

The Archaeology of Data

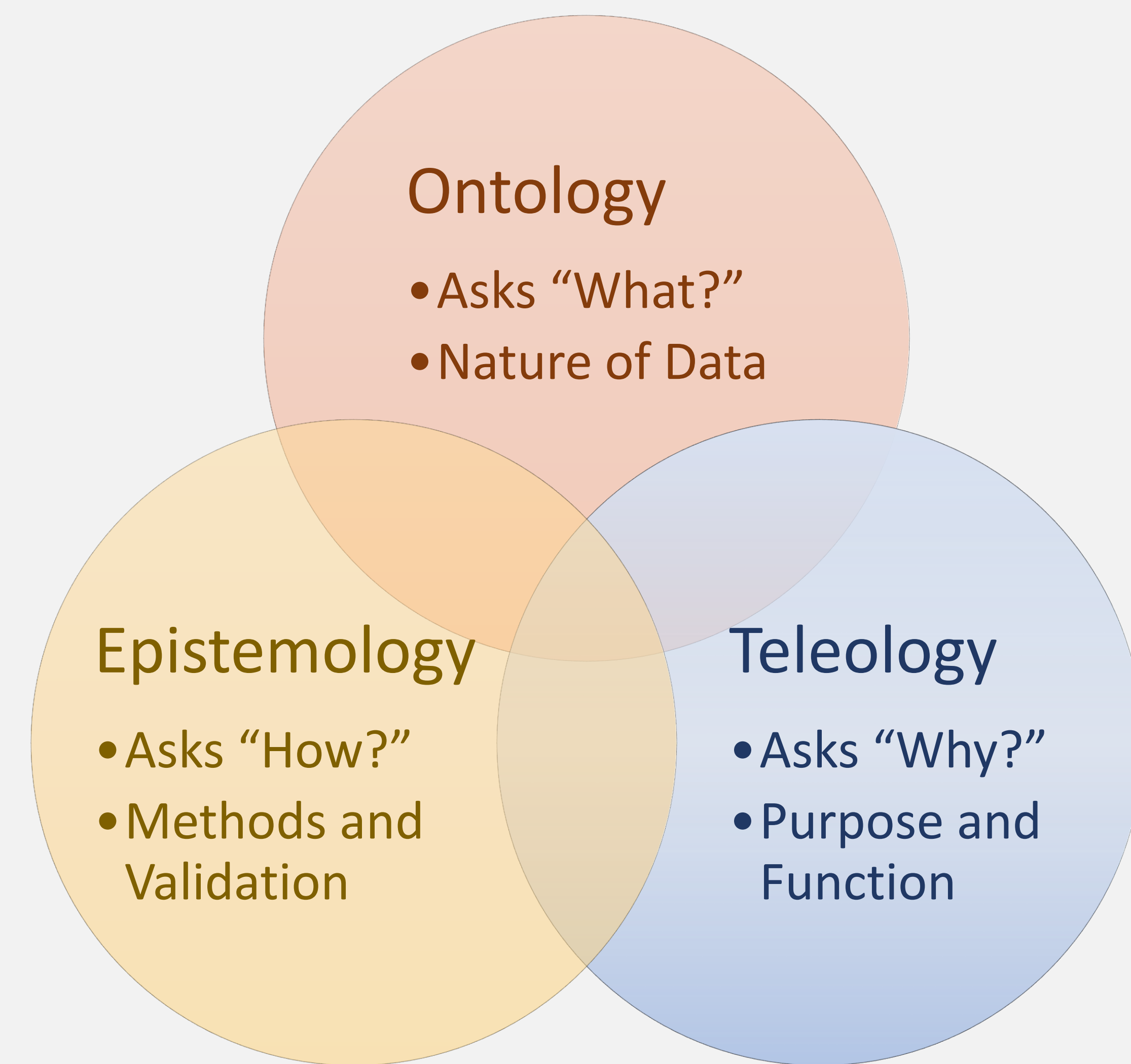
Ancient Problems, New Science, and a Philosophy of Analysis

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When one thinks of archaeology, it may suggest ancient civilizations, exotic art and objects in museums, or portrayals in popular media such as “Indiana Jones” or “Lara Croft”. It might be difficult to imagine a world any *more* different from the advanced technologies and mathematics of data science. The actual practice of archaeology, however, has many surprising parallels with modern data science – stochastic and inhomogeneous spatial processes, classification and clustering problems, social network and graph analysis, and managing unstructured data. The true commonality, though, is that both are interested in developing methodologies for converting *data* into *information*, with the goal of transforming that information into *knowledge*.



The Philosophy of Data

Philosophy could be considered the *original* data science, and there is a long history of thought concerning the nature and discovery of knowledge. Deriving knowledge from data is at the intersection of three specific areas of philosophical study:

- **Ontology:** the study of the nature of the things
- **Epistemology:** the study of methods and validation
- **Teleology:** the study of purpose and function

These constitute the “What”, “How”, and “Why” of any substantial research question. *What* is the empirical nature and limitations of the data (ontology)? *How* do the methods reflect the underlying processes (epistemology)? *Why* do those processes result in the observable outcomes (teleology)? Each of these must be properly addressed and specified in order to produce meaningful analyses.

Detect Activity Areas as Local Indices of Spatial Autocorrelation

