

# Intra-Site Spatial Data Recovery and Visualization

## Historical Issues:

1. Locations of activities – what happened where and why?
2. Locations of social groups – who lived where and why?
  - class, gender, ethnicity, etc.

## Sources of Data: Archaeological Spatial Structure

1. patterns in the location of features: ***site structure***
  - buildings
  - pits
  - fences
2. patterns in the horizontal distribution of artifacts

# Patterns in the horizontal distribution of artifacts

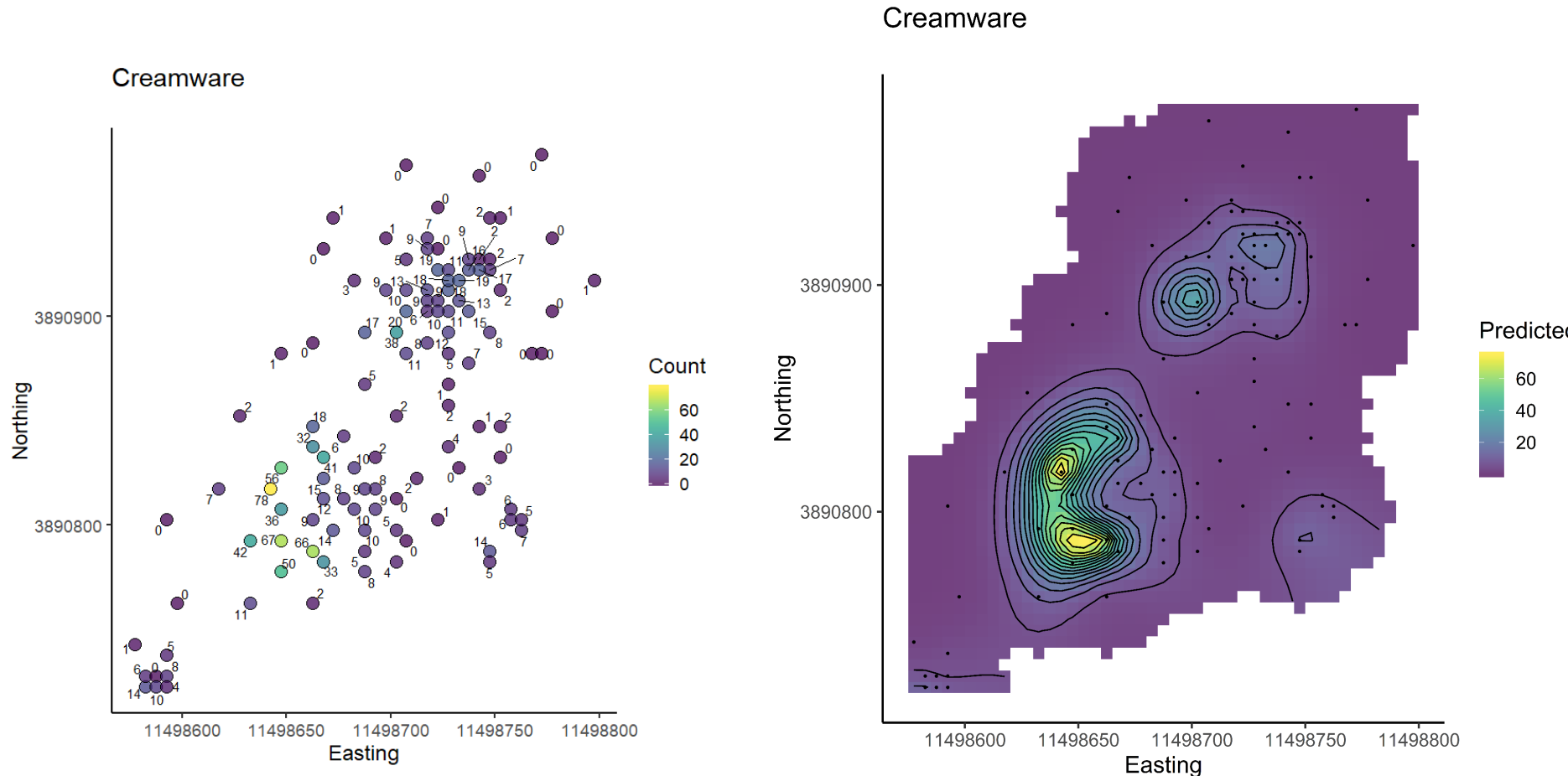
## 1. The spatial data recovery process

- Model how we collect spatial data.

## 2. The analysis process

- Mapping raw data and statistical models of them.

*Feedback:*  
*Variogram*



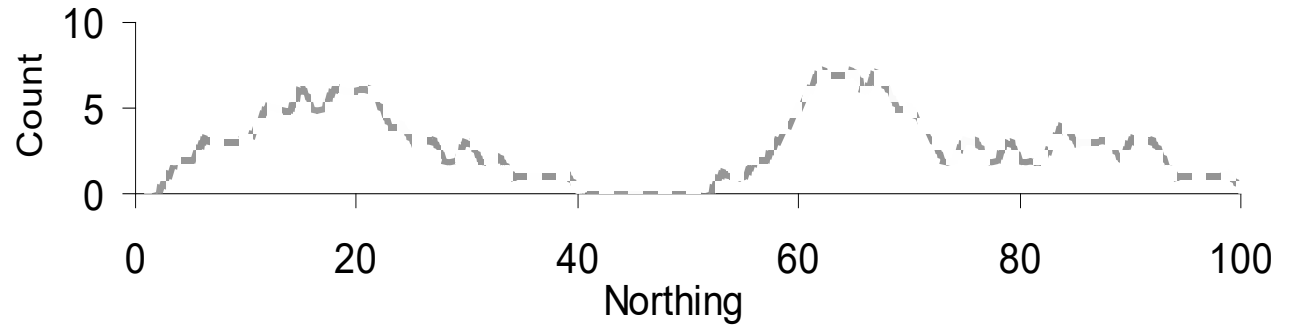
# Recovery

The Point Process:



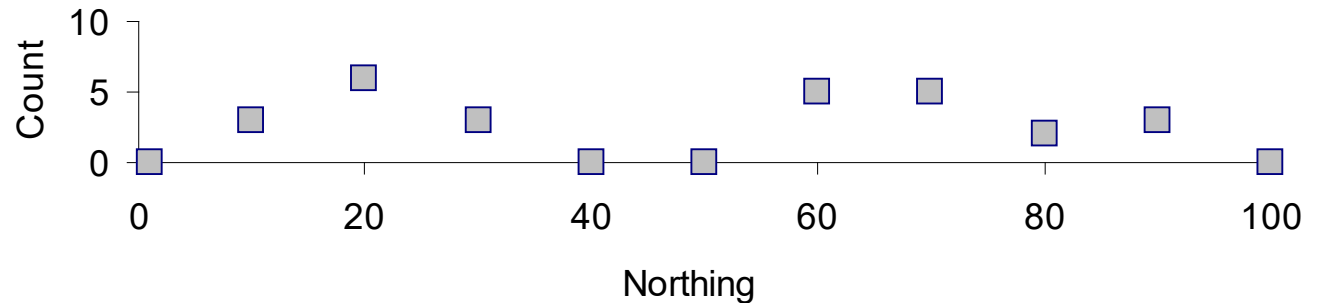
The Moving-Average Process:

(quadrat diameter=10)



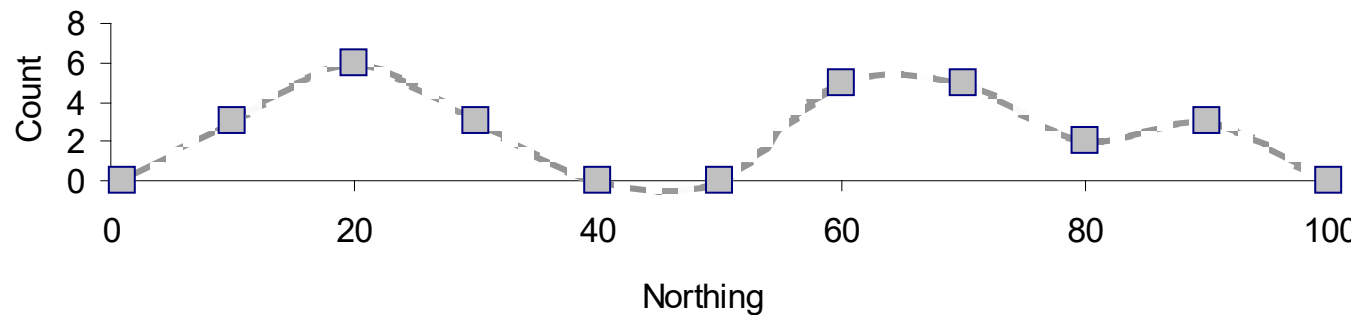
Sample the M-A Process

(quadrat spacing =10)



## Analysis

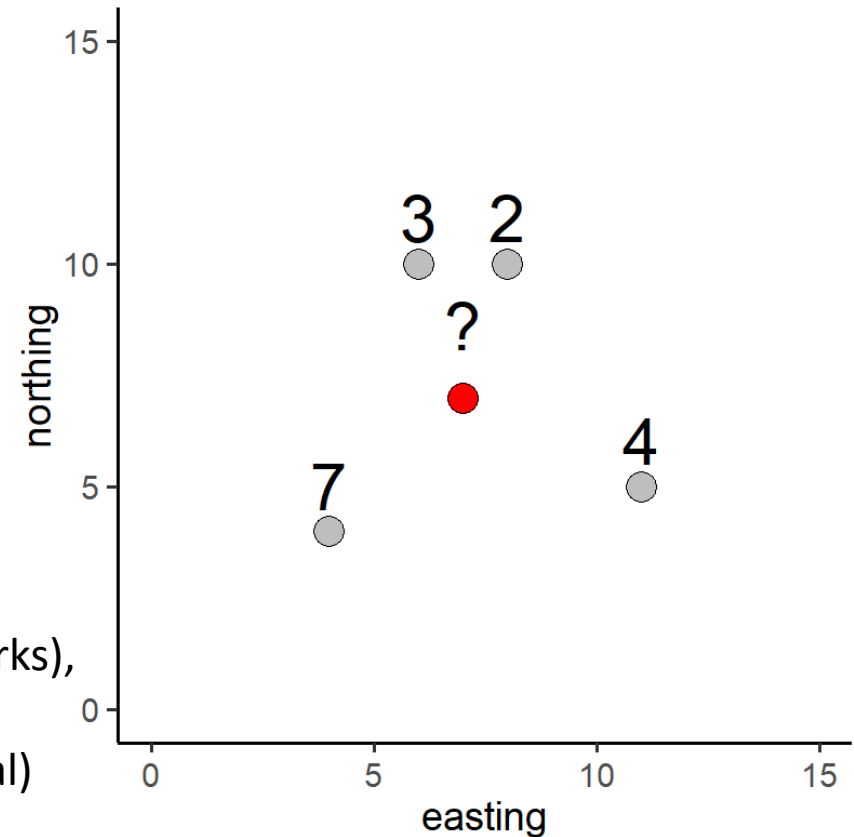
Estimate the M-A Process from the sample:



# Interpolation

## Many methods...

1. Inverse distance weighting (IDW)
2. Kriging
3. Others
  - TINs (triangulated irregular networks),
  - splines (radial basis functions)
  - polynomial regression (local, global)



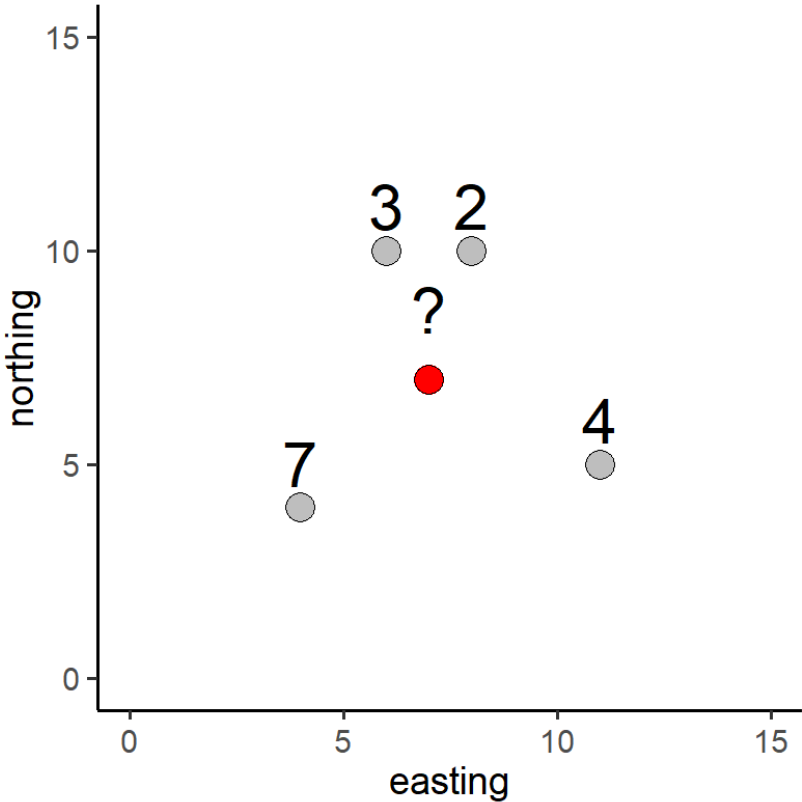
1. and 2. both make estimates of value of the z variable at an unsampled point in (x,y) space, as a ***weighted average of the values at nearby points, where z values are known.***

So....

$$\hat{z}_j = \frac{\sum_{i=1}^n w_i z_i}{\sum_{i=1}^n w_i}$$

# Inverse Distance Weighting

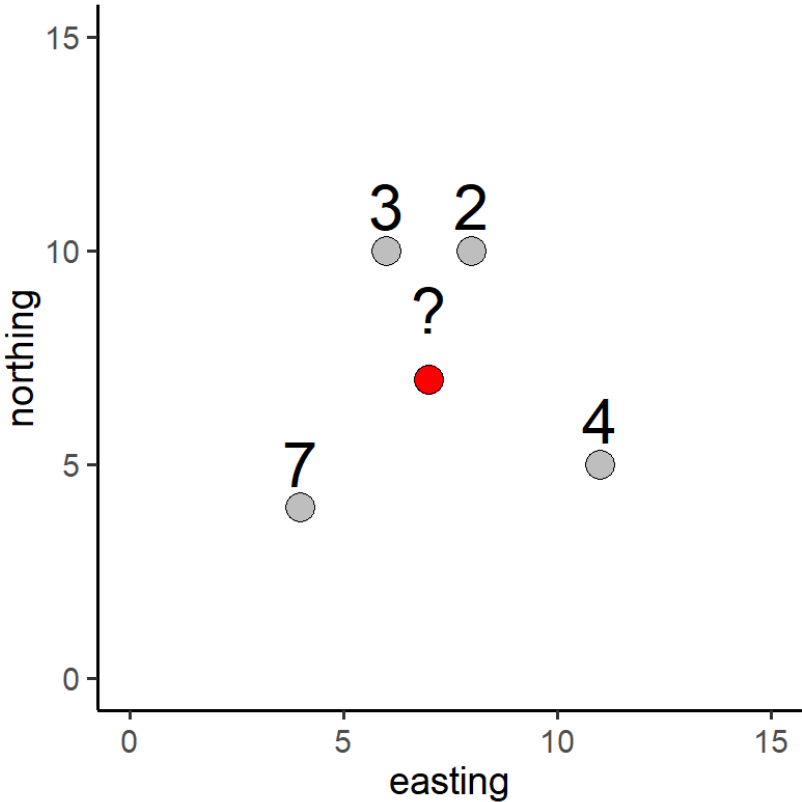
$$w_i = \frac{1}{d_{ij}^p}$$



Point ID	northing	easting	<i>z</i>	<i>Distance = d<sub>ij</sub></i>	<i>w<sub>i</sub> = 1/d<sub>ij</sub></i>	<i>w<sub>i</sub> * z</i>
1	11	5	4	4.47	0.22	0.89
2	6	10	3	3.16	0.32	0.95
3	8	10	2	3.16	0.32	0.63
4	4	4	7	4.24	0.24	1.65
<i>Sum</i>					1.09	4.13
5	7	7	?			

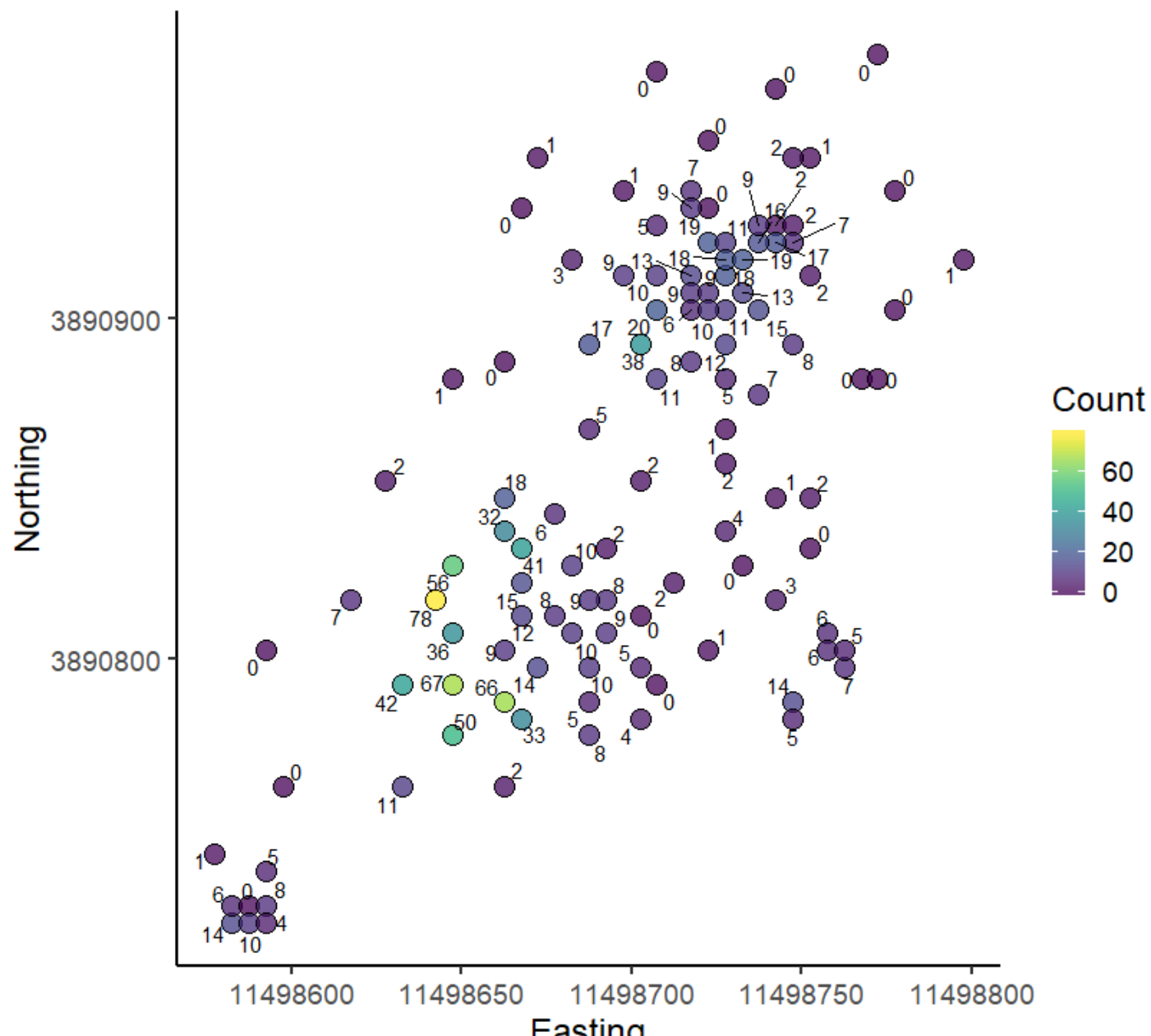
# Inverse Distance Weighting

$$w_i = \frac{1}{d_{ij}^p}$$



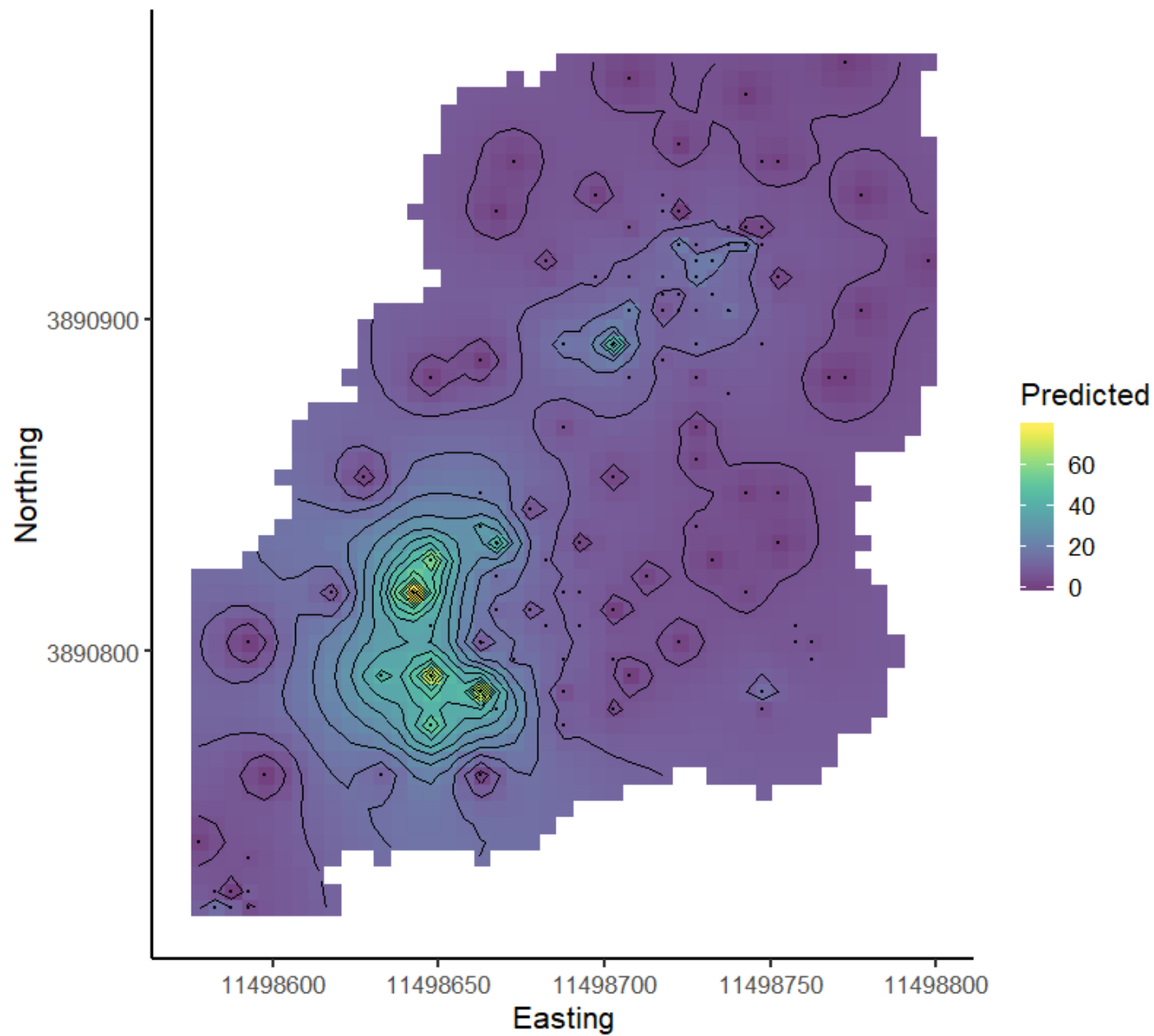
Point ID	northing	easting	$z$	$Distance = d_{ij}$	$w_i = 1/d_{ij}$	$w_i * z$
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3	8	10	2	3.16	0.32	0.63
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Sum					1.09	4.13
5	7	7	$4.13/1.09 = 3.8$			

# Creamware



Creamware

IDW,  $p=2$

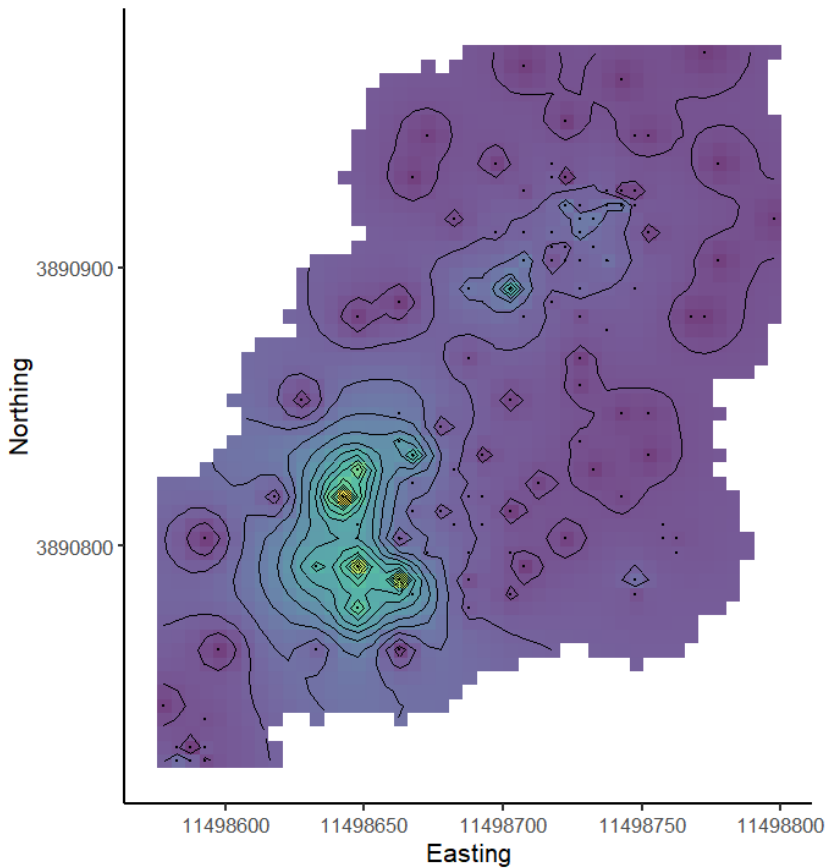




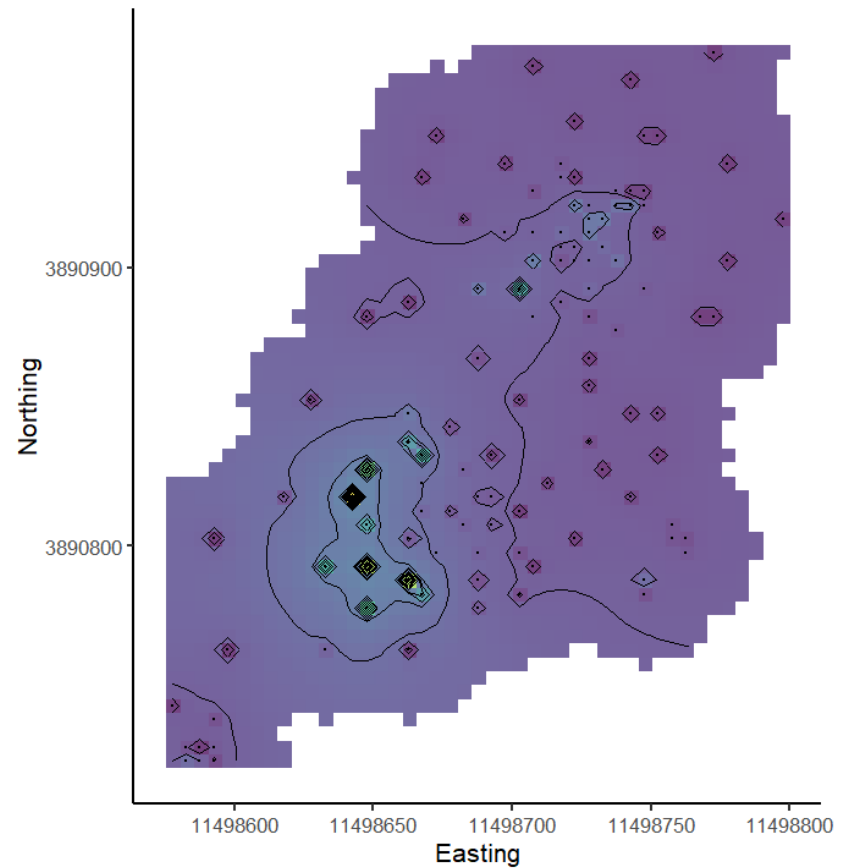
# Pesky Questions about IDW

- what value for  $p$ ?

Creamware  
IDW,  $p=2$



Creamware  
IDW,  $p=1$

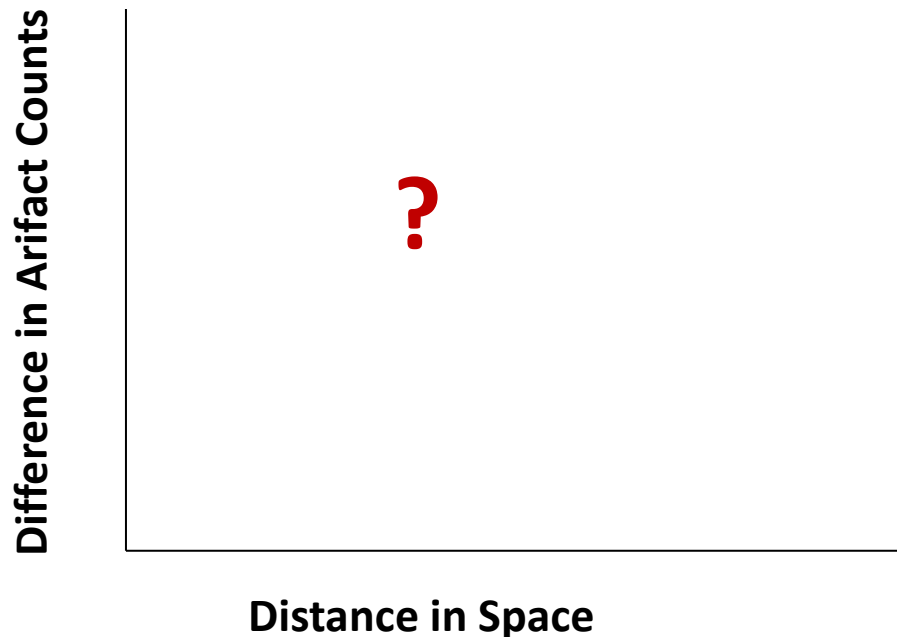


# Doing Better than IDW

- ***p*** should depend on the manner in which ***differences*** between z-values increase with ***distances*** between x,y coordinates....

## “Spatial autocorrelation”

To what extent do quadrats that are farther apart in 2-d space (*e.g.* Easting and Northing) tend to have variable values (*e.g. artifact counts*) that are more different.



## Kriging (after D.R Krige)

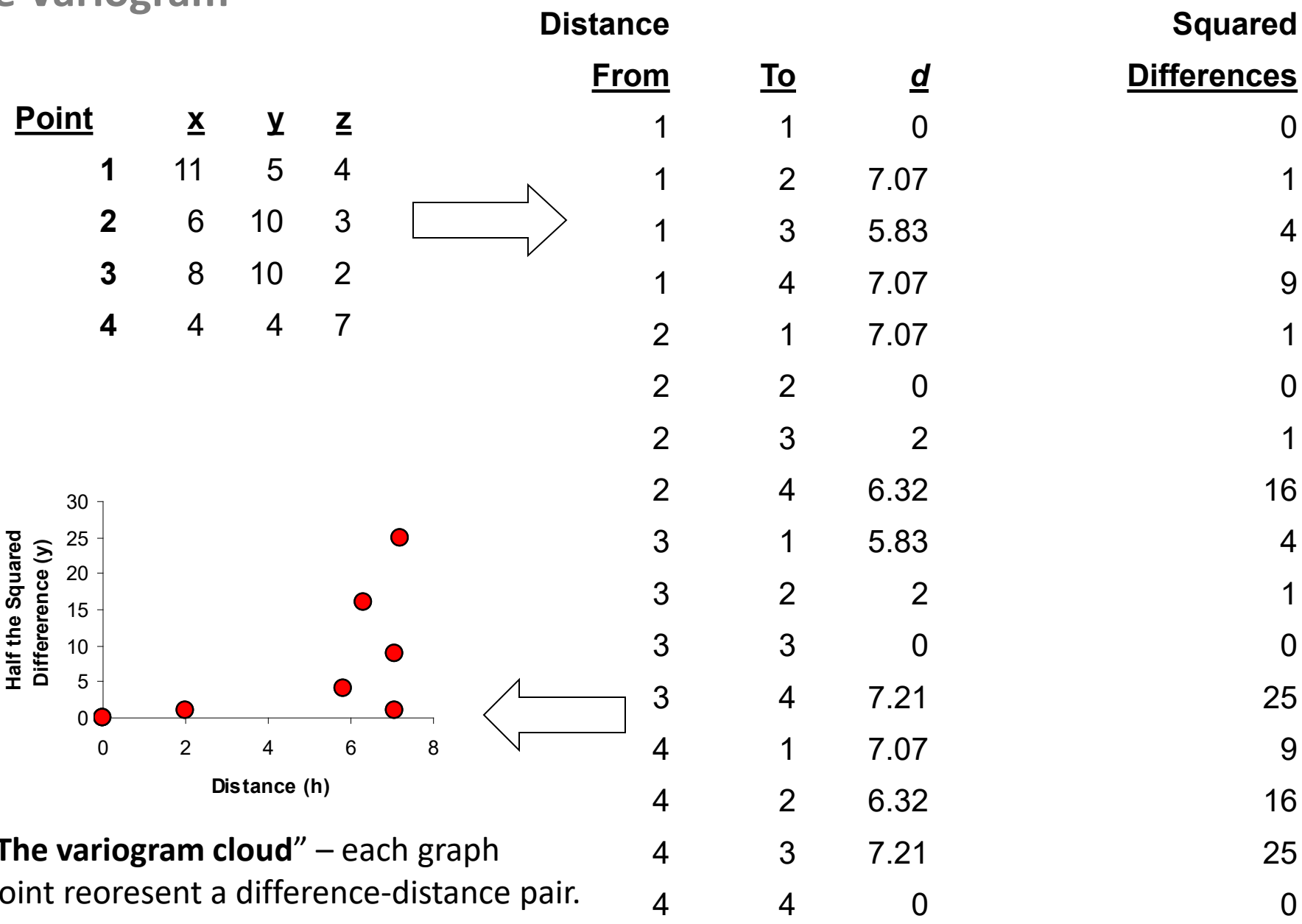
A weighted-averaging interpolation method in which the ***weights depend on the spatial autocorrelation structure of the data***, AND that produces estimates of  $Z$  that are designed to minimize mean-squared prediction error.

## Variogram

The graphical tool we use to measure the autocorrelation structure of spatial data.



# The Variogram

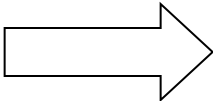


# The Variogram

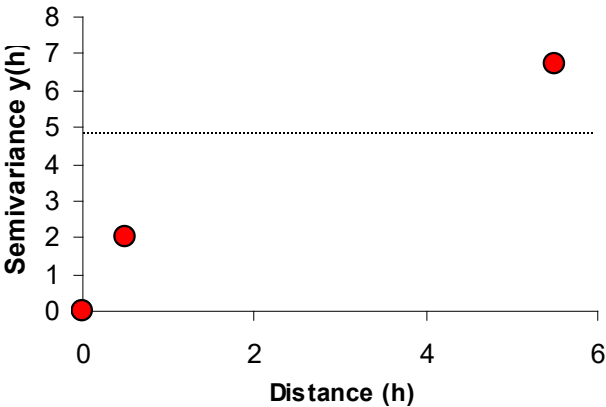
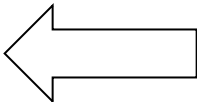
<u>Point</u>	<u>x</u>	<u>y</u>	<u>z</u>
1	11	5	4
2	6	10	3
3	8	10	2
4	4	4	7

Variance

4.67



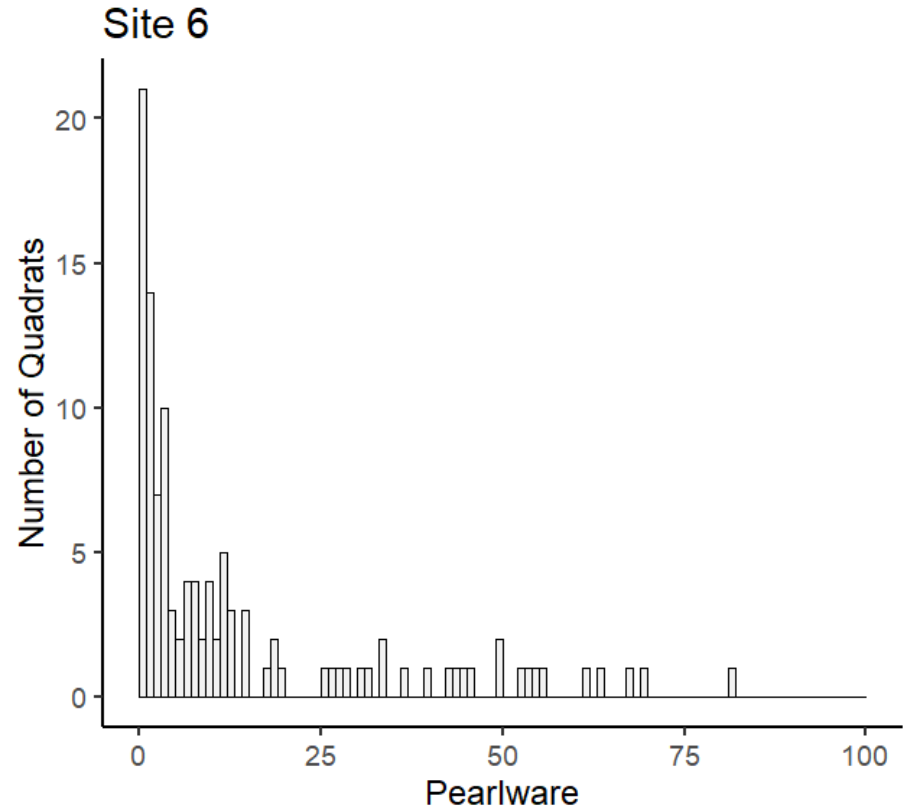
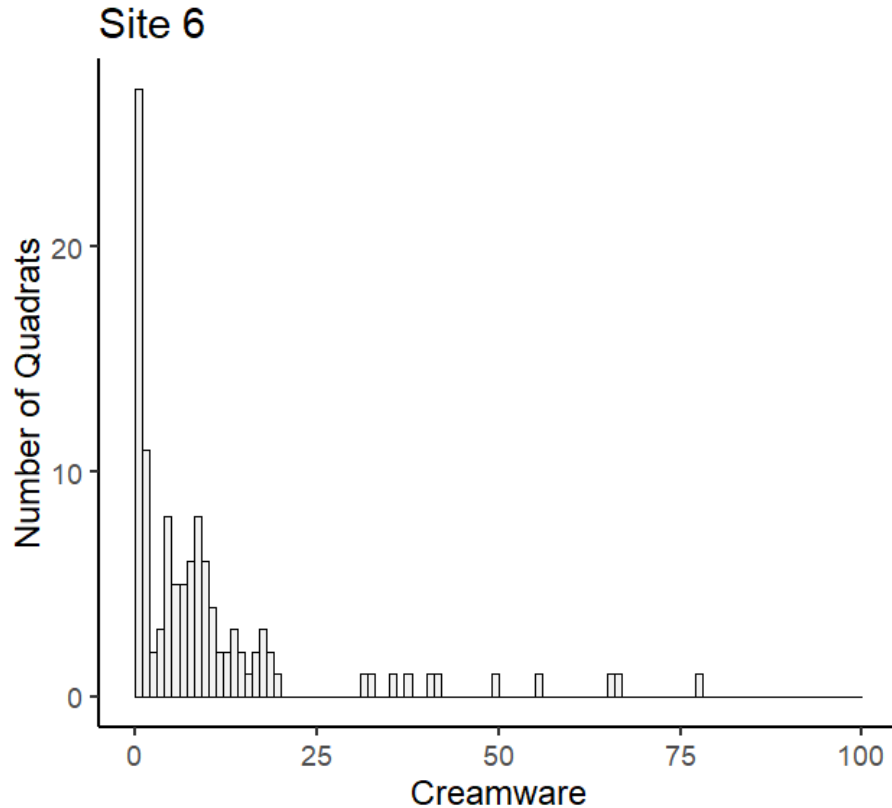
<u>Distance</u>	<u>Squared Distance</u>		<u>Class</u>	<u>y(h)</u>	<u>mean(h)</u>
<u>From</u>	<u>To</u>	<u>h</u>	<u>Differences</u>		
1	1	0	0	0	
2	2	0	0	0	
3	3	0	0	0	
4	4	0	0	0	0
2	3	2	1	1-5	
3	2	2	1	1-5	0.5
1	3	5.831	4	5-10	
3	1	5.831	4	5-10	
2	4	6.325	16	5-10	
4	2	6.325	16	5-10	
1	2	7.071	1	5-10	
1	4	7.071	9	5-10	
2	1	7.071	1	5-10	
4	1	7.071	9	5-10	
3	4	7.211	25	5-10	
4	3	7.211	25	5-10	5.5



“The variogram” – each graph point represents the means of several difference-distance pairs.

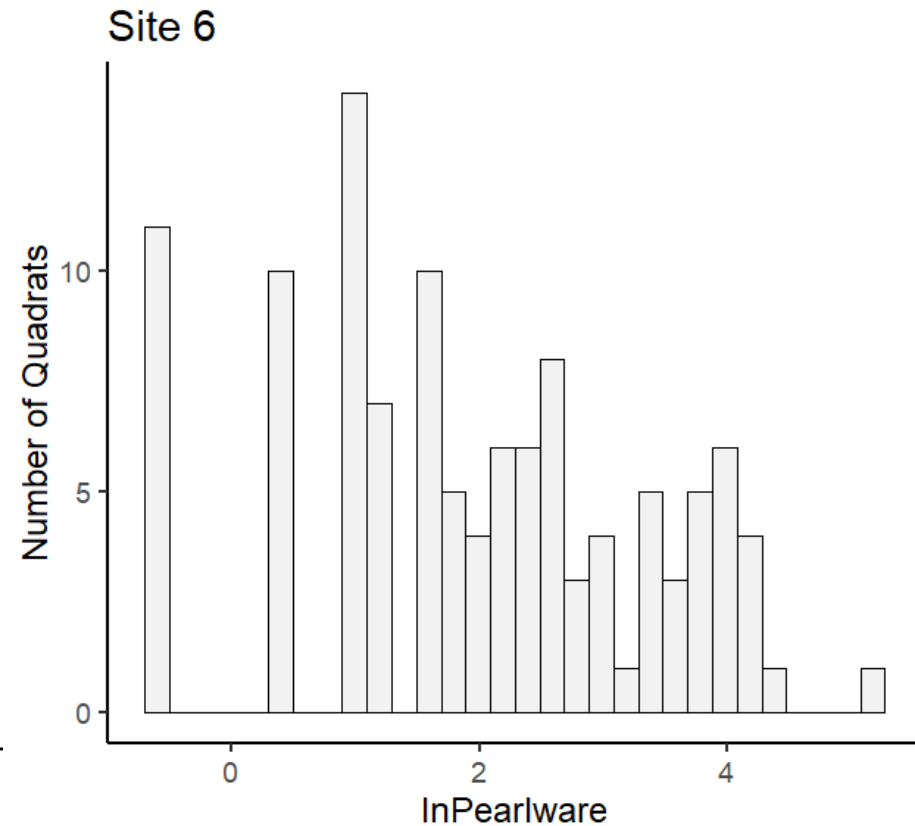
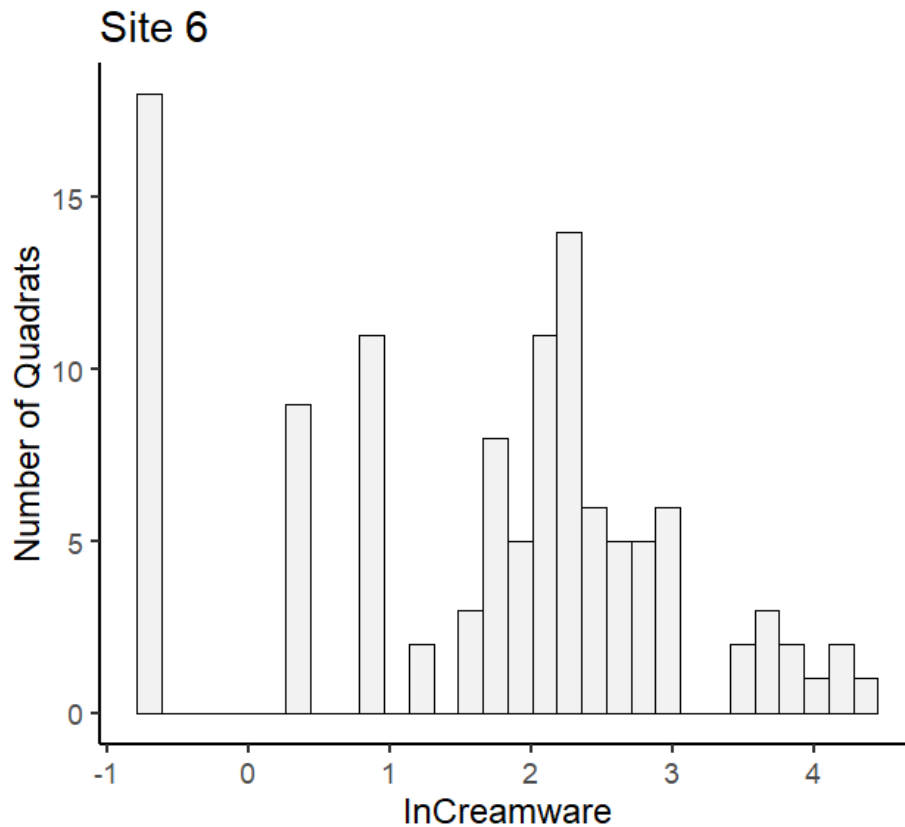
# The Variogram

- The mathematical model behind the variogram and kriging assumes that the spatially distributed variable has a normal or Gaussian distribution.
- But artifact counts always have long right tails...



# The Variogram

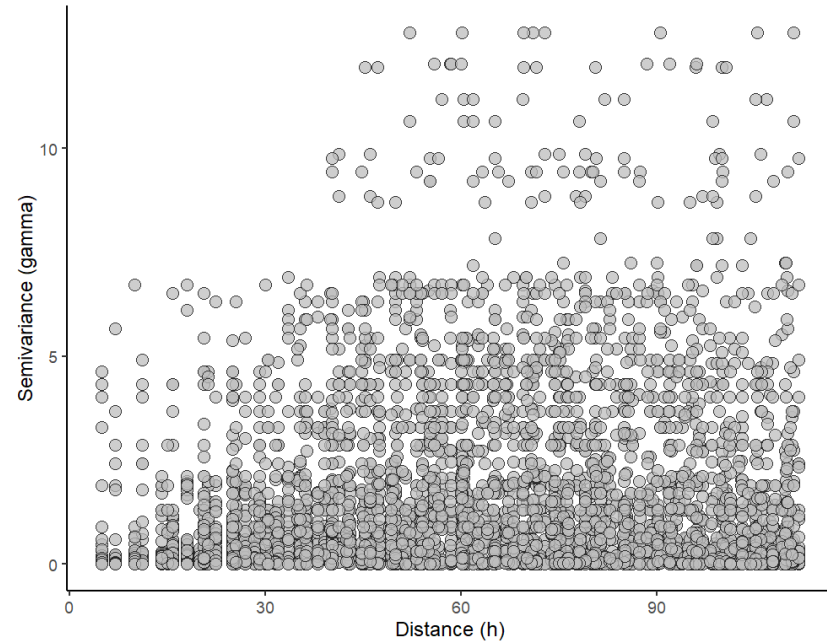
- Transforming the counts to a log scale helps.
- Because  $\ln(0)$  is undefined, we take logs of “started counts”
  - e.g.  $\ln(\text{Creamware} + .5)$



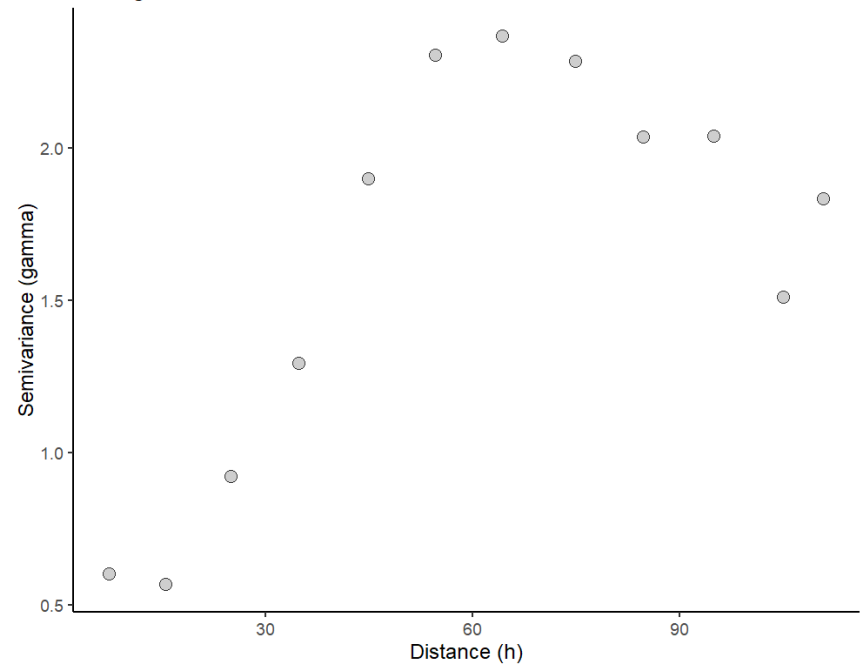
# The Variogram

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Variogram Cloud: InCreamware



Variogram: InCreamware





# The Variogram

$$\gamma_h = \frac{1}{2n(h)} \sum_{i=1}^n (z(x_i, y_i) - z((x_i, y_i) + h))^2$$

The semivariance  
for distance class  $h$

$n(h)$  = the  
number of  
point pairs that  
fall in distance  
class  $h$

$z(x_i, y_i)$  =  
the value of  
z at the i'th  
point with  
coordinates  
x,y

$z(x_i, y_i) + h$  = the  
value of z at the  
i'th point that is  $h$   
away from the  
point with  
coordinates x,y

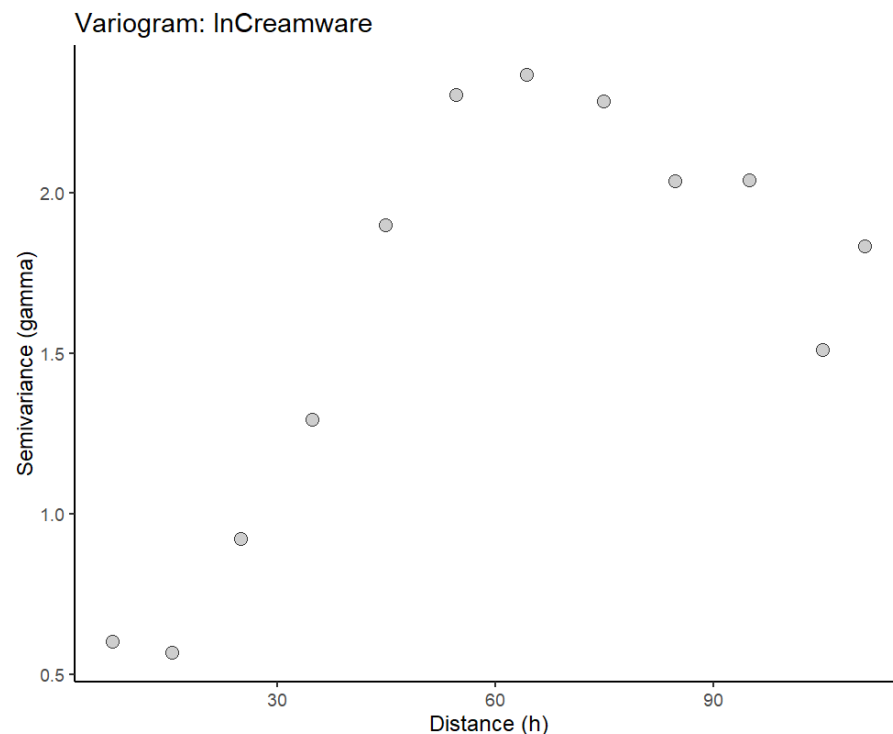
Add up all the  
difference in pairs of  
z values

Square the  
differences  
in pairs of z  
values

$(x, y)$  are 2-d spatial coordinates (easting,  
northing)

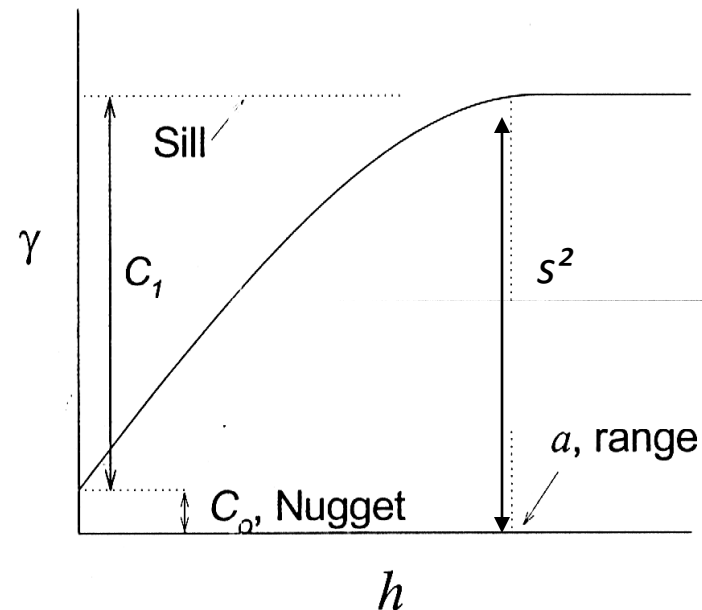
$z$  is the variable value (artifact counts)

$h$  is a distance and direction vector:  
“all the points that are a certain distance  
apart from the i'th  $x,y$  pair”.



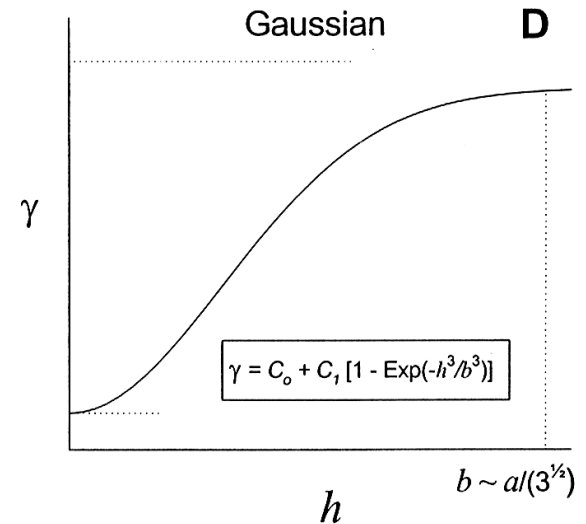
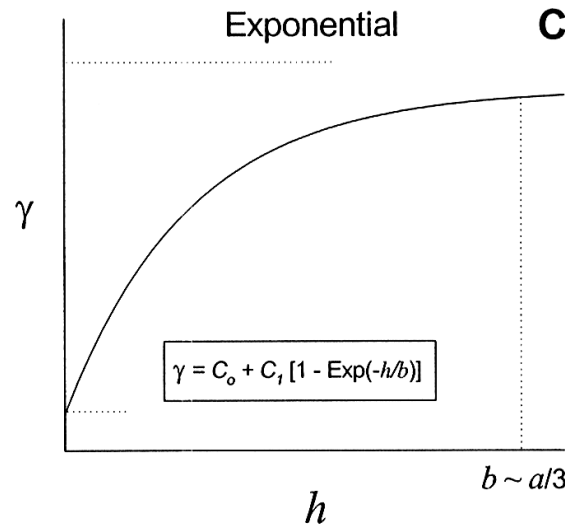
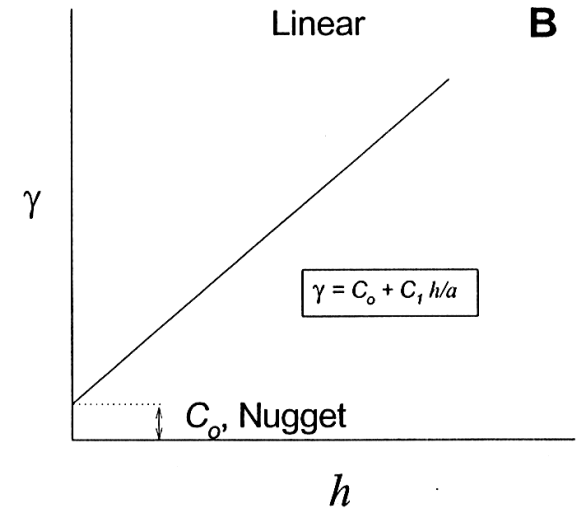
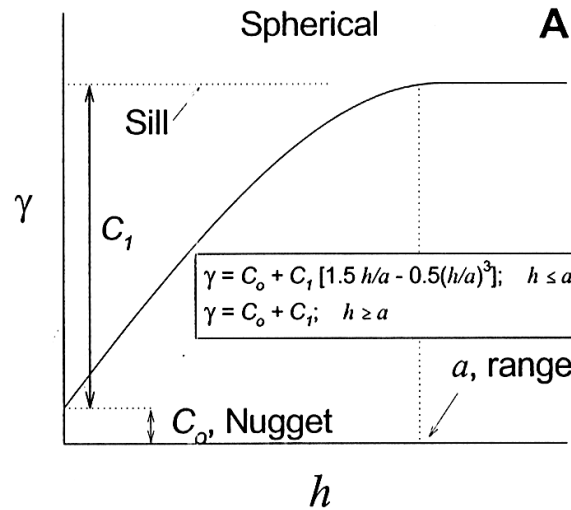
# Variogram Lingo

- **Sill:** for larger values of  $h$  the variogram levels out, indicating that there no longer is any auto correlation between data points.
- *If the data are “well behaved” (Gaussian and stationary) the sill should be equal to the **variance** ( $s^2$ ) of the  $z$  values.*
- **Range:** is the value of  $h$  where the sill occurs (or 95% of the value of the sill). This is the distance beyond which pairs of values are no longer autocorrelated.
- **Nugget variance:** a non-zero value for *gamma* when  $h = 0$ . Produced by various sources of unexplained error (e.g. measurement error).



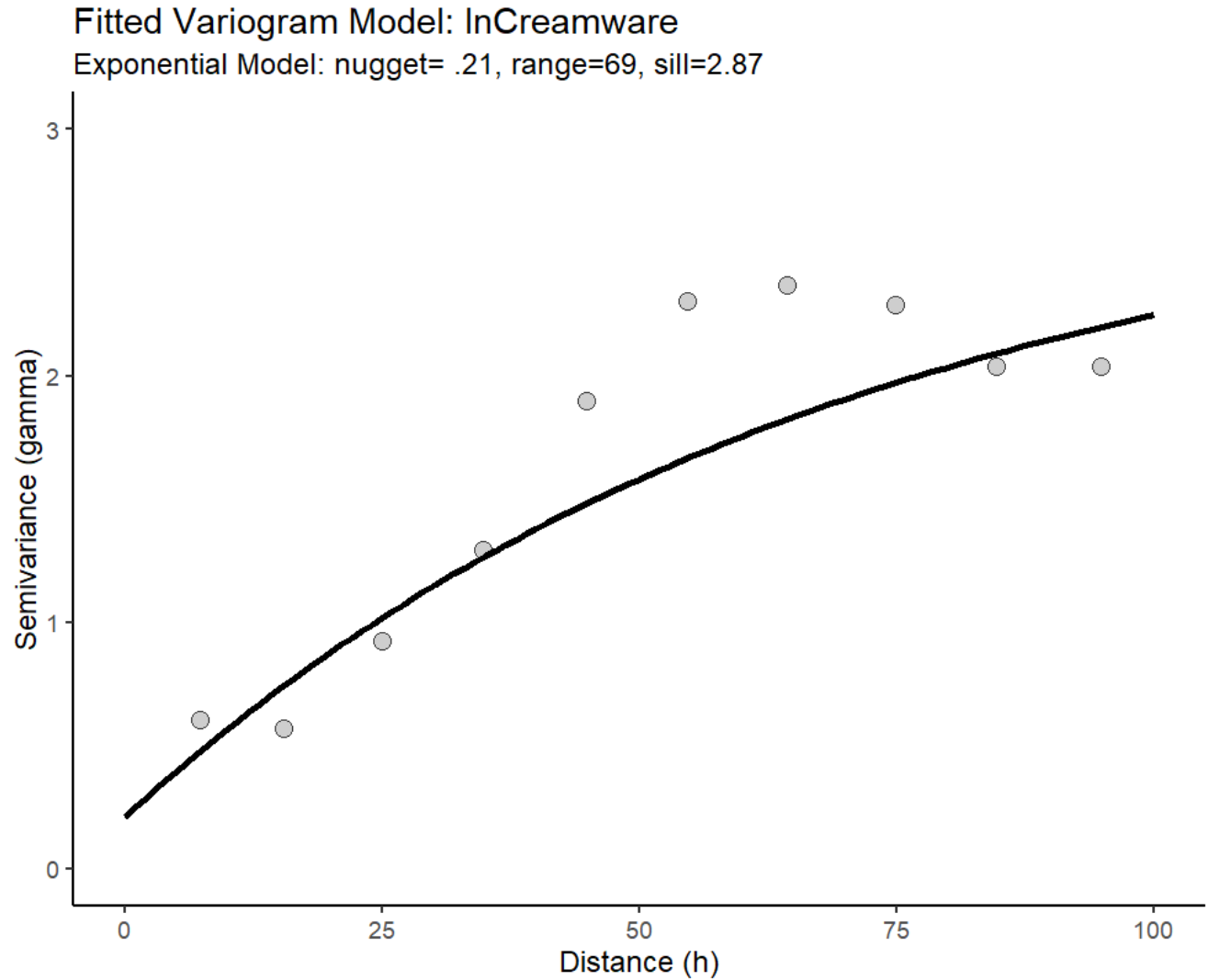
# The Variogram

**Variogram Models:**  
Differently shaped  
curves, defined by  
different equations.

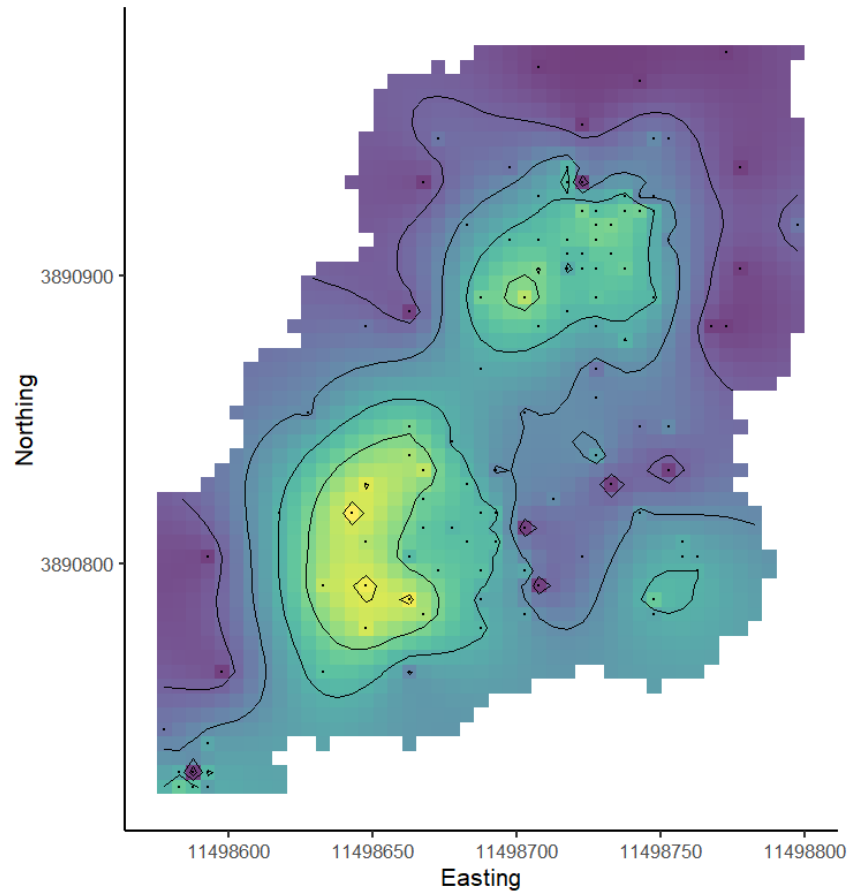


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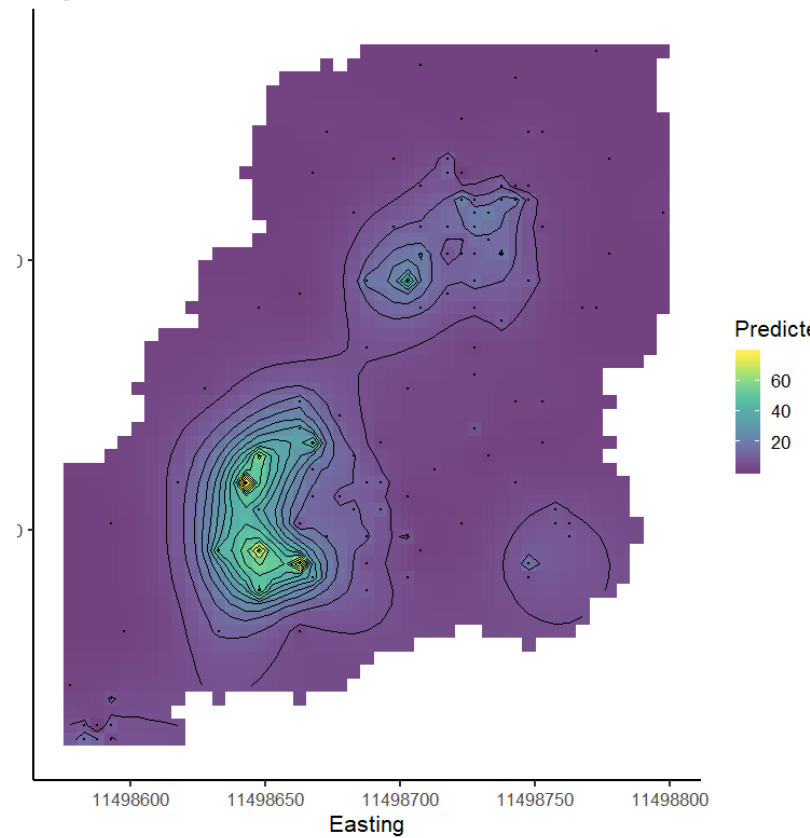
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In(Creamware)  
Kriged Surface



Creamware  
Kriged Surface



# The variogram is a useful spatial data analysis tool !!

You can use it during and excavation to see if your spatial sampling strategy is sufficient to capture spatial patterning

- Quadrat size (too small?)
- Quadrat spacing (too far apart?)
- Given quadrat size and spacing is interpolation reasonable?

