27-29 May 2024 ##

indis

International conference on Marine Data and Information Systems





Eurofleets+ Virtual Playground

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is an alliance of European marine research infrastructures to meet the evolving needs of the reseach and industrial communities

JRA WP3 T3.1.4 aim is to extend the notion of VRE towards that of a Virtual Playground (VP)

...what is a <u>VRE</u>?

VRE = Virtual Research Environment.

(Wikipedia)

...a VRE is an online system helping researchers collaborate.

Synonyms such as: Collaboratory, Collaborative e-reseach...

3

....What is collaboration?

Collaboration addresses situations in which people work together on a <u>shared goal</u>, Cooperation involves working with others to help them achieve their individual goals.

...What is a <u>shared goal</u>?

A shared goal <u>override differences</u> among people and require their cooperation as superordinate (Social psychology, from 'l' to 'we')

Problems to consider:

... Can we override differences in scientific research?

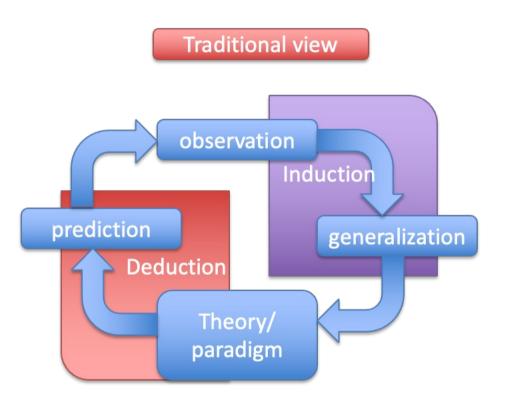
... Where do differences come from?

4

Scientific method

Induction: the truth of the premises does not guarantee the truth of its conclusions.

Deduction within a closed system, changes the configuration of knowledge, cannot discover anything new



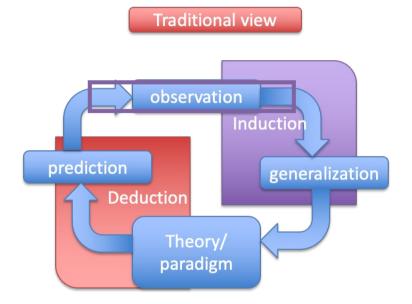
Theory-Ladenness (cognitive issues)

Pierre Duhem (Duhem, & Wiener, 1954),

- •Experiment is not a simple observation,
- It is interpretation within a theoretical contex.
- It is not possible to isolate observations from theoretical assumptions

(Bruner, & Postman, 1949; Warren, 1970)

- Motivations and expectations change observations.
- Ambiguous figures are interpreted so that observers see what they want to see
- Social relations can further complicate this.





Socio-logic

A paradigm is what members of a scientific community share (Tradition, beliefs, myths, framework within which solutions are provided, context)

Thomas Kuhn

Kuhn argues that <u>rival paradigms are incommensurable</u>—that is, i<u>t is not possible to</u> <u>understand one paradigm through the conceptual framework and terminology of another</u> <u>rival paradigm</u>

Scientists live in isolated communities (...as animal species) that evolve separately (...like squirrels on different sides of a canyon)

Logic



Contemporary epistemology describe researchers gathering incommunities that resemble tribes, where they grow and adopt the tribe's cognitive models



Examples of VRE



The Swarm Virtual Research Environment (VRE) cloud service + JupyterLab.+ curated set of Python software and ready-to-use Jupyter notebooks



Cloud service + JupyterLab.+ Catalogue of Python scripts



Cloud service + WebODV + DIVA + Jupyter



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Summing up

Current VRE

- DATA (sharable or accessible from somewhere) +
- Computing power (somewhere) +
- Scripting (generally Jupyter notebook)

How does current VRE implementations handle collaboration ?

- Sharing data (files)
- Sharing workflows

... this assumes researchers know how to use data and workflows and what they mean



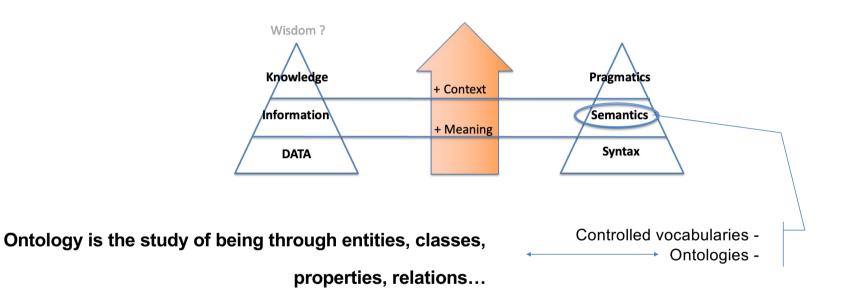
Does current VRE implementations override differences -> collaboration ?

- We (humbly) think they do not
- Because they do not enter meaning
- Paradigms remain separate, they are not overridden
- → Then current VRE implementation practices do not actually aim at collaboration
 → They provide a (shared) space where people can run (shared) workflows
 → They do not capture/explain what is going on (cannot be used across paradigms, or with new team members..)



How can we override differences -> collaboration ?

... Descending into meaning

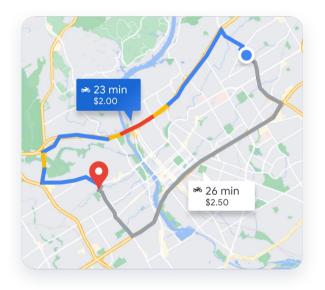


We can use ontologies as maps of knowledge

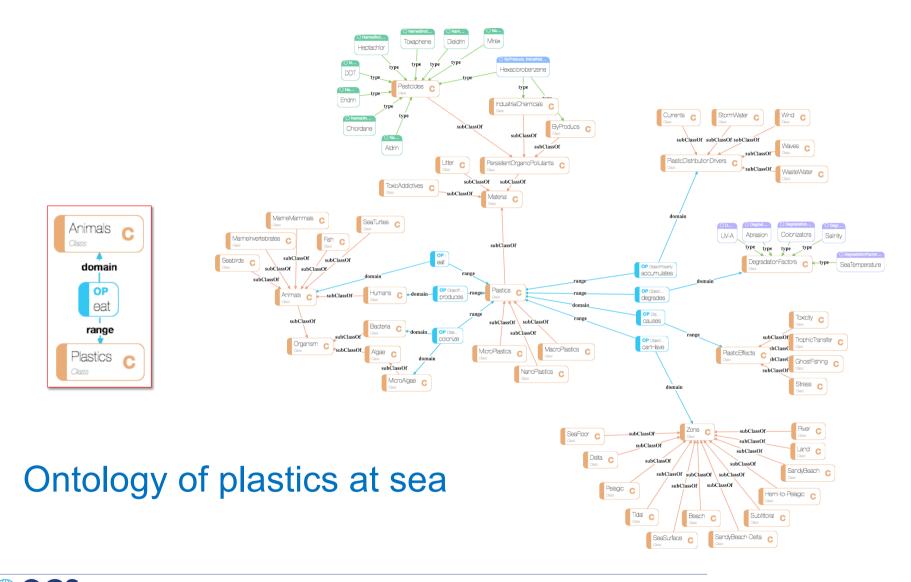
Web ontologies are designed to represent rich and complex knowledge about things, groups of things, and relations between things, such as for example what is a 'pizza'

	Asserted Class Hierarchy	Inferred class hierarchy
nferred class hierarchy:		
	thing main_entity Independent_entity Pizza Quattro_form Given Spicy_pizza Hot_and_spicy Tuna_anchovy_pi Vegetarian_pizza Maguerita_piz Quattro_form Pizza_base Thick_crust_base Thin_crust_base Pizza_topping Value	/_pizza zza zza aggi_pizza

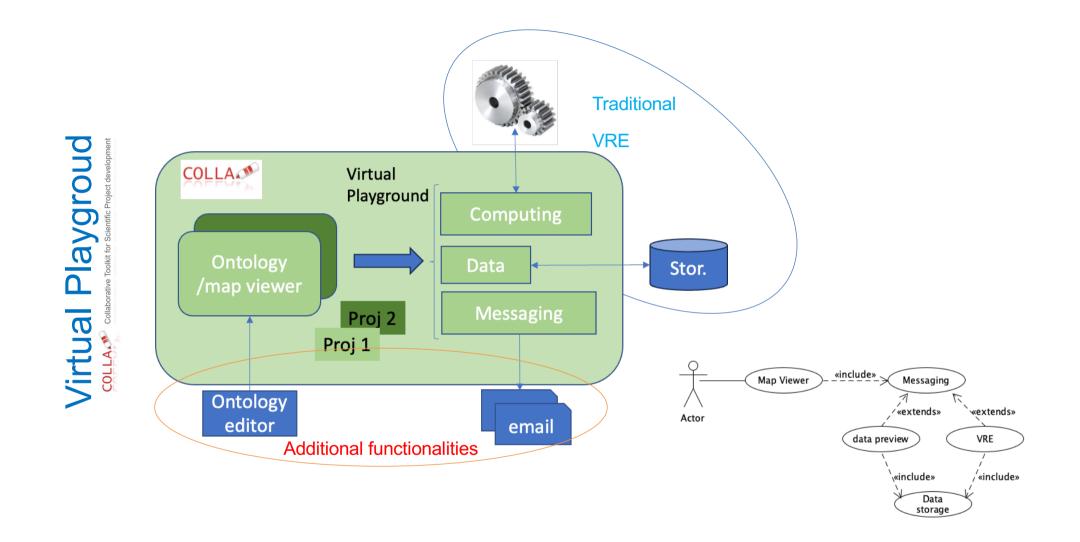
Suchman (1987) a map is a formal construction that can, but not necessarily does, control activities, as a traveler's map: "does not control the traveler's movements through the world," rather describes how to go from one place to another.



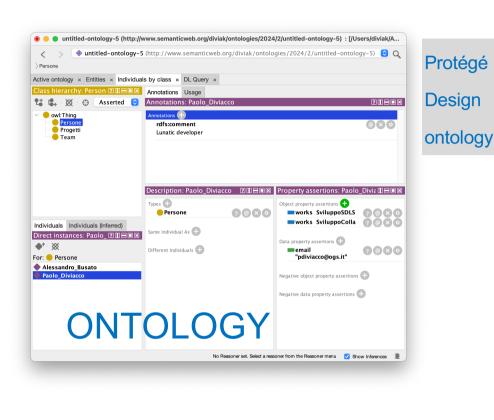
Suchman, L. A. (1987). Plans and situated actions: The problem of human-machine communication. Cambridge, UK: Cambridge University Press.



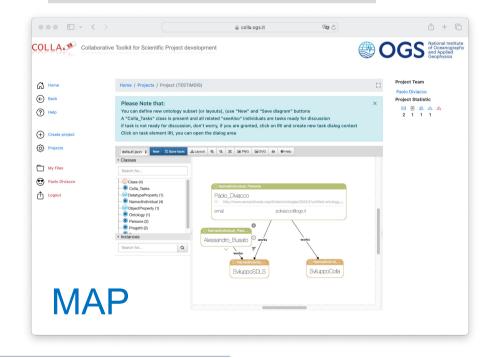




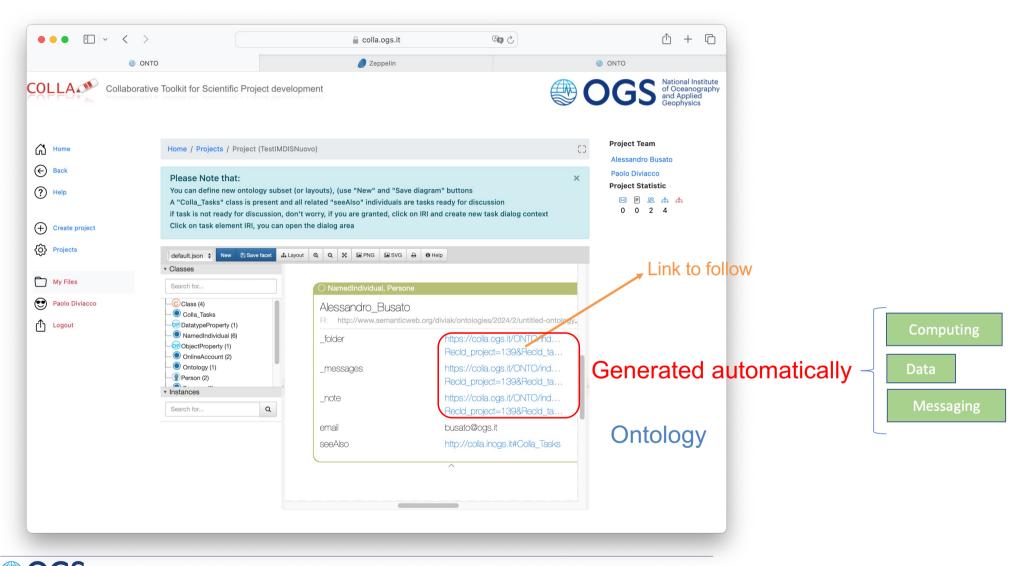




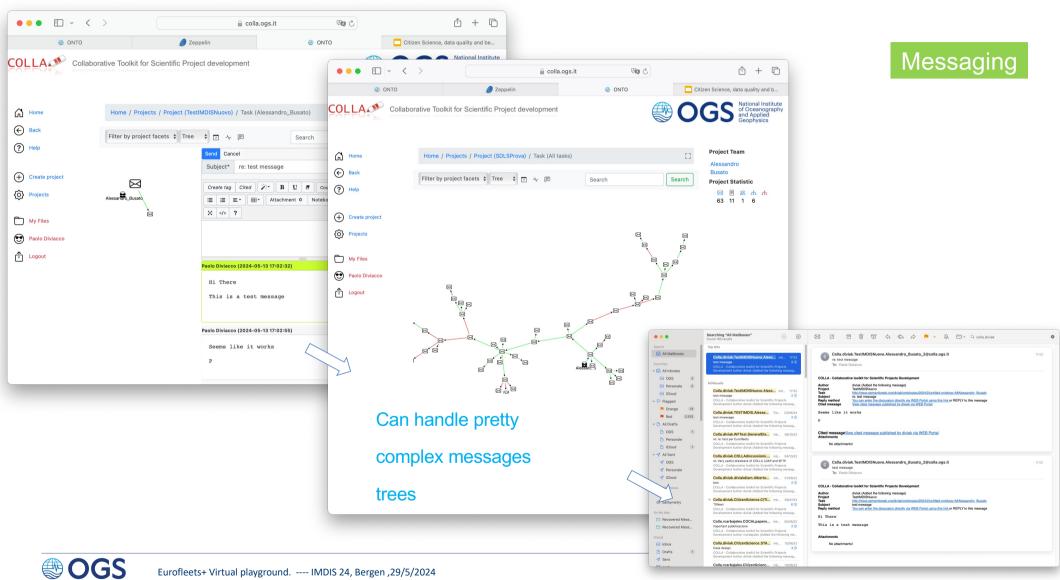
COLLA. Use ontology as map





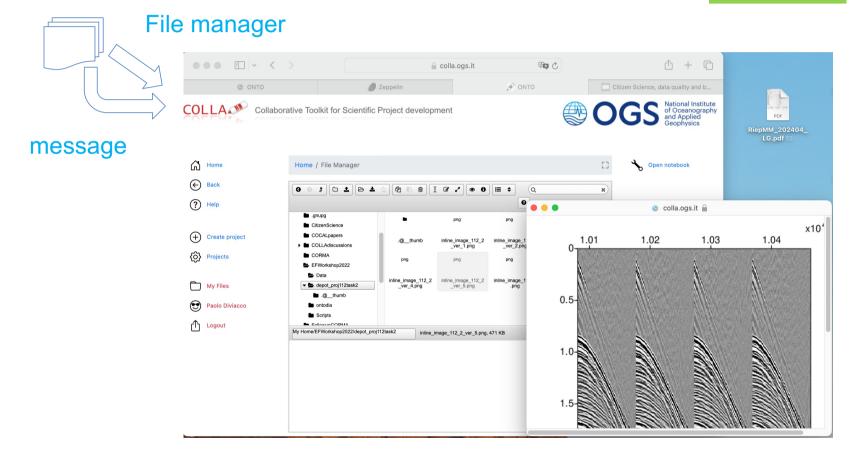






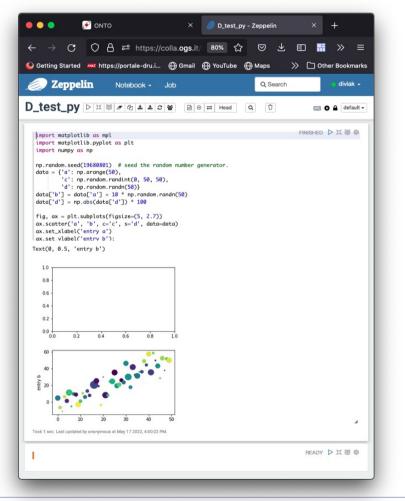
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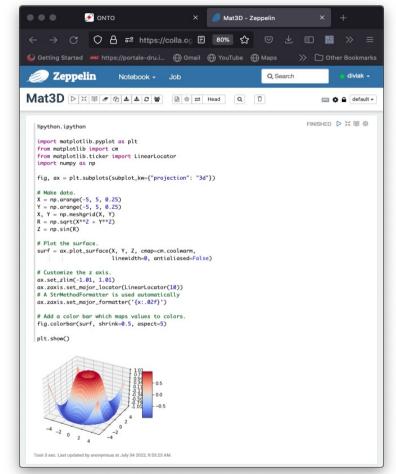
Data





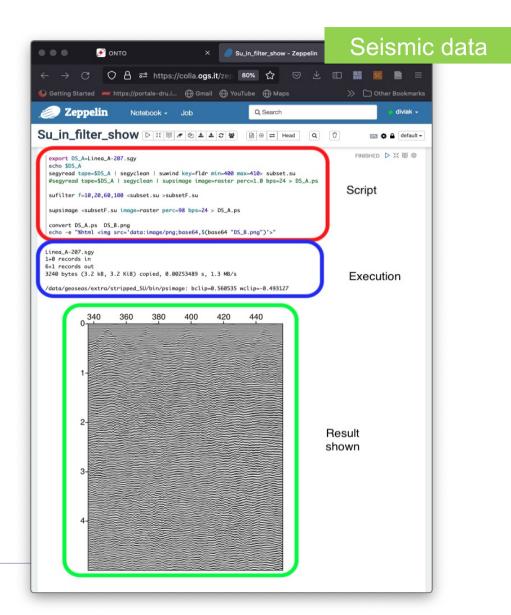
Computing







- In order to use seismic data we developed a specific interpreter in order to accommodate some problems with visualization and setting of environmental variables.
- For data processing of seismic data we rely on the CWP Seismic Unix software (<u>https://cwp.mines.edu/software/</u>).
- Some parts of the code of the processing software were tuned and recompiled -> specific interpreter called 'su'
- Within Eurofleets+ a workshop using the Virtual Playground took place to test the system and allow participants to get acquainted with the system



Limitations/future work:

- Facilitator advisable
- Ontology built outside Virtual Playground
- Notes can cross tasks/nodes (advantage/disadvantage)
- Visual interactivity (picking seismic velocities and horizons) currently more batch like



Thank you for your attention

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