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**Mark Gahegan** is Professor of Computer Science and the Director of the Centre for eResearch at the University of Auckland, New Zealand. He has broad research interests including eScience, GIScience, Data Science, knowledge representation, inductive machine learning, information visualization and discovery. As well as computer science, he has also previously held a professorial-level appointment in Geography (Penn State and U. Auckland). He utilizes computational and geographical knowledge to enable cross-disciplinary research in fields as diverse as ecology, remote sensing, archaeology, plant pathology, geoscience and public health.

Gahegan is keenly interested in the computational representation of data, knowledge, and methods across different disciplines, and how this relates to methodology, theory and ontology. He has written more than 130 peer-reviewed articles, given over 130 invited talks, and been PI or Co-PI on over 40 externally-funded research projects, several of which have a value of more than \$1M. He was the lead author of the New Zealand eScience Infrastructure (NeSI) science case and business case, which was funded at the level of \$27M dollars in 2011, and has since been refunded twice by the NZ government.

Gahegan's impact factor (Google Scholar) is 39, his i10 index is 87, and he has more than 6000 citations to date. He is on the editorial board of seven respected international journals and serves on the committee(s) for many international conferences. The Centre for eResearch he directs has a staff of 20 and a remit to provide computational support for research students and staff right across the university—much of this work falls into various kinds of data science, hence he has a good deal of experience of working on practical data science problems across multiple research domains.

The analytics tools Gahegan has developed have led to improvements in the visualisation and analysis of geographical information, specifically, geovisualisation tools and methods, improved neural network-based classification of remotely sensed imagery, use of machine learning methods in geographical data analysis and in analysis of population health data.

## **Spatial Data Science Needs Explanations! (And Not Just Predictions)**

### **Introduction**

**S**patial Data Science facilitates new approaches to longstanding problems in health, policy, ecology and economy. But to make the most effective use of it, we need analytical methods that are

straightforward to apply, open to review and audit, and produce results that can be correctly interpreted by practicing researchers and policymakers.

Leveraging data science presents many challenges that manifest in unique ways in the geospatial realm, including: the nature of errors and bias in data, the opportunities afforded by new and dynamic data sources, the need for transparency and the ability to question assumptions where outcomes are used for public policy. The model-free nature of popular data science methods means they typically operate as black boxes. As such it is difficult to validate their outcomes in ways that stand up to policy debates and foster public trust.

The capacity of data science to help us *explain* and *understand* the underlying causes for the patterns we find in data has lagged behind the development of new analytical methods (Shmueli, 2010). But better explanation and transparency are necessary to empower end-users to interpret outputs in ways that conceptually align with pre-existing knowledge (Doshi-Velez, and Kim, 2017; Lipton, 2016).

From this perspective, there is currently an over-dependence on correlative models that neither represent process nor embed theory (O’Sullivan, 2018). The most capable predictive methods are typically opaque, with no explanation, and no error distributions that connect back to the underlying mechanisms that are driving outcomes. This limits the insights obtained, and our ability to understand the process and causal interactions in the underlying system. By contrast, the focus here is on *explanation*, via methods that strive towards *abductive* reasoning that can offer an explanation (hypothesis) for a set of observations (Gahegan, 2009).

Moving from prediction to explanation, specifically explanation based on feasible processes and their interactions, represents a significant and important step for the GIScience. Models will then become useful in terms of their predictive power, and their ability to explain likely processes and mechanisms that generate those predictions.

### Searching for Explanations

Inductive Process Modelling is an example of one kind of approach that can create explanatory models from complex data. It does this using a kind of theory and data *soup*: the soup contains a set of theory fragments, rules, constraints, and observational data drawn from the system under investigation. Using these building blocks, heuristic search and feedback are used to iteratively assemble pieces together into a chain that links observable variables with each other via causal mechanisms. Since the model produced contains a set of equations with known links to current theory, then it becomes possible to ‘read’ the model; it is essentially a hypothesised mathematical description of the process under investigation. See Asgharbeygi *et al.* (2006), Sozou *et al.* (2017) and Gahegan (2019) for more details. When coupled with the descriptive richness of big data, this approach can produce complex and accurate models that can be readily understood, debated and validated.

The inductive process modelling community has had good success in constructing models from complex data that describe various spatial and temporal processes. As Langley showed nearly forty years ago, it is possible to ‘discover’ some well-known physical laws from data, such as acceleration due to gravity (Langley, 1981). In this case, the model is simple: just one equation with one rate term, and it can indeed be learned autonomously from experimental data. But more recent work includes discovering ecological models that can describe: complex predator-prey relationships (Bridewell et al, 2008), the occurrence of large algal blooms (Džeroski *et al.*, 2007) and complex reaction networks in systems biology (Džeroski & Todorovski, 2008). All of these examples not only demonstrate excellent results—they are every bit as good as those produced by expert scientists, and sometimes better—but they are also directly comparable with existing models and their correctness (or otherwise) can be debated rationally based on theory, not just on producing the best results following extensive training. Recent work by Langley and Arvai (2016) demonstrates how Inductive Process Modelling can scale to very complex ecological food webs with 15 or more different interacting species, all successfully learned from data describing the observed counts of individual organisms. That’s a very complex model, with an intricate and lagged set of co-dependencies.

To give a specifically geographical example of model discovery, imagine that we wish to understand the mechanisms that drive overland water drainage and soil erosion. Some simple examples of equations to add to the process library might be: exponential decay, simple geometric calculations of upslope area, water accumulation, soil erosion coefficients and equations governing fluid flow and saturation. To guide the model discovery process we need a measure of success, which can be straightforwardly defined as a reduction of error in the model’s ability to correctly predict the observed data (say the outflow of the basin or the amount of soil eroded over time). This provides the feedback needed to guide and refine the model’s development. We will also need observation data that describes the variables that appear in the equations in the process library.

At the core of the computational model discovery movement is the idea that not only can data be turned into knowledge, but that this knowledge can in turn be expressed as theory (Horacek, 2017; Rule *et al.*, 2018). When the data mining or machine learning community refers to knowledge discovery, it typically means uncovering the patterns and categories that characterize trends or outliers in data; such ‘knowledge’ is usually expressed in the language of data (statistics) or machine learning method parameterisations and *not* the language of human explanation (domain theory). But in the case of computational model discovery, the discovered knowledge is a mathematical model (e.g. a set of Partial Differential Equations) that characterises some phenomena of interest and that can be translated (via these equations) into rules and relations between data—for example as processes and causal links. This is closer to theory, and can be interpreted from a theoretical perspective in many cases. Over time, as additional layers of the science process are adequately represented in computational systems, these discovery systems will become capable of producing rich and detailed descriptions of solutions and their explanations, couched in relevant domain theory and the process of research.

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