Historisch-Kulturwissenschaftliche Informationsverarbeitung Woche 9

Modellierung in den Wissenschaften



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

Working definition of modelling

modelling = (modeller+, model (mediaProduct+), target+)



Digital Humanities and Numerical Mathematics

- Modelling
- Formalisation
- Operationalisation

core areas of practice and research for many decades



History of the humanities

- Antiquity
 - Patterns and principles
 - Development of categories
 - Classification
 - Clusters
- Model based digitisation
 - what is evidence?
 - empirical research
 - experiments



History of the humanities

- Historical development
 - rise and fall
 - cyclical models
 - periodisation
- Architecture, geometry, cartography
 - cosmological models
 - Mappa Mundi
- Philology
 - stemmatology
 - concordances



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/Fi le: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



*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.

Chatman, S. (1978). Story and discourse: narrative structure in fiction and film. Ithaca.



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

Digital humanities

- Data modelling
- Databases and software
 - cultural heritage and museums
 - lexicographical production systems
 - scholarly editing
 - research databases
- Modelling as a process of coming to know
 - manipulation of media products
 - semiotics
 - operationalisation



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, not discussing mind models*
- Models are dynamic
 - sometimes in form
 - can be modified
 - always in creation
 - always in use
- Thus: modelling



Modelling in Digital Humanities

- Practice of modelling in DH
 - mainly theorised around understandings of modelling in the technosciences and computer science in particular
 - (Flanders and Jannidis 2015)
 - Data modelling
- Recently model-making theorised within a semiotic framework
 - (Knuuttila 2010; Kralemann and Lattmann 2013; Ciula and Marras 2016)

Modelling as a process of signification (semiotic process – meaning making)



Modelling in (digital) humanities

- Digital
 - formal
 - rule-based
 - structured
 - discrete

Humanities – analogous – continuous – nuanced – hermeneutical

- Thick descriptions
- Practice-based *Bridge: operationalisation*
- Make concepts of humanities enquiry
 - measurable
 - computable
- Cf. models as tools

Critical stepwise formalisation

- Creating expressions in one medium based on a source in another medium
- The computer is not in itself rigorous



Media transformations

- Intermedia studies
 - study media transformations
 - e.g., adaptation studies
- Transformative digital intermedia studies
 - perform media transformations
 - reasoning through external representations
 - understood better through intermedia theory



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
- Quite different forms
 - physical and fictional objects
 - set-theoretic structures
 - mathematical equations



Models and their targets

- Complex relationship
- From representational view
 - e.g. isomorphism
- To pragmatic modelling
 - somebody creates a model of something with some purpose
- Models mediating
 - between theory and physical world
 - 'autonomous agents'



Numerical mathematics

- Mathematical formula
 - describes problems
 - natural science
 - engineering
- Mathematical models
 - only idealised processes
 - modelling errors
- Analysis of models
 - unique solution?
- Solving mathematical models



Solving mathematical models

- Not possible analytically
 - too complex
- Numerical solutions

 approximation
- Discrete numerical-mathematical problem
 the numerical model
- Transfer mathematical (analytical) → numerical (discrete)

 modelling error



Numerical models: exact or solvable?

- Close connection mathematical—numerical model
- Must be computable
 - construction of algorithms
 - calculation on (super) computers
- Computer simulation
 - modelling error
- Results in large tables of numbers
 - visualisation
 - modelling error



