley dave.cowley@hes.scot



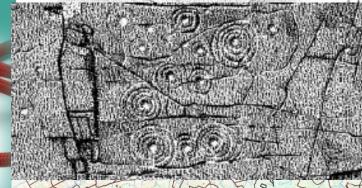
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Knowledge

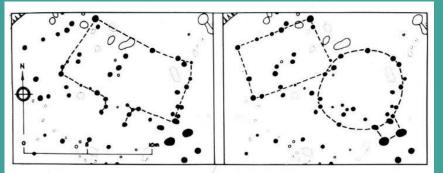
Primacy of gaze

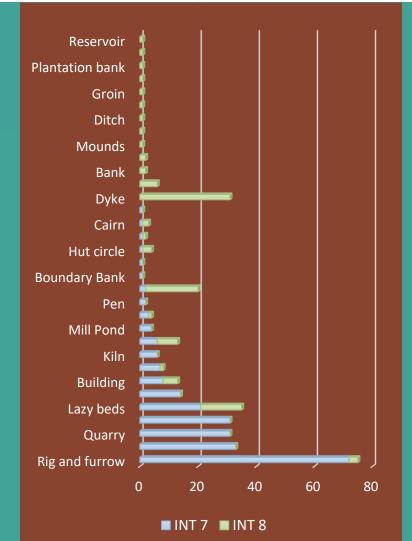


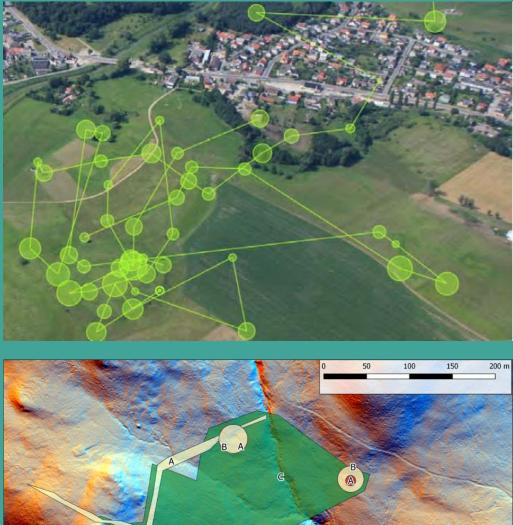


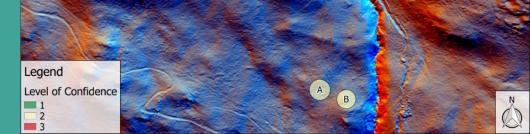


Because I say so?





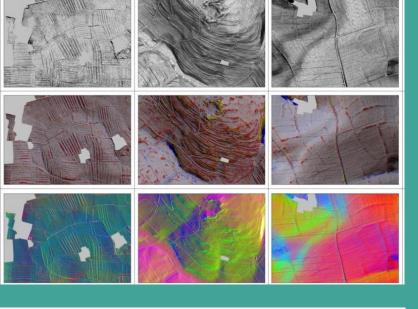


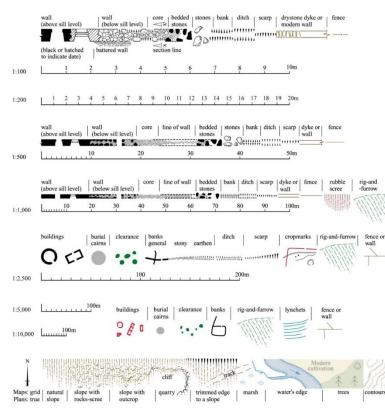


AB

Much about how we look is inherently unsatisfactory



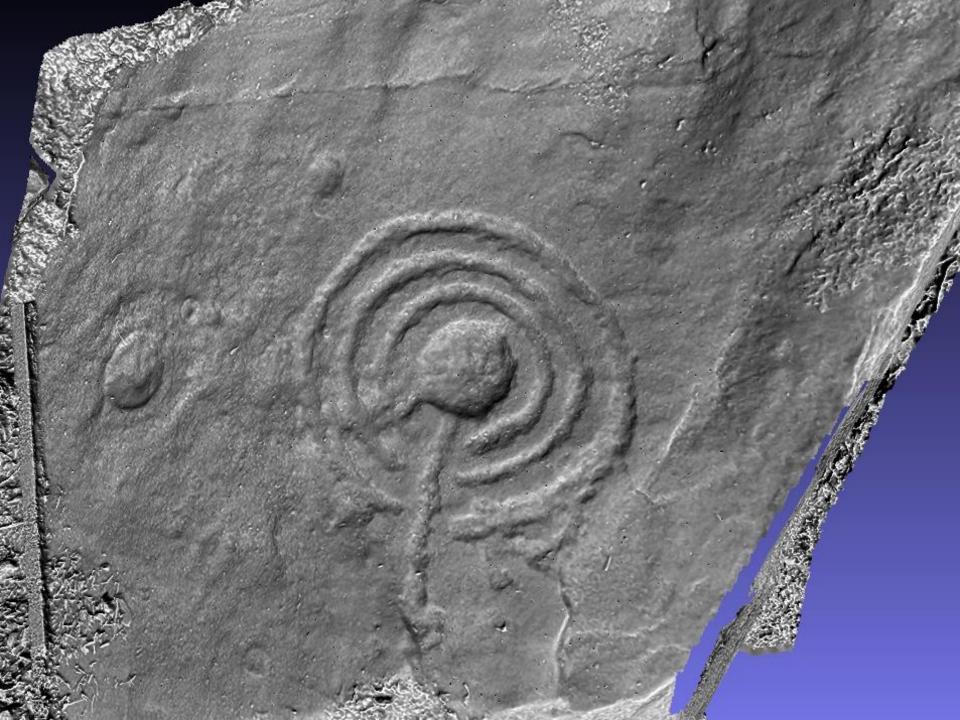


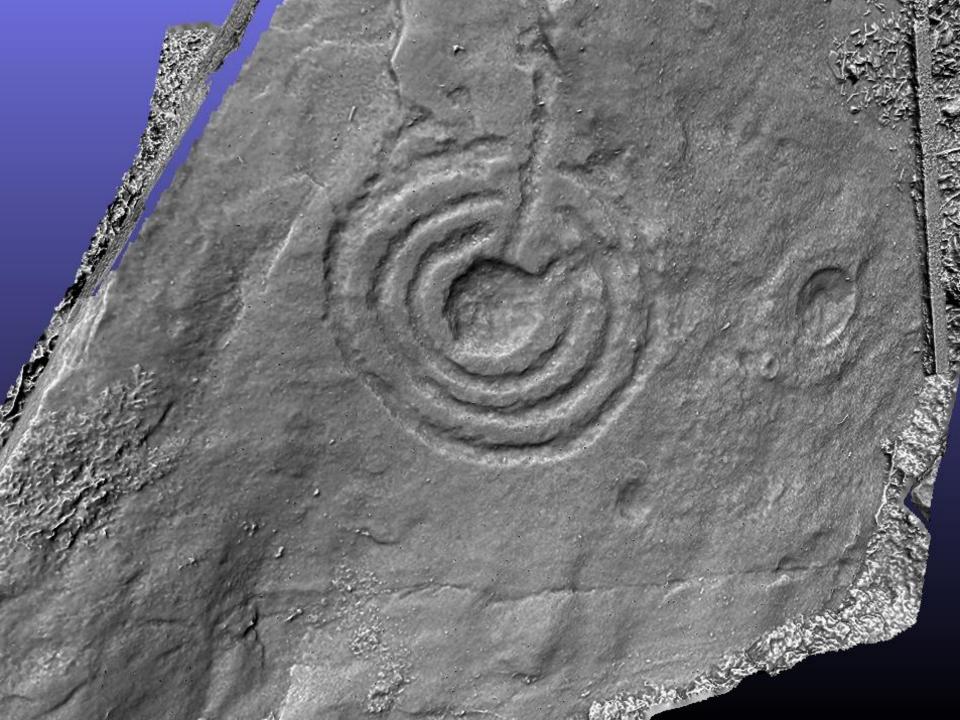


Visualisation Anarchy



Sky View Factor (radius 50) over a 16 direction hill shade (of which only 3 are visualised) with a lighting angle of 15 degrees – in a colour scheme associated with Local Relief Models!!!!







Knowledge-production processes may be:

- Poorly understood
- Inexplicit
- Often highly personal

- Because I say so

 Not necessarily optimised for digital data ('Born analogue')

Primacy of gaze and human black-boxes are problematic

Beyond the eye of the beholder?

6 areas where artificial neural networks outperform humans

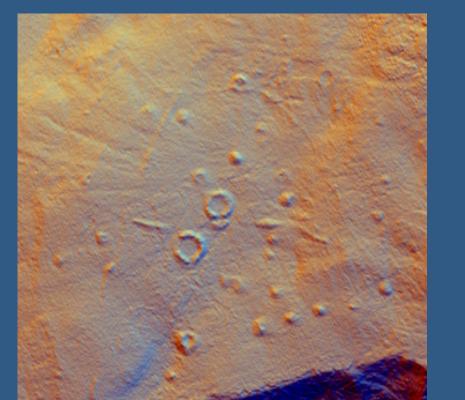
ROMAN STEINBERG, UKIT AI DECEMBER 8, 2017 4:10 PM

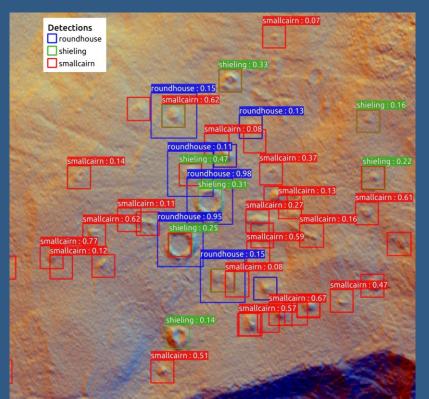
1. Image and object recognition

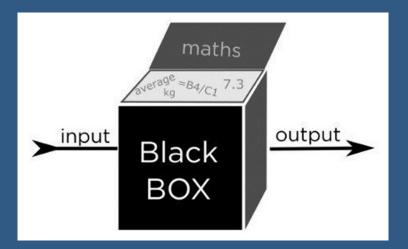
Deep Learning/Machine Learning

Step change

It works! Detection & classification









Deep Visualization Toolbox

yosinski.com/deepvis

#deepvis

Understanding Neural Networks Through Deep Visualization

Jason Yosinski, Jeff Clune, Anh Nguyen, Thomas Fuchs, and Hod Lipson

Quick links: ICML DL Workshop paper | code | video

Captions by Norman AI





CAPTIONS BY Standard AI

INKBLOT #1 Stondord AI sees:

"A GROUP OF BIRDS

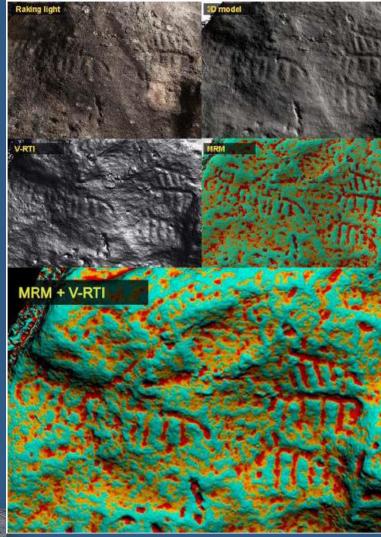
SITTING ON TOP OF A

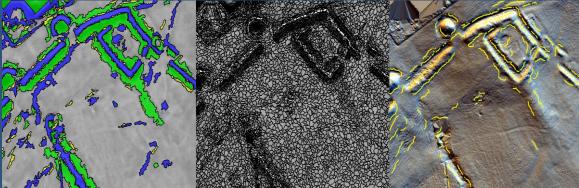
TREE BRANCH."

Training/learning matters Some networks may be better archaeologists..... How do we integrate into workflows?

Digital data: Opportunities

- Deeper exploration of data
- Segmentation, classification, boundaries
- Different ways of looking
- Inference is not our preserve
- Neural networks may learn more than we thought – including about the 'global structure' of objects





Work better? Work smarter? Work with an AI?

Digital data: Challenges

- How clearly/explicitly do we understand what we see?
- Does thinking digital challenge established practice?
- How do we develop experience/knowledge-based systems?
- How do we move beyond 'just' looking?
- Beyond pretty pictures and visualisation anarchy conventions?