

Models as Forms, Models as Concepts

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Communication over E-Mail

- Send from uni account
- Signature with your name
 - for me to do anything, Matrikelnummer
- General training for university systems
 - not my job
- Missed information due to absence
 - ask other students



What is a model?



$$h(x, y, z) = |I_0|^2 + 2|I_1|^2 + |I_2|^2$$

$$I_0(x, y, z) = \int_0^\alpha B_0(\theta, x, y, z) \left(t_s^{(1)} t_s^{(2)} + t_p^{(1)} t_p^{(2)} \frac{1}{n_s} \sqrt{n_s^2 - n_i^2 \sin^2 \theta} \right) d\theta$$

$$I_1(x, y, z) = \int_0^\alpha B_1(\theta, x, y, z) \left(t_p^{(1)} t_p^{(2)} \frac{n_i}{n_s} \sin \theta \right) d\theta$$

$$I_2(x, y, z) = \int_0^\alpha B_2(\theta, x, y, z) \left(t_s^{(1)} t_s^{(2)} + t_p^{(1)} t_p^{(2)} \frac{1}{n_s} \sqrt{n_s^2 - n_i^2 \sin^2 \theta} \right) d\theta$$

$$B_m(\theta, x, y, z) = \sqrt{\cos \theta} \sin \theta J_m(k \sqrt{x^2 + y^2} n_i \sin \theta) e^{jW(\theta)}$$

$$W(\theta) = k \left\{ t_s \sqrt{n_s^2 - n_i^2 \sin^2 \theta} + t_i \sqrt{n_i^2 - n_i^2 \sin^2 \theta} - t_i^* \sqrt{n_i^*{}^2 - n_i^2 \sin^2 \theta} + t_g \sqrt{n_g^2 - n_i^2 \sin^2 \theta} - t_g^* \sqrt{n_g^*{}^2 - n_i^2 \sin^2 \theta} \right\}$$

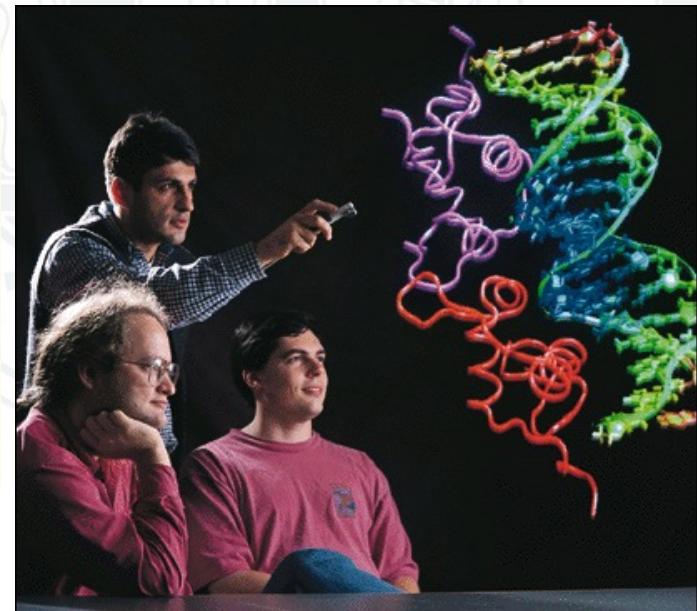
- For example, take a 3D computer-based artefact
 - which is based on a geometric expression
- The 3D visual artefact we see
 - is *not* (just) a visualisation
- It *is* a model:
 - we create it
 - we manipulate it
 - we learn from it
- The geometric expression is also a model
 - how are the two related?

This distinction is the core of this paper



What is modelling?

- Creative process of thinking/reasoning
 - meaning made and negotiated through creation and manipulation of external representations



- As research strategy:
 - process by which researchers make and manipulate external representations (“imaginary concreta”, Godfrey-Smith 2009) to make sense of conceptual objects and phenomena

Modelling in the sciences

- The Bohr model of the atom
- The double helix model of the DNA
- The Lotka-Volterra model of predator-prey interaction
- Actor based models of economic transactions
- Actor-network models
- Economic models
- Climate models

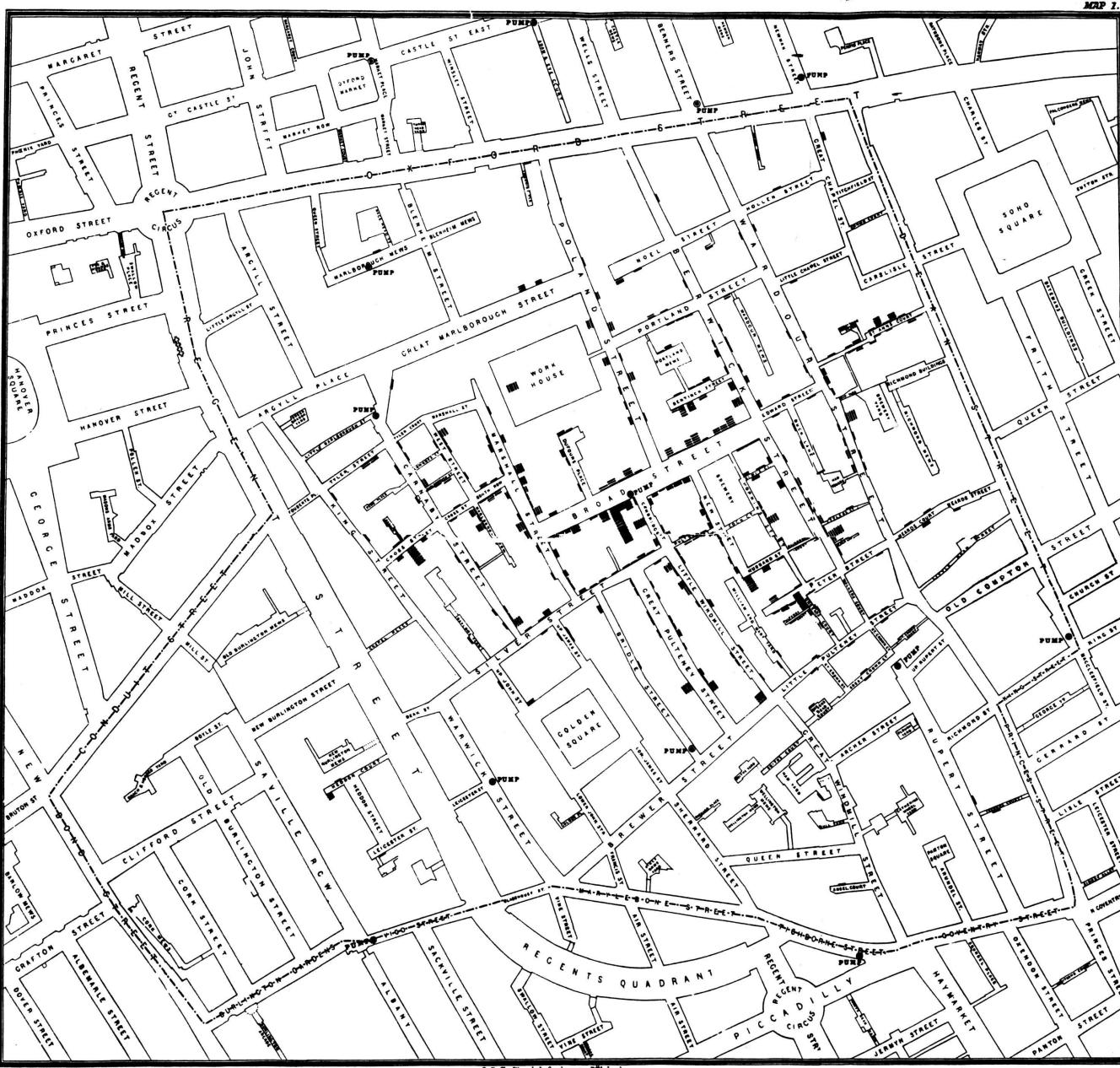


Modelling in the sciences

- Fundamental to science
- Important in society
 - still hard to define
- Not just static
 - tools for interactive inquiry
- Can have quite different forms
 - physical and fictional objects
 - set-theoretic structures
 - mathematical equations
 - ...



Analysis and understanding



Original map made by John Snow in 1854. Cholera cases are highlighted in black. Wikimedia Commons.
URL:
<http://en.wikipedia.org/wiki/File:Snow-cholera-map-1.jpg>

Narrotological models: Propp

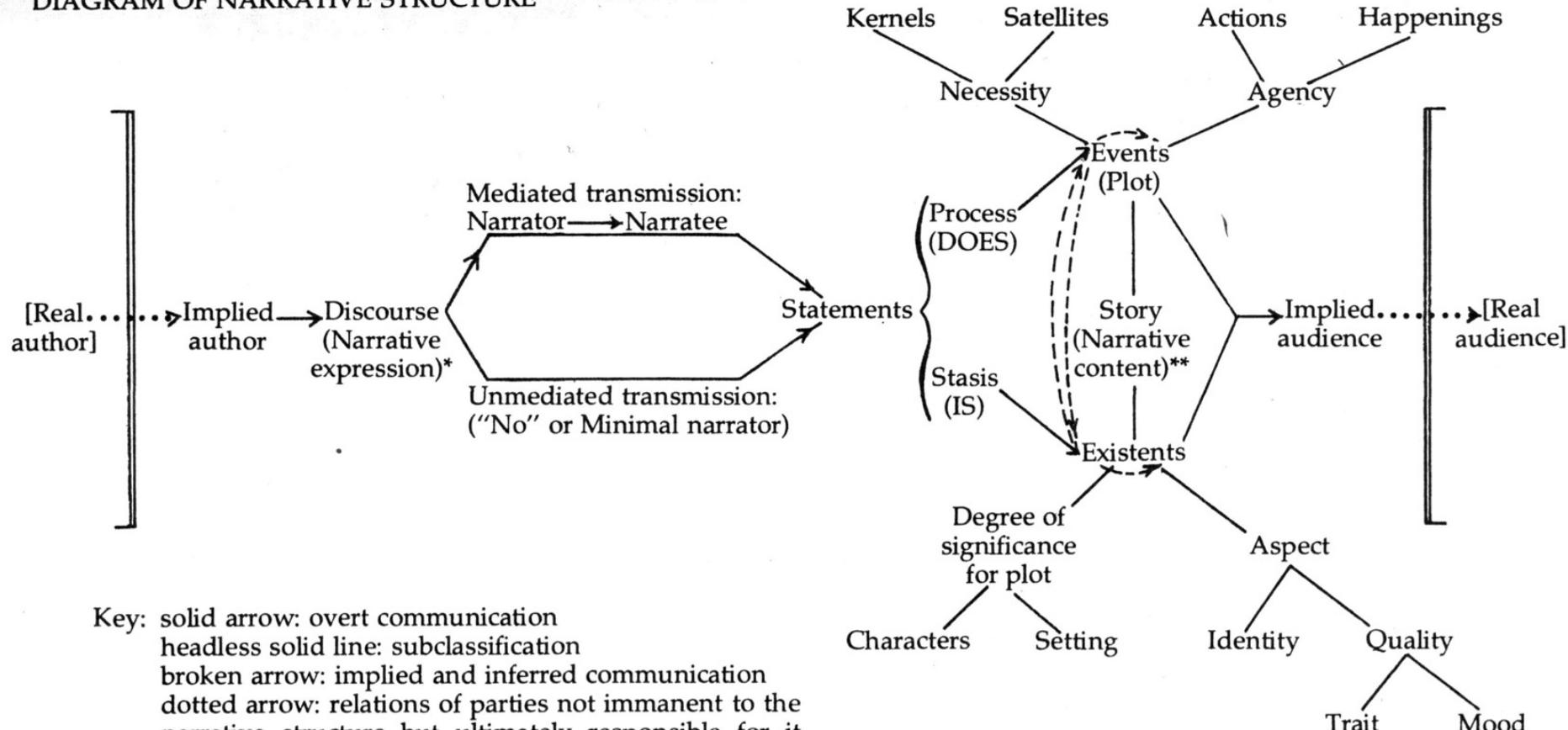
- Absentation
- Interdiction
- Violation Of Interdiction
- Reconnaissance
- Delivery
- Trickery
- Complicity
- Villainy Or Lack
- Mediation
- Beginning Counter-Action
- Departure
- First Function Of The Donor
- Hero's Reaction
- Receipt Of A Magical Agent
- Guidance
- Struggle
- Branding
- Victory
- Liquidation
- Return
- Pursuit
- Rescue
- Unrecognized Arrival
- Unfounded Claims
- Difficult Task
- Solution
- Recognition
- Exposure
- Transfiguration
- Punishment
- Wedding

Propp, Vladimir. *Morphology of the Folktale*. Bloomington, 1958. Orig: Морфология сказки.



Narratological models: Chatman

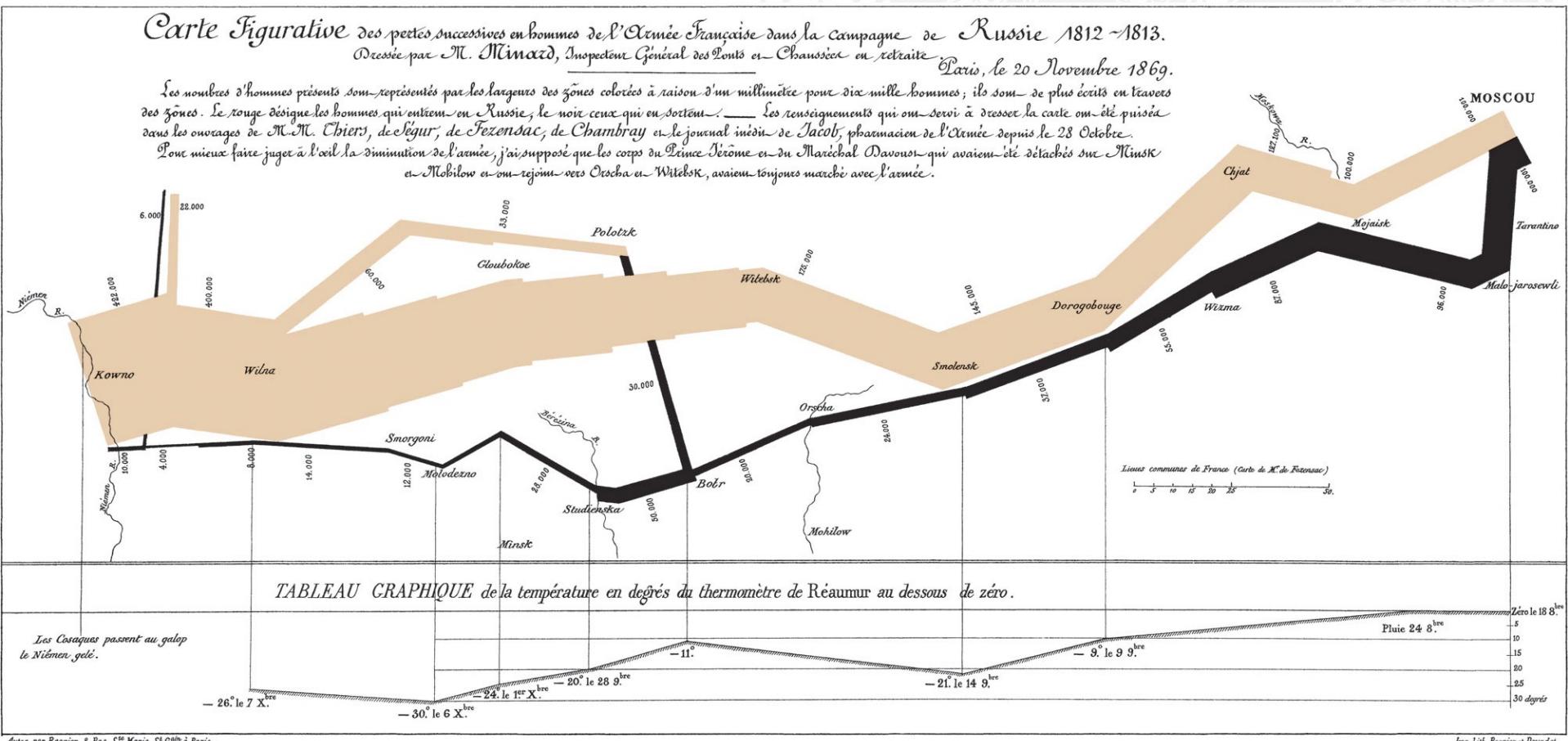
DIAGRAM OF NARRATIVE STRUCTURE



*This is the form of narrative expression; its *substance* or manifestation appears in various media (verbal: fiction, history; visual: paintings, comic strips; audio-visual: cinema, etc.).

**This is the form of the content not its substance.

Modelling and storytelling



Charles Minard's 1869 chart showing the number of men in Napoleon's 1812 Russian campaign army, their movements, as well as the temperature they encountered on the return path. Lithograph, 62 x 30 cm. Wikimedia Commons. URL: <http://commons.wikimedia.org/wiki/File:Minard.png>

Modelling in Digital Humanities

- Purposes include
 - making things
 - understanding things
 - teaching
 - making implicit information explicit
- Basis for modelling
 - media products
 - other objects/structures
- Mediated models
 - thus, no focus on mind models
- Models are dynamic
 - sometimes in form
 - can be modified
 - always in creation
 - always in use
- Thus: *modelling*

