

Analecta Praehistorica Leidensia 28 / Interfacing the past : computer applications and quantitative methods in archaeology CAA95 Vol. I

Kamermans, Hans; Fennema, Kelly; et al., ; Kamermans, Hans; Fennema, Kelly

Citation

Kamermans, H., Fennema, K., & Et al., (1996). Analecta Praehistorica Leidensia 28 / Interfacing the past : computer applications and quantitative methods in archaeology CAA95 Vol. I, 272. Retrieved from https://hdl.handle.net/1887/32752

Version:	Not Applicable (or Unknown)
License:	Leiden University Non-exclusive license
Downloaded from:	https://hdl.handle.net/1887/32752

Note: To cite this publication please use the final published version (if applicable).

ANALECTA PRAEHISTORICA LEIDENSIA



PUBLICATIONS OF THE INSTITUTE OF PREHISTORY UNIVERSITY OF LEIDEN

INTERFACING THE PAST

COMPUTER APPLICATIONS AND QUANTITATIVE METHODS IN ARCHAEOLOGY CAA95 VOL. I

EDITED BY HANS KAMERMANS AND KELLY FENNEMA



UNIVERSITY OF LEIDEN 1996

contents

VOLUME I

Preface

Hans Kamermans Kelly Fennema

	Data Management
Jens Andresen Torsten Madsen	IDEA – the Integrated Database for Excavation Analysis 3
Peter Hinge	The Other Computer Interface 15
Thanasis Hadzilacos Polyxeni Myladie Stoumbou	Conceptual Data Modelling for Prehistoric Excavation Documentation 21
E. AgrestiA. Maggiolo-SchettiniR. SaccoccioM. PierobonR. Pierobon-Benoit	Handling Excavation Maps in SYSAND 31
Alaine Lamprell Anthea Salisbury Alan Chalmers Simon Stoddart	An Integrated Information System for Archaeological Evidence 37
Jon Holmen Espen Uleberg	The National Documentation Project of Norway – the Archaeological sub-project 43
Irina Oberländer-Târnoveanu	Statistical view of the Archaeological Sites Database 47
Nigel D. Clubb Neil A.R. Lang	A Strategic Appraisal of Information Systems for Archaeology and Architecture in England – Past, Present and Future 51
Nigel D. Clubb Neil A.R. Lang	Learning from the achievements of Information Systems – the role of the Post- Implementation Review in medium to large scale systems 73
Neil Beagrie	Excavations and Archives: Alternative Aspects of Cultural Resource Management 81
Mark Bell Nicola King	The MARS Project – an interface with England's past 87

ANALECTA PRAEHISTORICA LEIDENSIA 28

Archaeometry

Detecting Unusual Multivariate Data: An Archaeometric Example 95

Restoration of magnetometry data using inverse-data methods 111

Extraction and visualisation of information from ground penetrating radar surveys 103

M.J. Baxter H.E.M. Cool M.P. Heyworth

Jon Bradley Mike Fletcher

Gayle T. Allum Robert G. Aykroyd John G.B. Haigh

W. NeubauerP. MelicharA. Eder-Hinterleitner

A. Eder-HinterleitnerW. NeubauerP. Melichar

Phil Perkins

Reconstruction of archaeological structures using magnetic prospection 131

Collection, visualization and simulation of magnetic prospection data 121

An image processing technique for the suppression of traces of modern agricultural activity in aerial photographs 139

Statistics and Classification

Clive Orton Markov models for museums 149

Juan A. Barceló Heuristic classification and fuzzy sets. New tools for archaeological typologies 155

Kris Lockyear Dmax based cluster analysis and the supply of coinage to Iron Age Dacia 165

Christian C. BeardahMATLAB Routines for Kernel Density Estimation and the Graphical Representation ofMike J. BaxterArchaeological Data 179

John W.M. Peterson A computer model of Roman landscape in South Limburg 185

Time versus Ritual – Typological Structures and Mortuary Practices in Late Bronze/Early Iron Age Cemeteries of North-East Caucasia ('Koban Culture') 195

Leonardo García SanjuánPredicting the ritual? A suggested solution in archaeological forecasting throughJesús Rodríguez Lópezqualitative response models203

Simulating hunter-gatherer colonization of the Americas 223

The use of correspondence analysis for different kinds of data categories: Domestic and ritual Globular Amphorae sites in Central Germany 217

J. Steele T.J. Sluckin D.R. Denholm C.S. Gamble

Johannes Müller

Sabine Reinhold

VI

VII CONTENTS Paul M. Gibson An Archaeofaunal Ageing Comparative Study into the Performance of Human Analysis Versus Hybrid Neural Network Analysis 229 Image Processing Strategies for Artefact Classification 235 Peter Durham Paul Lewis Stephen J. Shennan Gijsbert R. Boekschoten A new tool for spatial analysis: "Rings & Sectors plus Density Analysis and Trace lines" 241 Dick Stapert Susan Holstrom Loving Estimating the age of stone artifacts using probabilities 251 Application of an object-oriented approach to the formalization of qualitative (and quan-Oleg Missikoff titative) data 263 **VOLUME II Geographic Information Systems I** Between the lines: the role of GIS-based predictive modelling in the interpretation of David Wheatley extensive survey data 275 The contribution of GIS to the study of landscape evolution in the Yorkshire Dales, Roger Martlew UK 293 Extending GIS Methods for Regional Archaeology: the Wroxeter Hinterland Project 297 Vincent Gaffney Martijn van Leusen Multi-dimensional GIS: exploratory approaches to spatial and temporal relationships Trevor M. Harris within archaeological stratigraphy 307 Gary R. Lock Philip Verhagen The use of GIS as a tool for modelling ecological change and human occupation in the Middle Aguas Valley (S.E. Spain) 317 The Romans in southwestern Spain: total conquest or partial assimilation? Can GIS Federica Massagrande answer? 325 Recent examples of geographical analysis of archaeological evidence from central Italy 331 Shen Eric Lim Simon Stoddart Andrew Harrison Alan Chalmers Satellite Imagery and GIS applications in Mediterranean Landscapes 337 Vincent Gaffney Krištof Oštir Tomaž Podobnikar Zoran Staničič The long and winding road: land routes in Aetolia (Greece) since Byzantine times 343 Yvette Bommeljé Peter Doorn

VIII	ANALECTA PRAEHISTORICA LEIDENSIA 28	
Javier Baena Preysler Concepción Blasco	Application of GIS to images and their processing: the Chiribiquete Mountains Project 353	
	Geographic Information Systems II: The York Applications	
Julian D. Richards	From Site to Landscape: multi-level GIS applications in archaeology 361	
Harold Mytum	Intrasite Patterning and the Temporal Dimension using GIS: the example of Kellington Churchyard 363	
A. Paul Miller	Digging deep: GIS in the city 369	
Julian D. Richards	Putting the site in its setting: GIS and the search for Anglo-Saxon settlements in Northumbria 379	
Jeffrey A. Chartrand	Archaeological Resource Visibility and GIS: A case study in Yorkshire 389	
	Visualisation	
John Wilcock	A description of the display software for Stafford Castle Visitor Centre, UK 405	
Christian Menard Robert Sablatnig	Pictorial, Three-dimensional Acquisition of Archaeological Finds as Basis for an Automatic Classification 419	
Katalin T. Biró	Simple fun – Interactive computer demonstration program on the exhibition of the Szentgál-Tűzköveshegy prehistoric industrial area 433	
György Csáki Ferenc Redö	Documentation and modelling of a Roman imperial villa in Central Italy 437	
Maurizio Forte Antonella Guidazzoli	Archaeology, GIS and desktop virtual reality: the ARCTOS project 443	
Germà Wünsch Elisabet Arasa Marta Pérez	Dissecting the palimpsest: an easy computer-graphic approach to the stratigraphic sequence of Túnel VII site (Tierra del Fuego, Argentina) 457	
David Gilman Romano Osama Tolba	Remote Sensing and GIS in the Study of Roman Centuriation in the Corinthia, Greece 461	
F.J. Baena F. Quesada M.C. Blasco	An application of GIS intra-site analysis to Museum Display 469	
	Education and Publication	
Robin B. Boast Sam J. Lucy	Teaching with objects 479	

CONTENTS

Martin Belcher Alan Chalmers Andrew Harrison Simon Stoddart

Anja C. Wolle Stephen J. Shennan

G. Gyftodimos D. Rigopoulos M. Spiliopoulou

Martijn van Leusen Sara Champion Jonathan Lizee Thomas Plunkett

Mike Heyworth Seamus Ross Julian Richards

Virgil Mihailescu-Bîrliba Vasile Chirica

Kris Lockyear

Teaching the Visualisation of Landscapes – Approaches in Computer based learning for Archaeologists 487

A Tool for Multimedia Excavation Reports – a prototype 493

Exploring Archaeological Information through an Open Hypermedia System 501

Toward a European Archaeological Heritage Web 511

Internet archaeology: an international electronic journal for archaeology 521

A Survey of the Development of Computer Applications in Romanian Archaeology 529

Computer-aided publication in practice 535

IX

An Archaeofaunal Ageing Comparative Study into the Performance of Human Analysis Versus Hybrid Neural Network Analysis

1 Introduction

This paper briefly reports on the completion of the first phase of a project that began in 1991 to develop a prototype computer system that could perform archaeofaunal ageing from a set of sheep mandibles. The computer system uses artificial intelligence models known as neural networks to analyse images of mandibles to assess their degree of wear and relative age (Gibson 1992a, 1992b, 1993).

In order to assess the performance of the computer system in relation to its human counterpart a comparative study that involved the analysis of a sample set of sheep mandibles by archaeologists, non-archaeologists and the computer system was undertaken. A overview of the results is presented here.

2 Overview of the comparative study

Age at death data of common domestic ungulates can be used to formulate an interpretation of the economy and exploitation of the livestock on a site. A number of approaches to age estimation are based on the analysis of teeth attrition. The age of an animal can be estimated by grouping its teeth into a set of wear stages based on the amount of attrition. In general, older animals have a greater degree of wear.

There are two commonly used methods of age estimation using attrition, namely Payne (1973) and Grant (1982). Payne has studied the wear stages of Anatolian sheep and goats and as a result has devised a methodology for age estimation. A more widespread study, that includes the common ungulates of pig, sheep/goat and cattle, has been undertaken by Grant.

Both methodologies concentrate on the third premolar (m3 or dP4), the fourth premolar (P4) and the three permanent molars (M1, M2, and M3). An archaeological sample can be aged by comparing the wear pattern of each tooth with the wear stages, in the form of ideograms, outlined by either methodology. This analysis results in a *tooth wear stage value* for each tooth. These values are then used to produce a *mandible wear stage value* that represents the relative age of the sample. Statistical analysis is then carried out to group all mandibles on the site into relative age stages which can be interpreted by examining the

kill-off patterns to suggest the method of animal husbandry (Payne 1973).

It is the above process of analysing the mandibles to determine age at death that has been implemented on a PC using both traditional artificial intelligence techniques and hybrid neural network models (see Gibson 1992a, 1992b, 1993). Neural networks are computing paradigms that attempt to model the cognitive phenomena of the human brain so that complex problems can be solved. In doing so, they exhibit a number of intuitive characteristics such as learning, generalisation and abstraction (see Wasserman 1989 for an explanation).

In order to establish the performance of the system a number of willing participants have been asked to attribute age to a set of mandibles using both Grant and Payne methodologies. These results have then been compared with each other and against the computer application. The aim has been to study how different the results are between each participant and between the computer system and the participants in order to determine the degree of subjectivity and accuracy. The analysis has been divided into two parts, namely

- Human vs. Human Comparison Establishes the inter-observer performance
- Human vs. Computer Comparison Establishes the computer's performance in relation to the humans' performance

Measuring the performance of humans provides a guide to establishing the reliability of the computer system. In the course of identifying the performance of human analysis a number of interesting points have been highlighted regarding the methodologies involved and the human's use of the methodologies.

The participants were a cross section of people with varying degrees of archaeological experience. The set of people also had a spread of experience in terms of the two archaeofaunal ageing methodologies. A number of the group are acknowledged experts in the use of the archaeofaunal techniques under study. In contrast, a number of the group had never before used these techniques to age animal remains. In all eleven participants undertook the study. The sheep mandibles used for the comparative study were taken from two sources. The first set was supplied by the Environmental Archaeology Unit (EAU) at the University of York with the assistance of Dr Keith Dobney. The second set was kindly lent by Prof. Don Brothwell from his own collection.

The aim of the selection of mandibles was to provide as wide a range of wear stages, and teeth morphologies as possible without overburdening the participants. Consequently, a sample set of 22 mandibles was selected that had a combination of missing teeth, unerupted teeth, teeth in early stages of wear and teeth in moderate stages of wear. A group of mandibles was selected that appeared to be in the same state of wear. Finally, some teeth had been subject to disease.

3 The human *vs.* human comparison

In order to carry out the comparative study a questionnaire was designed to record the results of the participants' analysis and to determine facts about the participant that would be useful in the analysis, such as archaeological experience, number of years using each methodology and the preferred method. The participants were asked to age each mandible in any order using both methodologies and record the results on the questionnaire sheet. For teeth that the participant could not record they were asked to use a ? for unsure wear stages, **X** for present but unrecordable and a - for missing teeth.

A computer database system using DATAEASE was devised to record the results of the analysis. The source of the data entered into the database was used to produce a data file that could be analysed by another computer program, written in QBASIC, that presented the results in a manner that helped to answer the underlying objectives of the study.

4 Devising a method for analysing the results Before analysing the data the main objectives of the analysis had to be made clear. To determine the performance of the human participants a number of questions needed to be addressed as part of the analysis, for example,

- Are some mandibles easier than others to age?
- Which are the most difficult mandibles and why?
- Which is the most difficult tooth in the set and in general and why?
- Which is the wear stage that causes the most disagreement and why?
- Are the experienced participants of the methodology more consistent in their interpretation than those with less experience?
- What are the factors that determine ease of observation?



Figure 1. The Participant's Observed Wear Stage Values for Sample 2, where true wear stage values for m3 is 7, M1 is 8, M2 is 8 and M3 is 9.

- Is there any relationship between the analysis of left and right mandibles to ease of observation and general agreement?
- Which of the methodologies provides the most consistent results and why?

To answer the above questions it was necessary to establish a means of objectively analysing all the results from the participants. Keeping the objective of inter-observer comparison in mind, it was obvious that a true wear stage value for each measurement had to be used as a basis for comparison. In other words, for each of the results recorded there must be a real value by which to compare the actual observed wear stages. This 'true' wear stage value can be calculated using the mode of the participants results where 'true' effectively means 'expected in this study'. By taking the absolute value of the difference between the true wear stage and the observed wear stage it was possible to determine the amount of discrepancies between observers. Figure 1 shows a subset of the actual results using the Payne methodology illustrating discrepancies between observers.

Using the calculated discrepancy it was possible to determine the percentage agreement of tooth wear stages and mandible wear stages across participants. In addition, it was possible to rank the performance of the participants. This formed the basis for determining the reliability of the methodologies.

5 Analysing the data

At first glance the ranked results would appear to indicate a range of difficulties in the analysis of teeth and mandibles. On the whole both methodologies seem to perform quite well in some areas and badly in others. It is hard to objectively state what causes such difficulties. Are they related to structure, colour, orientation of the mandible; degree of experience of the participant, speed of recording, lighting in the room at the time of analysis or to the sequence in which the mandible was examined? These questions may demand exact answers but only speculative reasons can be given through examination of the teeth and mandibles.

Firstly, there seems to be no real problem in identifying the teeth types since there were no values in the teeth columns that were invalid. Also, there is no evidence to suggest a correlation between the percentage agreement and a left or right mandible. In addition, the teeth that resulted in the most agreement were those that were missing or unerupted. All these facts suggest that the human is good at recognising simple shapes and manipulating them in order to achieve the requirements of the analysis. This may seem an obvious statement to make but such tasks are very complicated to implement using a computer. Therefore, a machine must match this performance if it is to be of any practical use.

The presence of calculus on the tooth does not appear to affect observations provided it does not obscure any important tooth structures that would differentiate wear stages. Humans have the ability to ignore such 'noise' in the analysis of surface patterns and structures, something that a computer finds more of a problem. The only time that it may affect results is when the calculus appears at a transition point from one wear stage to another.

A general observation for the overall percentage agreement graphs is that there is less accuracy in the earlier wear stages. Perhaps this is because

- 1. there are more features to match,
- less distinction between wear stages since there are more wear stages in the early years, or
- 3. the enamel/dentine distinction is often harder to determine.

In contrast, there appears to be more accuracy in the later wear stages. Well-worn stages seem to be easier to identify perhaps because the features on the surface of the tooth are simple. The smaller distinctions between wear stages are more difficult to pick up. When the break is only partially worn a discrepancy can occur. It appears that both methodologies suffer from this problem.

In general when the tooth does not fit a single wear stage then the percentage agreement drops. The smaller the transition between wear stages, the greater the disagreement. Therefore, visual clues based on distinct structures that are evident in the ideograms are an important element in identifying wear stages. The clarity of the enamel/ dentine border is also important in the identification of wear stages.

It appears that any disfigurement of the occlusal surface of the tooth caused by a disease may affect the estimation of a wear stage depending on the degree of deformation. For example, one of the sample's M3 teeth was slightly deformed and the structure of the cusps was not as represented in the ideograms. This made establishing a wear stage rather difficult and was reflected in the percentage agreement for both methods.

To establish the overall estimate of the agreement for mandibles the average of agreements for the teeth of each mandible was considered for both methodologies. On the whole both the Payne and Grant faired similarly, with Grant gaining better agreement than Payne on some occasions and vice versa. However, the overall average agreement for Payne was 70.4% and for Grant 69.1%. Figure 2 shows a comparison of percentage agreement between Payne and Grant approaches.

To determine whether experience had any bearing on the analysis the participants were ranked for the results of mandibles, and each tooth. Again, it can be stated that experience has no real influence on the establishment of age. This conclusion is gained by examining the experience of individuals and noting where they rank in the group for each tooth. The top five were not always the most experienced.

Although this study has aimed to cover all aspects that may lead to misinterpretation of results it obviously has not been able to address all of them. There has been no consideration to the sequence in which mandibles were analysed to see if this had any influence on the results. The influence of broken and partial teeth has not been fully addressed, although they were considered in part. A larger group of participants would perhaps provide a more general and global view. Also, the effects of speed were not analysed.

This study has shown that there is not always 100% agreement in the results of observers. In addition, it has suggested why there may be discrepancies in the data. However, the main purpose of the study has been to provide a set of data that can be compared to the computer system to measure its performance.

6 The human vs. computer comparison

The key to the success of a neural network based system is the reliability of the data that is presented to it during the training stage of the system's development. The testing of the system is an integral part of its development and requires data that contains representative examples of all general cases that the neural network would be expected to cope with during its active operational running. Therefore, the system was trained using a series of images of



Figure 2. Comparison of percentage agreement of Payne and Grant.

mandibles with various degrees of wear. Once the system had been trained the mandibles given to the participants were presented to the computer and the results compared.

The system was measured against the participants and found to have an overall performance of 65.2% agreement. Of those results that did not match the system was only one or two wear stages out from the participants agreement. Like the human participants the system appeared to have difficulty in assessing early wear stages whilst having greater success with later stages. Again, this could be linked to the smaller transitions in some of the early wear stages. The performance of the system when faced with disfigurement of the occlusal surface was equal to that of the participants. It appeared to produce acceptable answers on the basis of what it saw and what it had learnt.

By comparing the system's performance to the overall percentage agreement of the Payne and Grant methods the result above is encouraging. However, we must be cautious not to overestimate the success of the system. It is important to note that in preparing the images for analysis, effort was made to ensure that the mandibles were presented in such a way that the system would not get confused. The success of the system relies heavily on the quality of the image. Giving the system images that had mandibles in a bad orientation or obscured by calculus deposits deteriorated the acceptability of the results. The human overcomes this problem by moving the mandible into the best position for analysis; something which is difficult to implement using a computer.

It has been seen that the system does not perform well when it is trained using a small number of examples, typically ten. By increasing the number of training examples the system shows greater tolerance to situations that it has not seen before. In one session the system was approaching a rate of 70% success in comparison to the results expected with a training data set consisting of 50 images. However, too many training examples saturate the system and its performance drops. Therefore, it is questionable whether the system will perform much better than currently measured without restructuring its basic architecture.

7 Conclusion and future

The human vs. human comparative study has illustrated that there is a degree of subjectivity in the analysis of age estimation using both methodologies. It has identified some areas where the subjectivity originates. Furthermore, it has shown that although the comparative study was carried out rigorously there are areas that the study has not been able to address. Although, the study has taken a *small* number of participants it has still been useful as a means of comparing the computer system.

The human *vs.* computer comparative study shows that given the correct conditions the system can perform acceptably in relation to the human participant. However, the human participants are still better adapted to under-taking this type of subjective analysis.

The next stage of the project is well on the way to implementing a system capable of interpreting kill-off patterns of sheep in order to ascertain their exploitation. Again, it will be necessary to undertake a comparative study to determine the performance of the computer system in terms of its human counterpart.

Acknowledgements

The author would like to thank all the participants who took part in the comparative study. In addition, the loan of the mandibles by Dr Keith Dobney and Prof. Don Brothwell is appreciated. The support by Dr Julian Richards, University of York and Dr Terry O'Connor is gratefully acknowedged. Finally, the author is thankful for his parents' support and help.

references

Gibson, P.M.	1992a	The potentials of hybrid neural network models for archaeofaunal ageing and interpreta- tion. In: J. Andresen/T. Madsen/I. Scollar (eds), <i>Computing the Past; Computer</i> <i>applications and quantitative methods in archaeology CAA92</i> , 263-271, Aarhus: Aarhus University Press.	
	1992b	An application using hybrid neural network models to perform archaeofaunal ageing, <i>Archaeological Computing Newsletter</i> 32, 1-6.	
	1993	The application of hybrid neural network models to estimate age of domestic ungulates, <i>International Journal of Osteoarchaeology</i> 3, 45-48.	
Grant, A.	1982	The use of tooth wear as a guide to the age of domestic ungulates. In: B. Wilson/ C. Grigson/S. Payne (eds), <i>Ageing and Sexing Animal Bones from Archaeological Sites</i> , 91-108, BAR British Series 109, Oxford: British Archaeological Reports.	
Payne, S.	1973	Kill-off patterns in sheep and goats: the mandibles from Asvan Kale, <i>Anatolian Studies</i> 23, 281-303.	
Wasserman, P.D.	1989	Neural computing, theory and practice. New York: Van Nostrand Reinhold.	
	Paul M. Departn Univers Mickleg Mickleg York Ye United I e-mail:	Paul M. Gibson Department of Archaeology University of York Micklegate House Micklegate York YO1 1JZ United Kingdom e-mail: GBYORK04 GIBSONPM@WCSMVS INFONET COM	