Welcome, Pompeii Archaeologists!

The problem:
unclassified graffiti
few vulgar Latin readers
poor translation software

What if we use location data to classify graffiti?
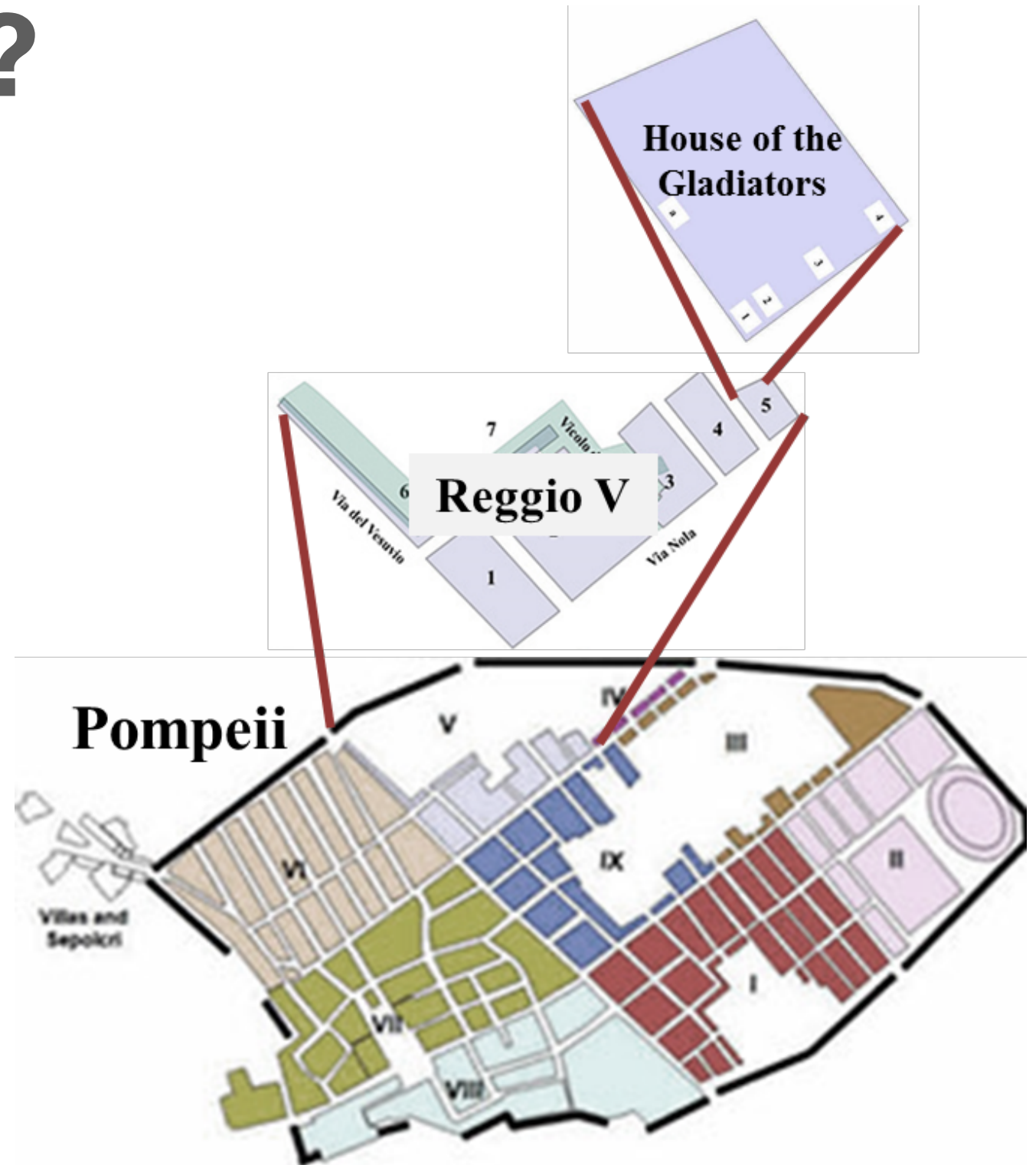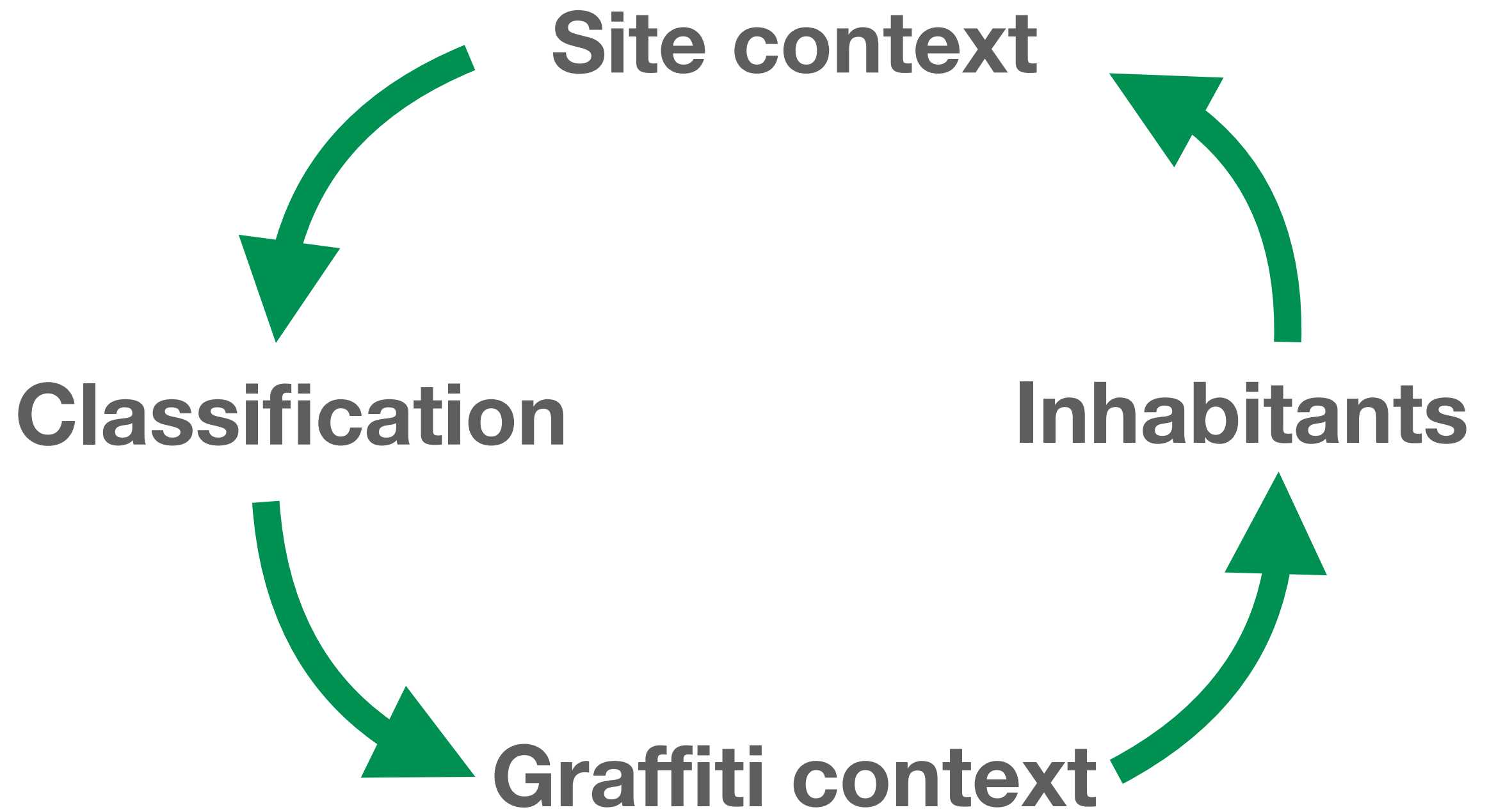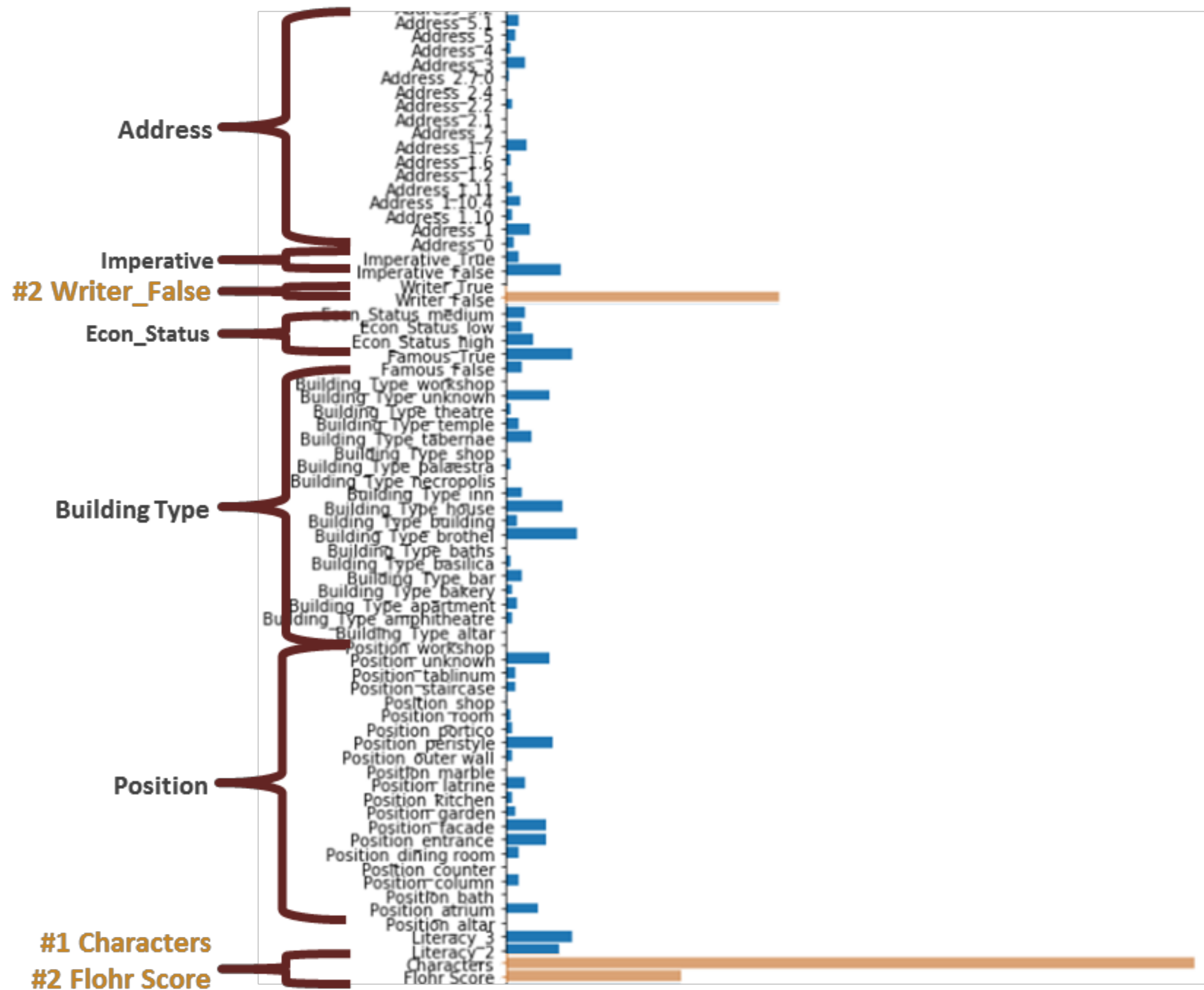
The result:

45% chance of classifying a graffito.
(Correct less than half the time.)

Random guessing:

14% chance of classifying a graffito.

Address

- Address 5.1
- Address 5
- Address 4
- Address 3
- Address 2.7.0
- Address 2.4
- Address 2.2
- Address 2.1
- Address 2
- Address 1.7
- Address 1.6
- Address 1.2
- Address 1.11
- Address 1.10.4
- Address 1.10
- Address 1
- Address 0

Imperative
- Imperative_True
- Imperative_false

#2 Writer_False
- Writer_True
- Writer_False

Econ_Status
- Econ_Status_medium
- Econ_Status_low
- Econ_Status_high
- Famous_True
- Famous_False

Building Type
- Building_Type_workshop
- Building_Type_unknown
- Building_Type_theatre
- Building_Type_temple
- Building_Type_tabernae
- Building_Type_shop
- Building_Type_palaestra
- Building_Type_necropolis
- Building_Type_inn
- Building_Type_house
- Building_Type_building
- Building_Type_brothel
- Building_Type_baths
- Building_Type_basilica
- Building_Type_bar
- Building_Type_bakery
- Building_Type_apartment
- Building_Type_amphitheatre
- Building_Type_altar

Position
- Position_workshop
- Position_unknown
- Position_tablinum
- Position_staircase
- Position_shop
- Position_room
- Position_portico
- Position_peristyle
- Position_outer wall
- Position_marble
- Position_latrine
- Position_kitchen
- Position_garden
- Position_facade
- Position_entrance
- Position_dining room
- Position_counter
- Position_column
- Position_bath
- Position_atrium
- Position_altar
- Literacy_3
- Literacy_2

#1 Characters
- Characters

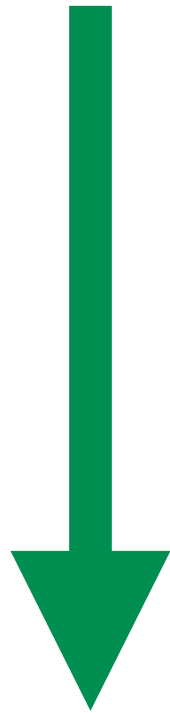#2 Flohr Score
- Flohr Score

Recommendations:

Use people to translate text

Use models to classify text

Use classified text to enrich site context

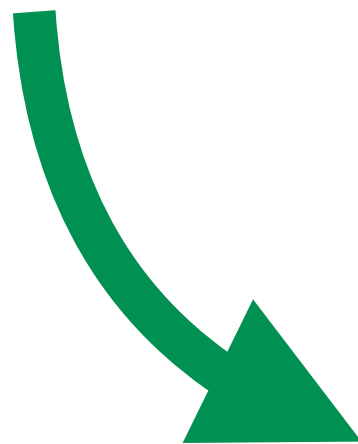**Translation** → **Classification** → **Graffiti context** → **Inhabitants** → **Site context** → **Inhabitants**