

AI Archaeology: Reading Ancient Texts With Cutting Edge Technology

Casey Handmer, Julian Schilliger, Youssef Nader

TNG Big Techday Munich 2024





You?





Classical and

PAPER

Spectral C gravitation

Casey J Handmer

Published 21 Octob

Classical and Quant



nd

- Casey Handmer (Caltech), Bela Szilagy (JPL) and Jeffrey Winicour (Pittsburg) reprise their former stance discussing asymptotically time-like inertial scri+ foliations, now with even better CGI. Image credit: Photo manipulation by Annie Handmer, background image by SXS Collaboration: Andy Bohn *et al* 2015 Class. Quantum Grav. 32 065002.

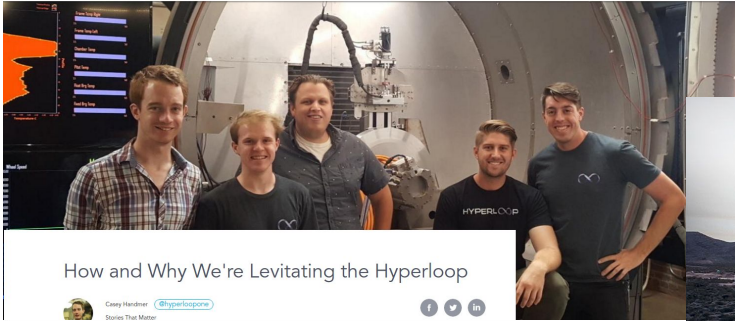
As an
the first case

Hyperloop One

Levitation Engineer

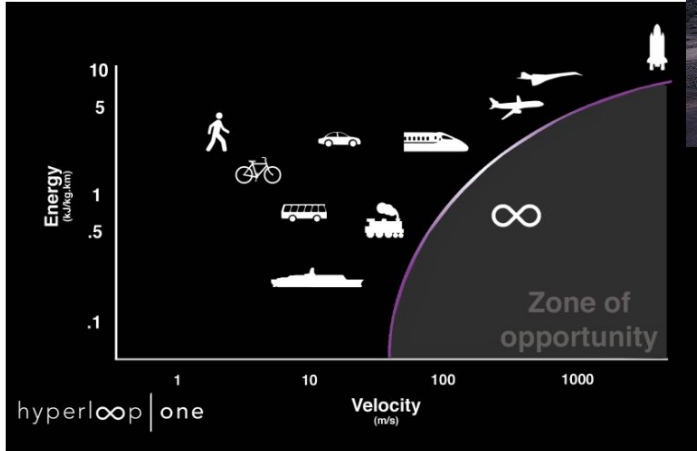
hyperloop | one

OUR STORY TEAM MEDIA BLOG CAREERS CONTACT

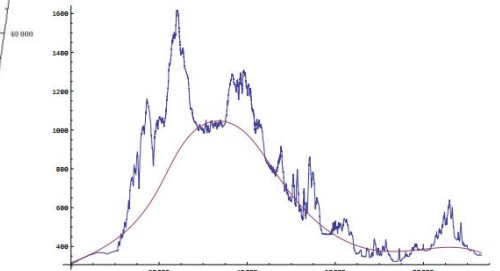
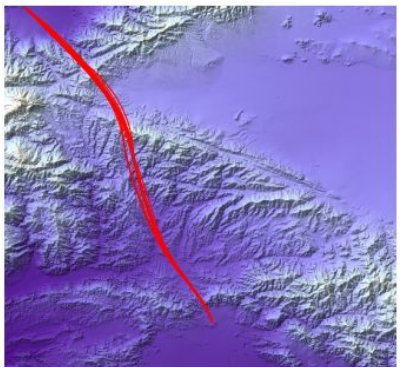
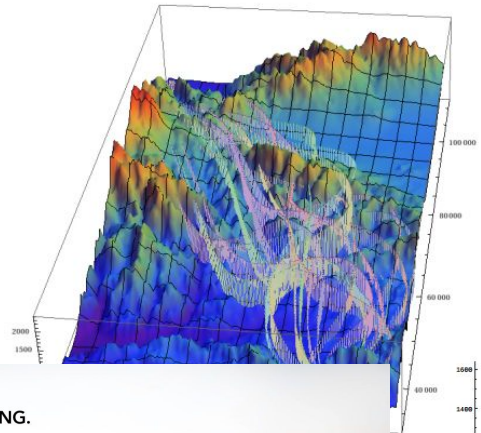


How and Why We're Levitating the Hyperloop

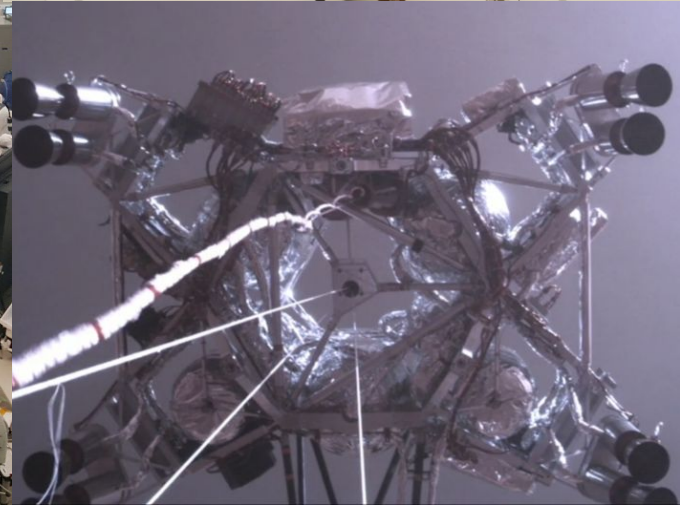
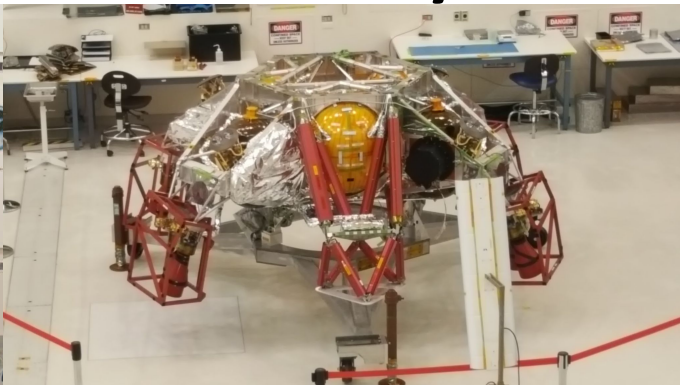
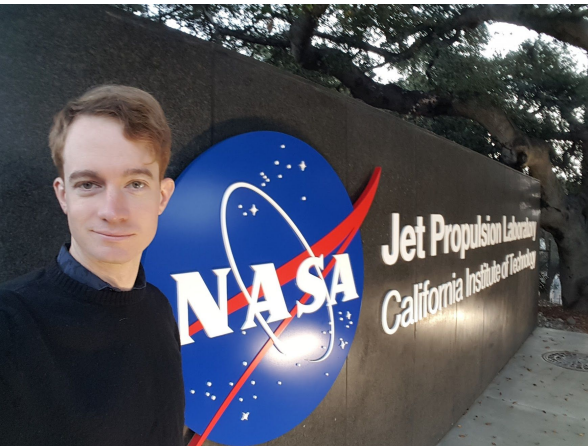
Casey Hardner @hyperloopone



BE ANYWHERE. MOVE ANYTHING. CONNECT EVERYONE.



NASA Jet Propulsion Laboratory



Founding Terraform Industries







Background

2023 Grand Prize Awarded

Overview

2024 Prizes

The Master Plan

Prize Winners

Community Projects

Data

Scrolls

Fragments

Segments

Tutorials

1. Technical Overview

2. Scanning

3. Segmentation and Flattening

4. Ink Detection

FAQ

History

Livestreams

Resurrect an ancient library from the ashes of a volcano.

Win Prizes. Make History.

The Vesuvius Challenge is a machine learning and computer vision competition that in 2023 cracked the riddle of the Herculaneum Papyri & awarded over \$1,000,000 in prizes.

2024's challenge is to go from reading a few passages to entire scrolls.

\$500,000+ in New Prizes

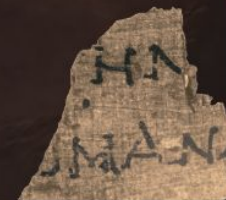
[MORE INFORMATION](#) →



UNNOUNCED • BREAKING • NEW PRIZES ANNOUNCED • BREAKING • NEW PRIZES ANNOUNCED

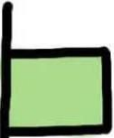
Read the Master Plan

[READ THE POST](#) →



WHAT GIVES PEOPLE FEELINGS OF POWER

MONEY



STATUS



THINKING ABOUT
THE ROMAN
REPUBLIC







ANCIENT
HISTORY
www.ancienthistorymag.com





di Portici

Villa Signorini Events &

Parco Archeologico di Ercolano

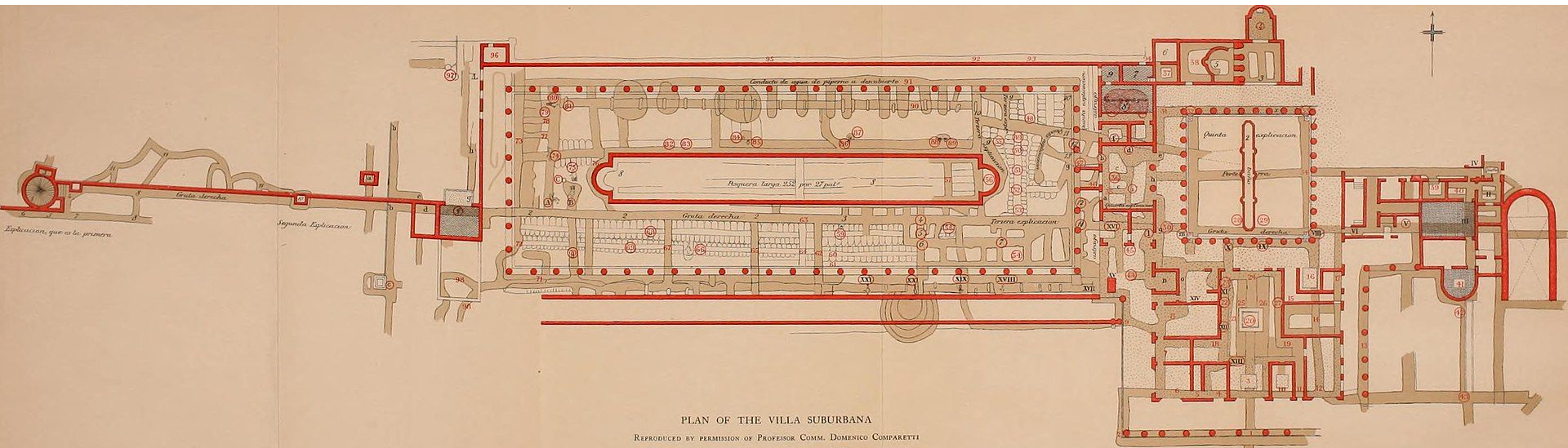
Villa Campoleto

Paninoteca Mato Mato

Lido Arturo

Turtle Point (Portici)

ENEA



PLAN OF THE VILLA SUBURBANA

REPRODUCED BY PERMISSION OF PROFESSOR COMM. DOMENICO COMPARETTI



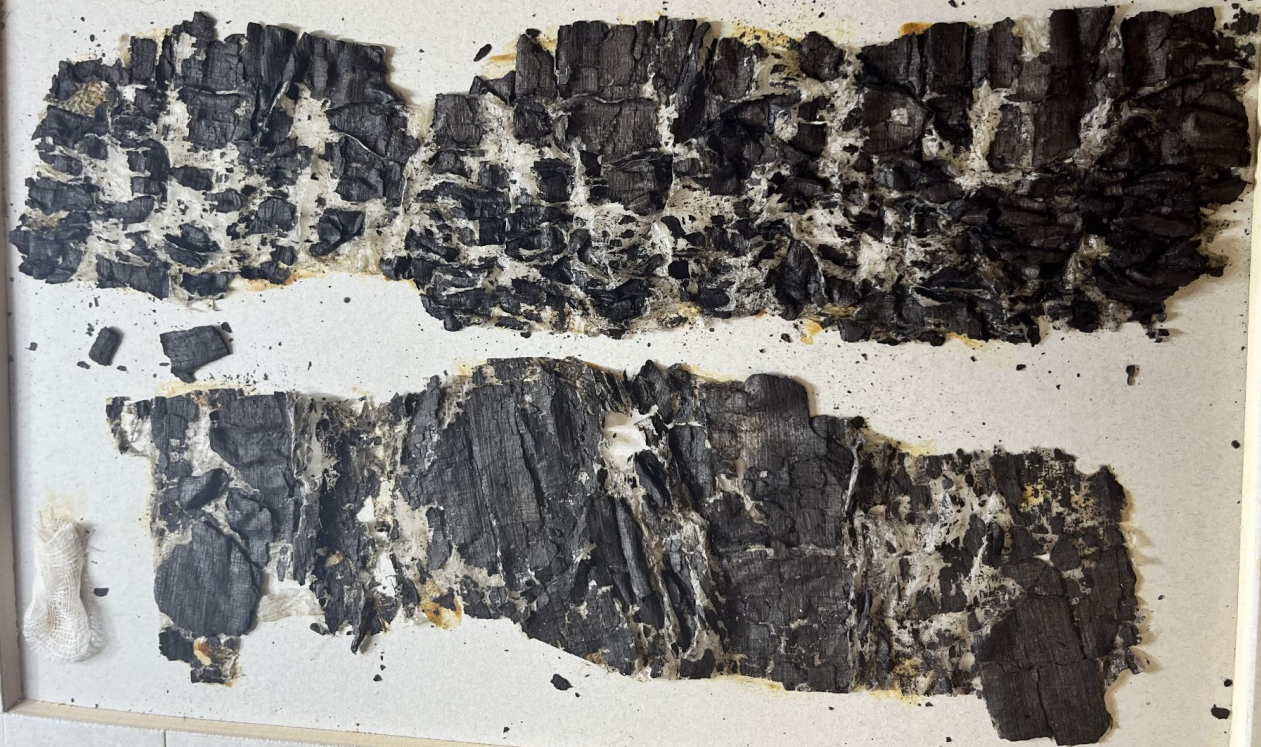




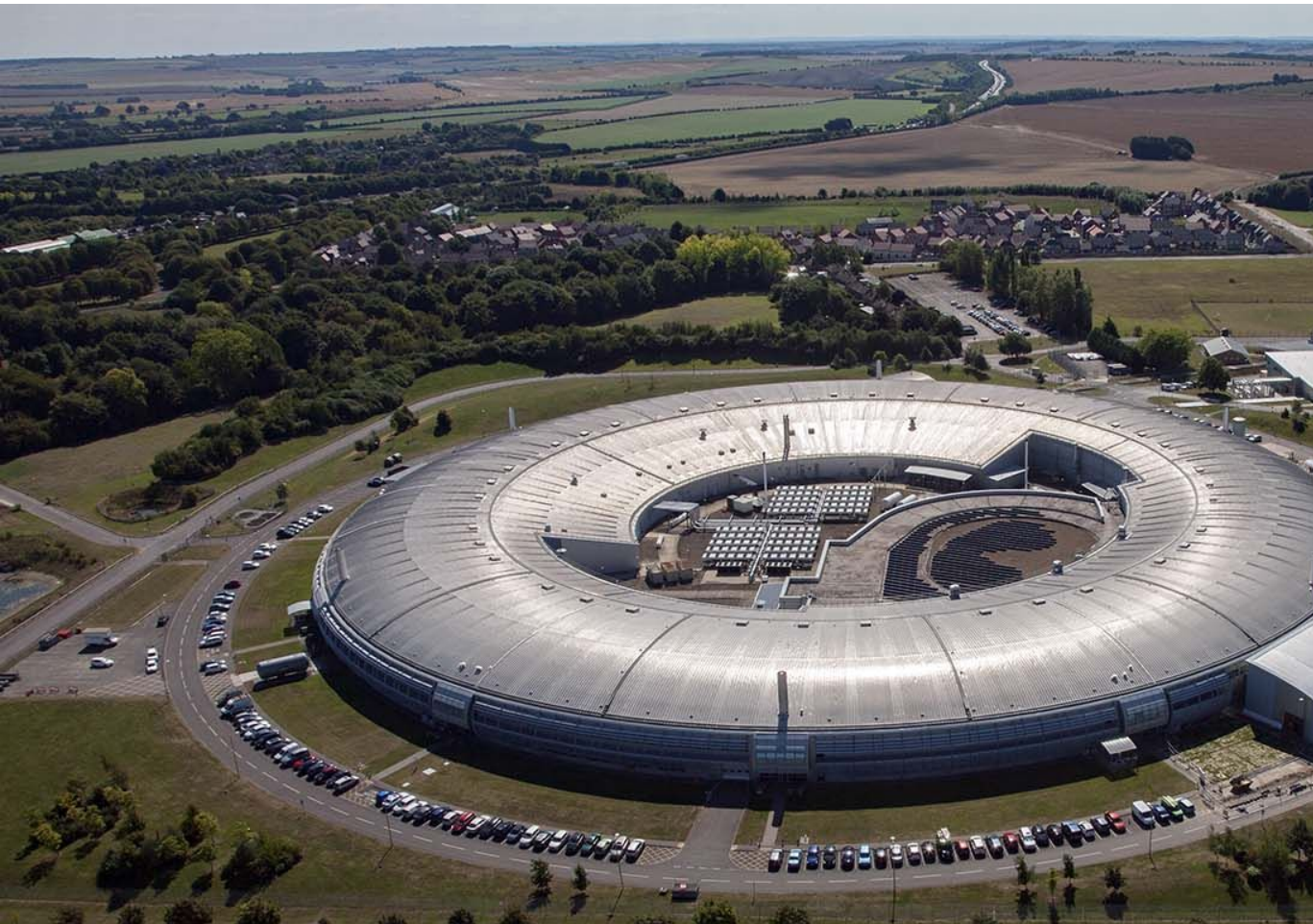
Sapirò N° 10

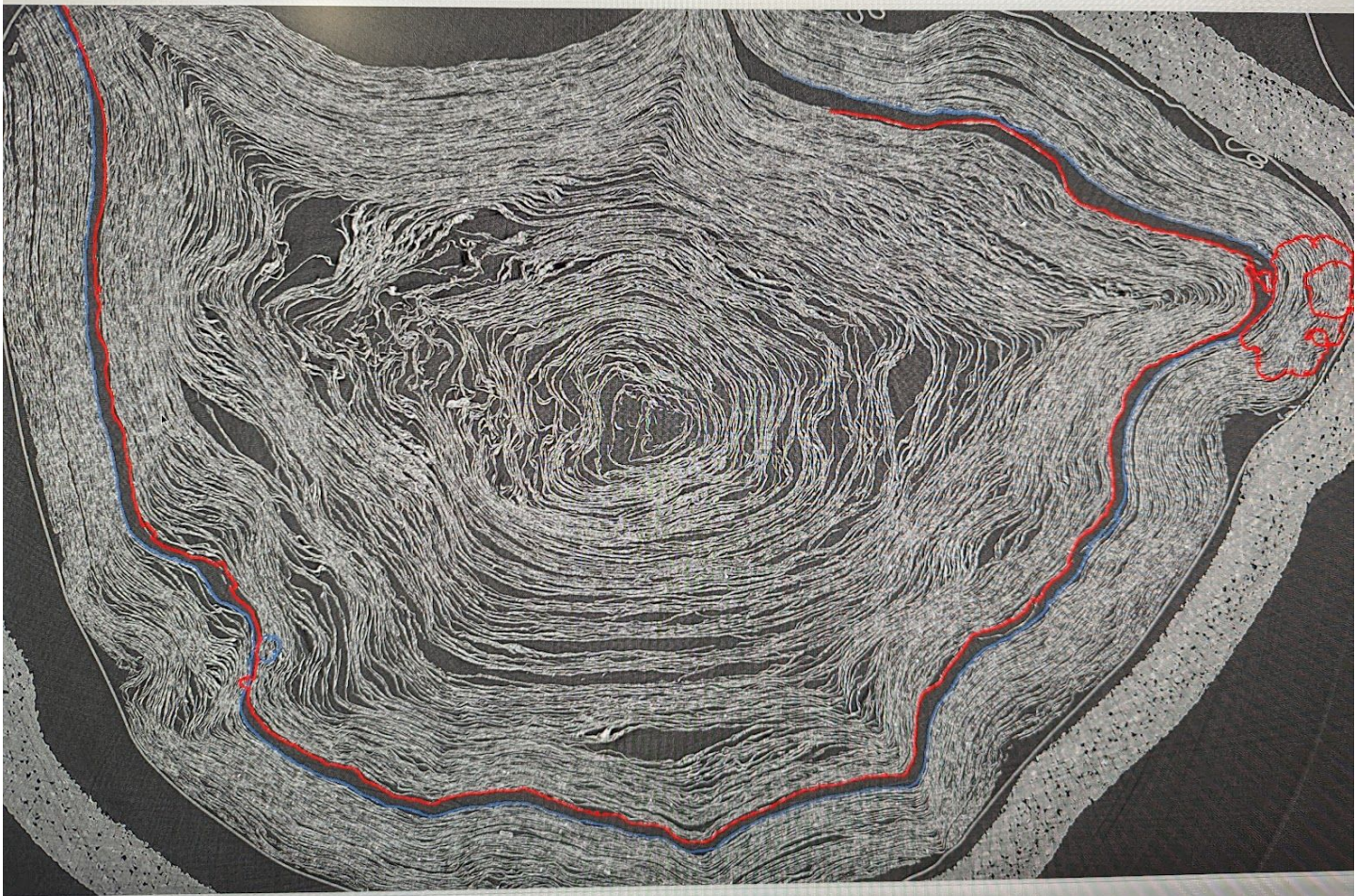
Preso per svolgersi da D. Carlo Trazi in giugno 1865

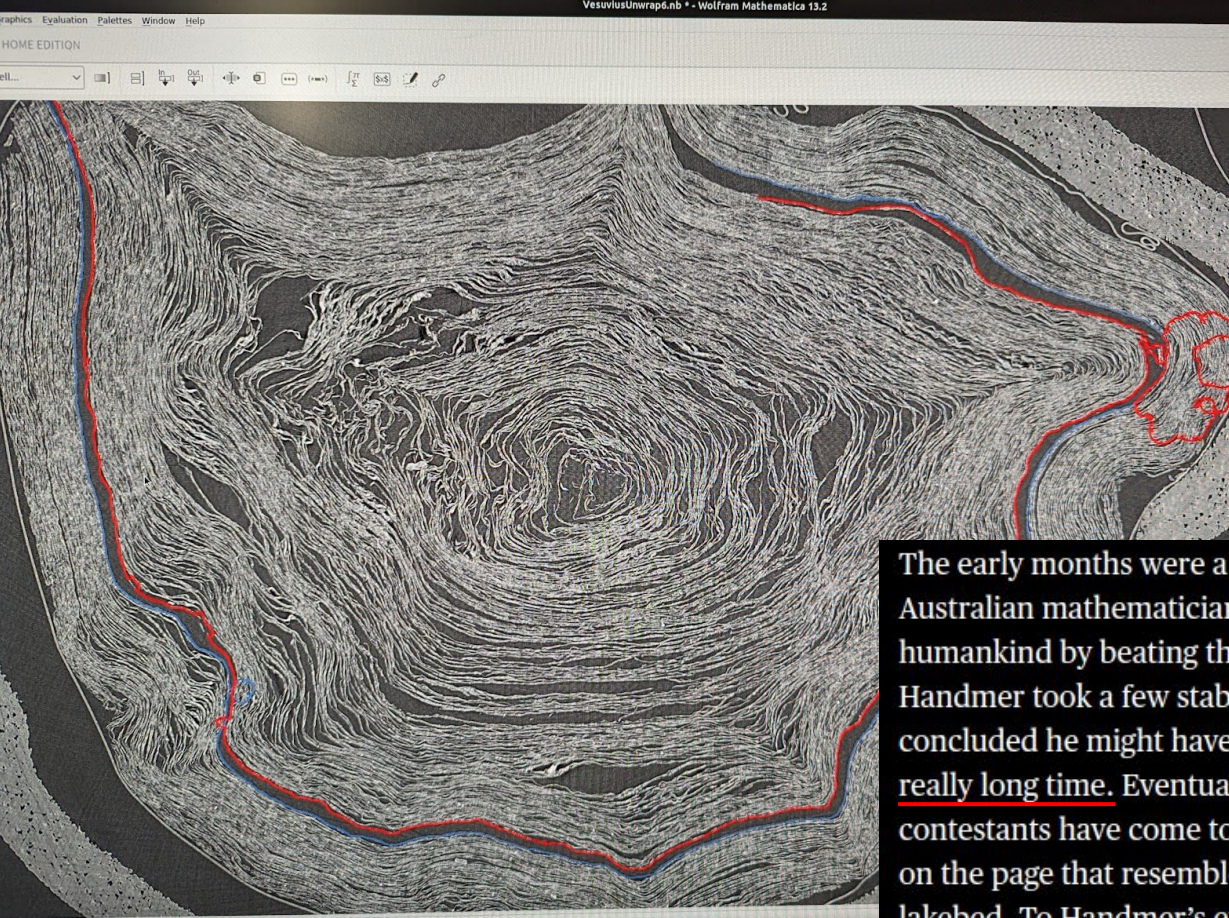
Pezzo I



Conforti





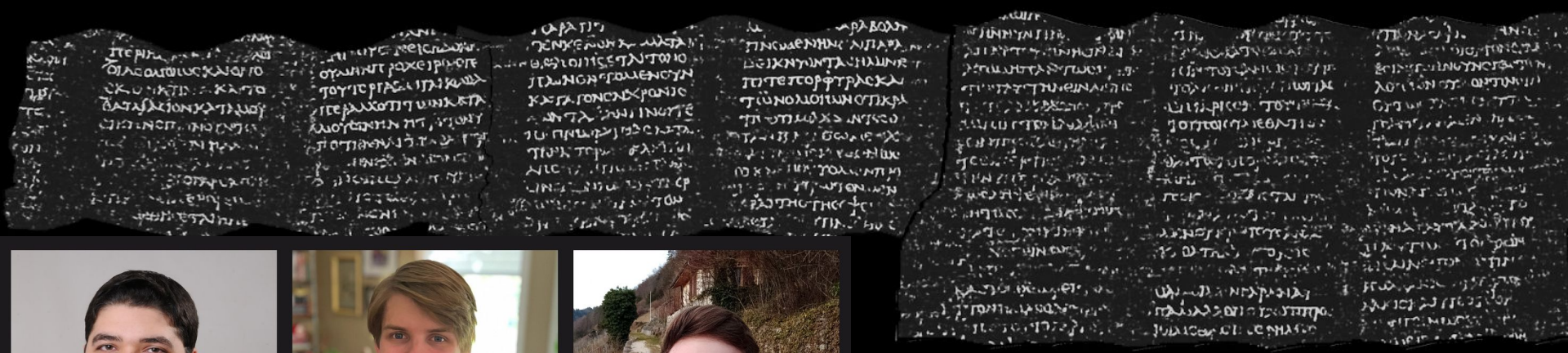


Can AI Unlock the Secrets of the Ancient World?

Almost 2,000 years ago, a volcano preserved Hericulanum's vast library of scrolls but left them unreadable. A volunteer army of nerds has been racing to decipher them.

By [Ashlee Vance](#) and [Ellen Huett](#)
February 5, 2024, 9:00 AM UTC

The early months were a slog of splotchy images. Then Casey Handmer, an Australian mathematician, physicist and polymath, scored a point for humankind by beating the computers to the first major breakthrough. Handmer took a few stabs at writing scroll-reading code, but he soon concluded he might have better luck if he just stared at the images for a really long time. Eventually he began to notice what he and the other contestants have come to call "crackle," a faint pattern of cracks and lines on the page that resembles what you might see in the mud of a dried-out lakebed. To Handmer's eyes, the crackle seemed to have the shape of Greek letters and the blobs and strokes that accompany handwritten ink. He says he believes it to be dried-out ink that's lifted up from the surface of the page.



Youssef Nader



Luke Farritor

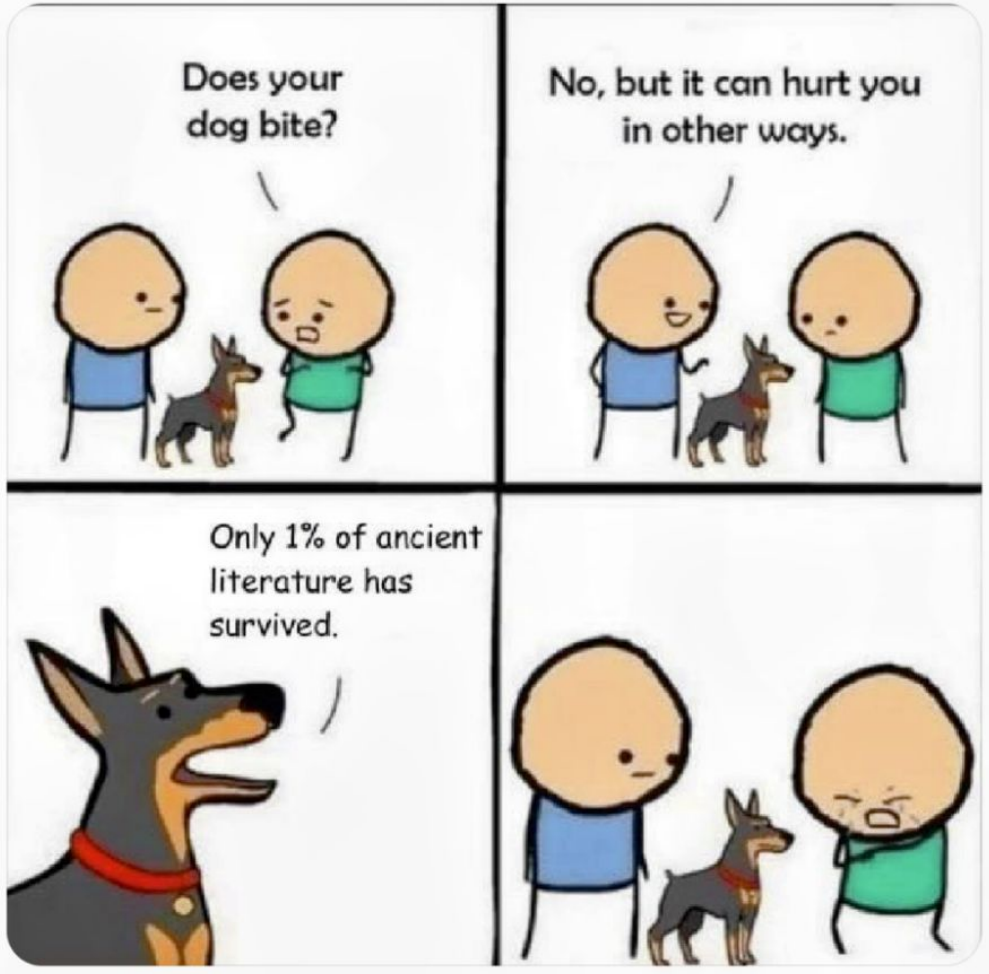


Julian Schilliar



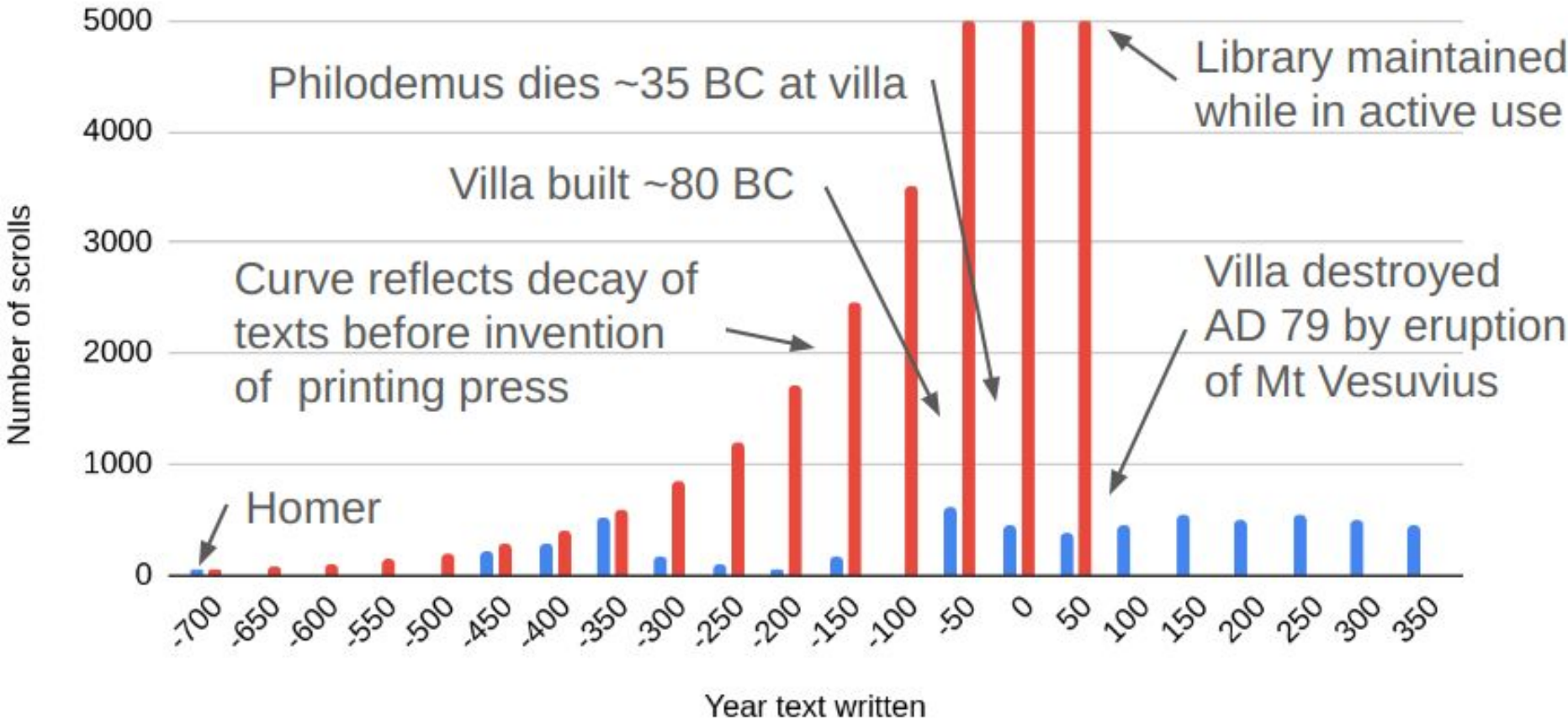


Elon Musk   @elon... · 18 Jun ⋮

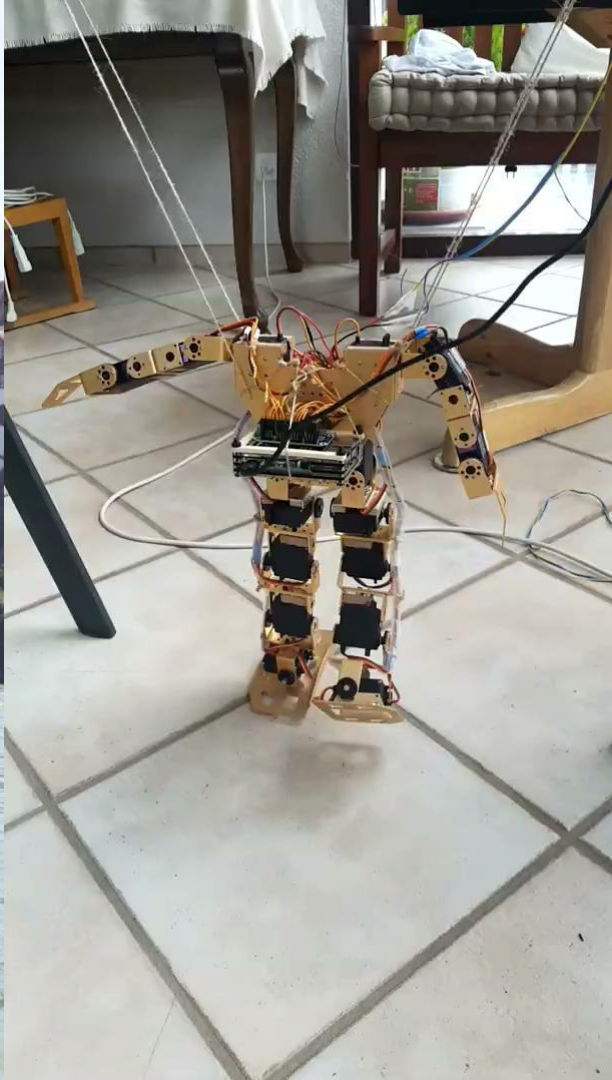


Quantity of ancient text by composition year

■ Extant text ■ Potential volume in Herculaneum Library (25k scrolls total)





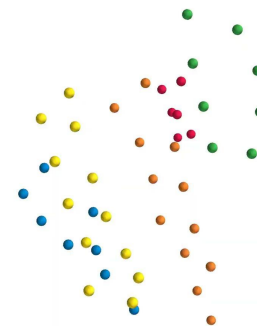
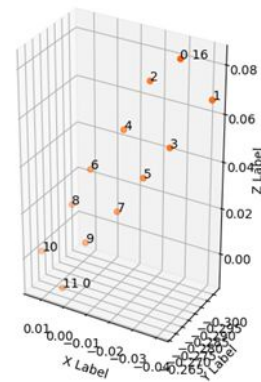


Vesuvius Challenge Grand Prize



Youssef Nader,
Luke Farritor,
and **Julian Schilliger**





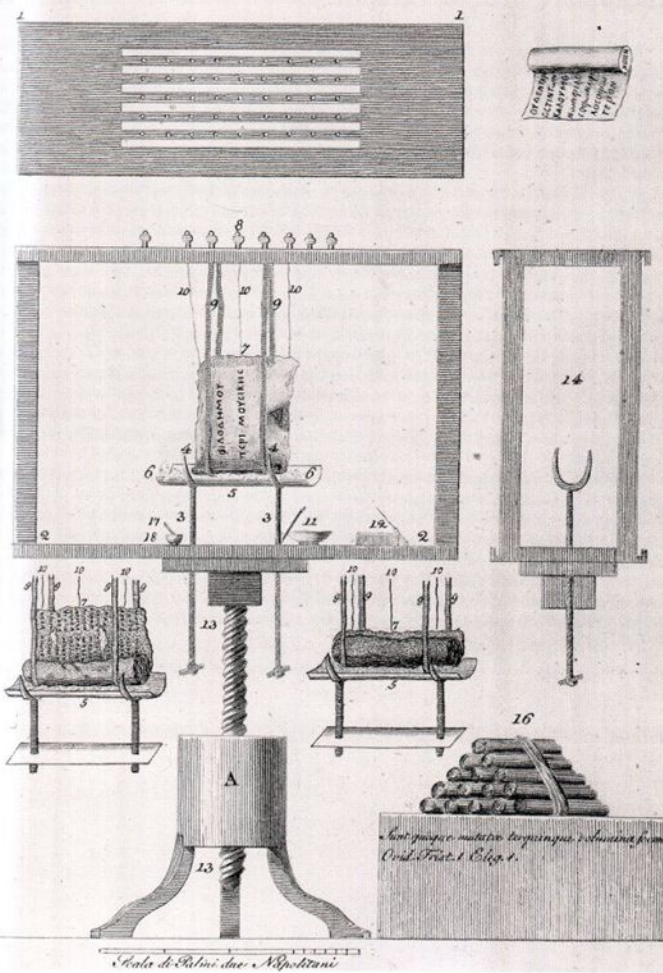


Technical Challenges

```
graph TD; A[Technical Challenges] -- red arrow --> B[Unroll Scroll]; A -- black arrow --> C[Ink Detection];
```

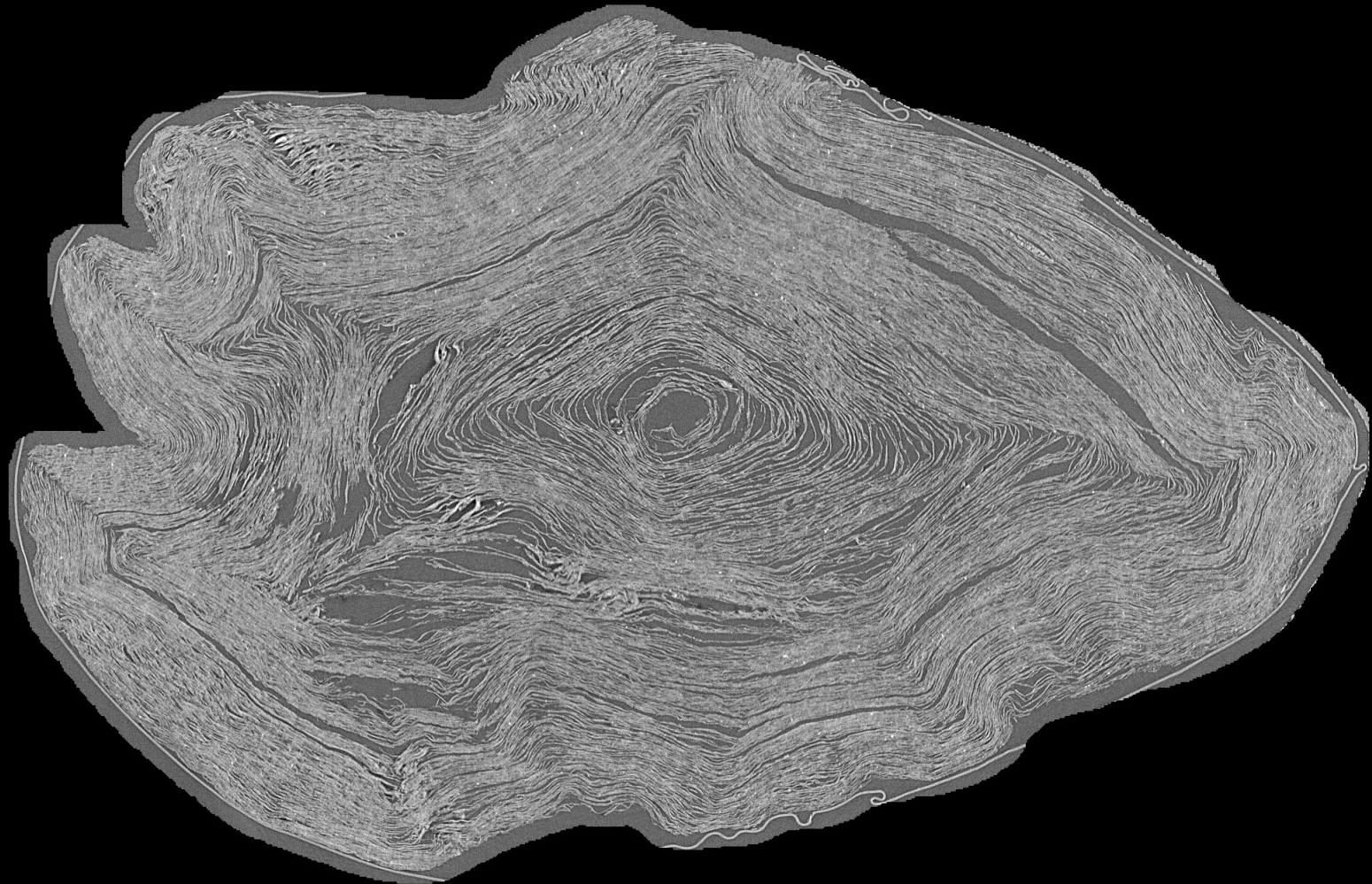
Unroll Scroll

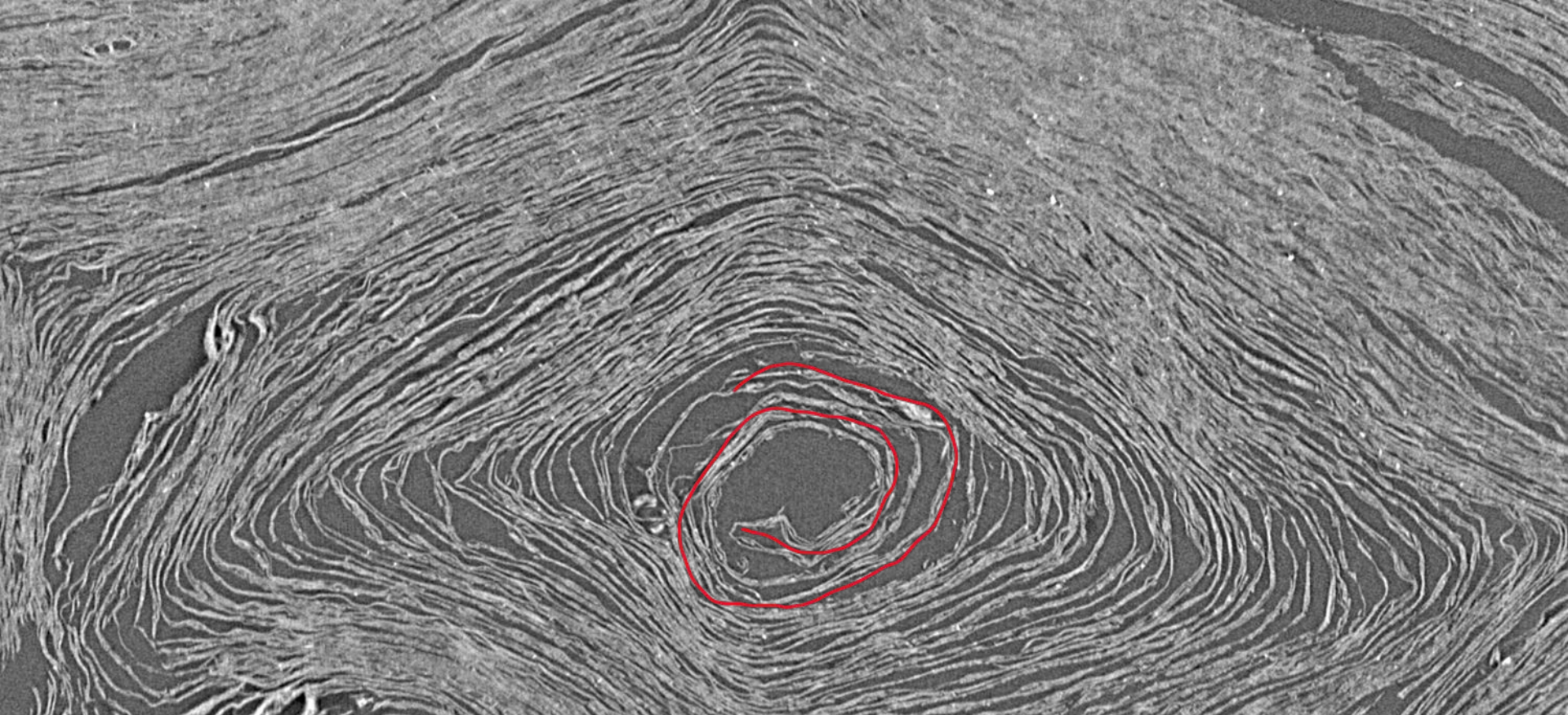
Ink Detection



Piaggio's Machine

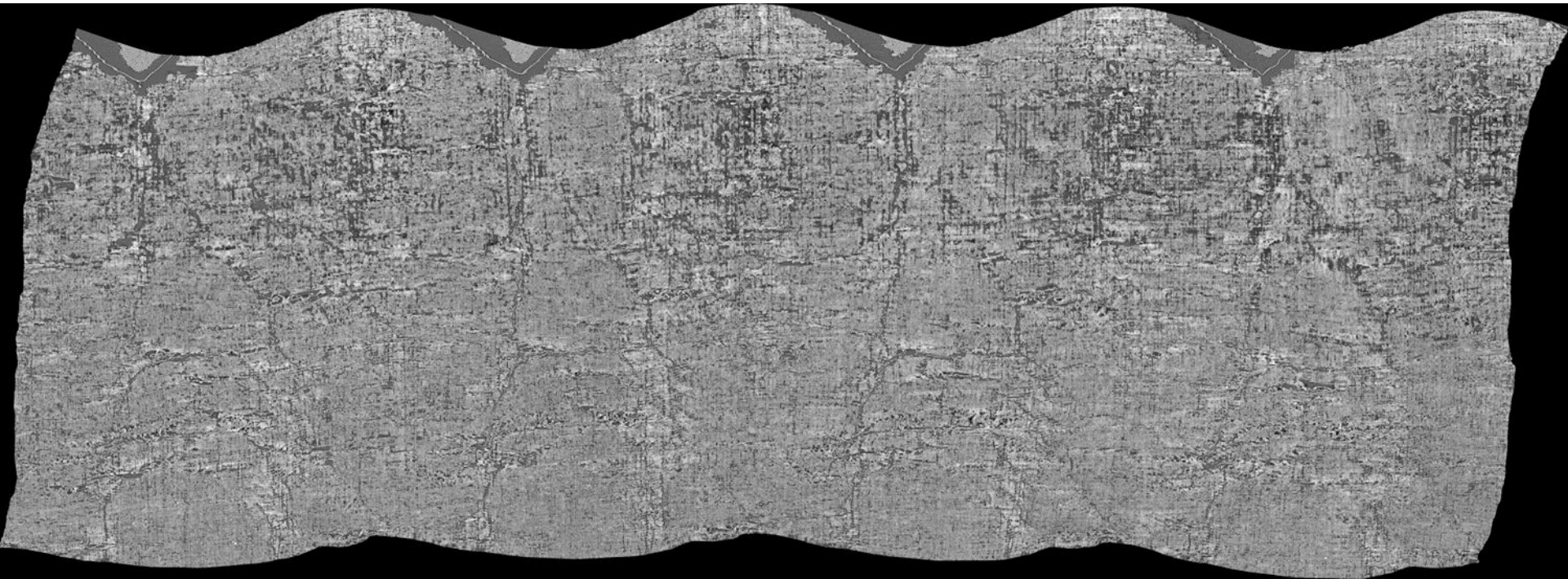






Definition: Segmentation = Tracing Papyrus

Rendering

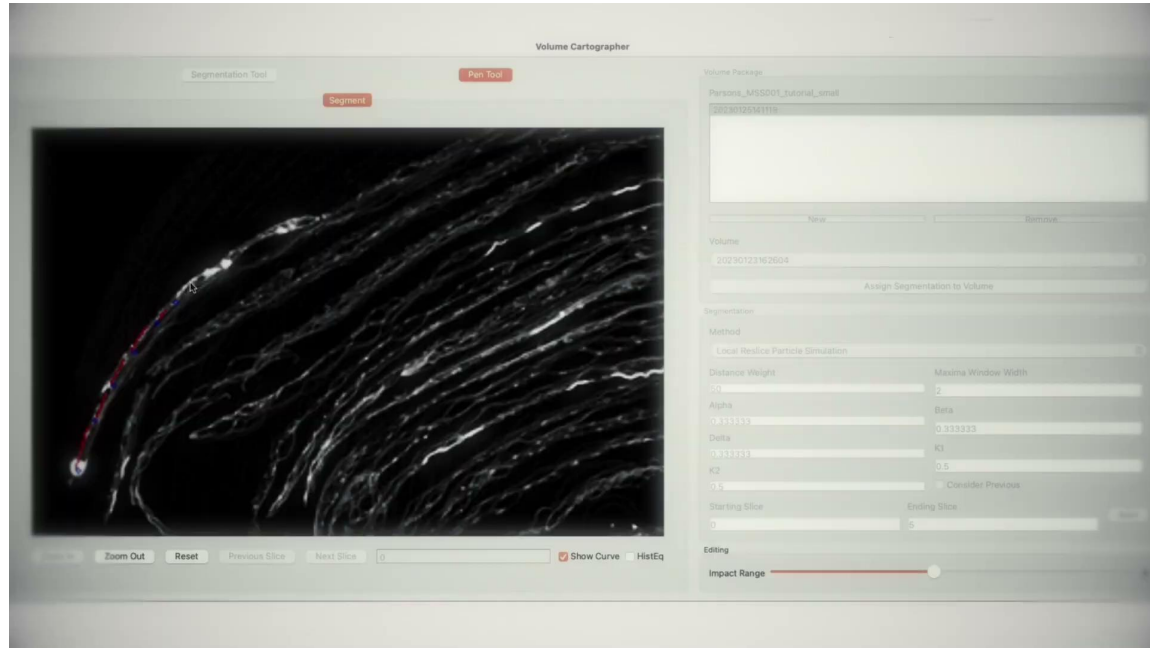




Previous Tool

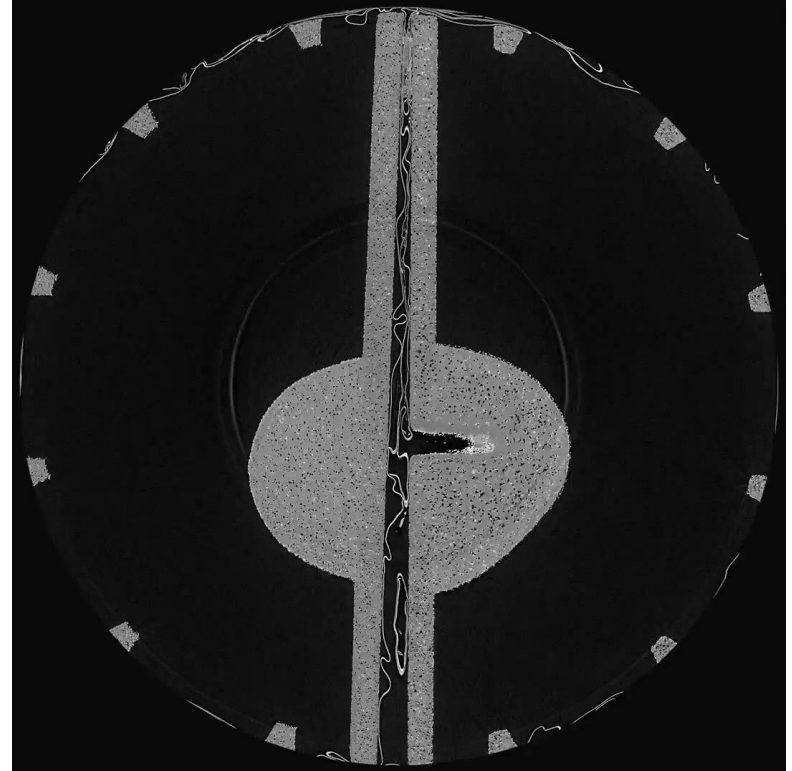
Volume Cartographer (VC)

- Clunky
- Slow
- Crashed often
- Extremely small segments



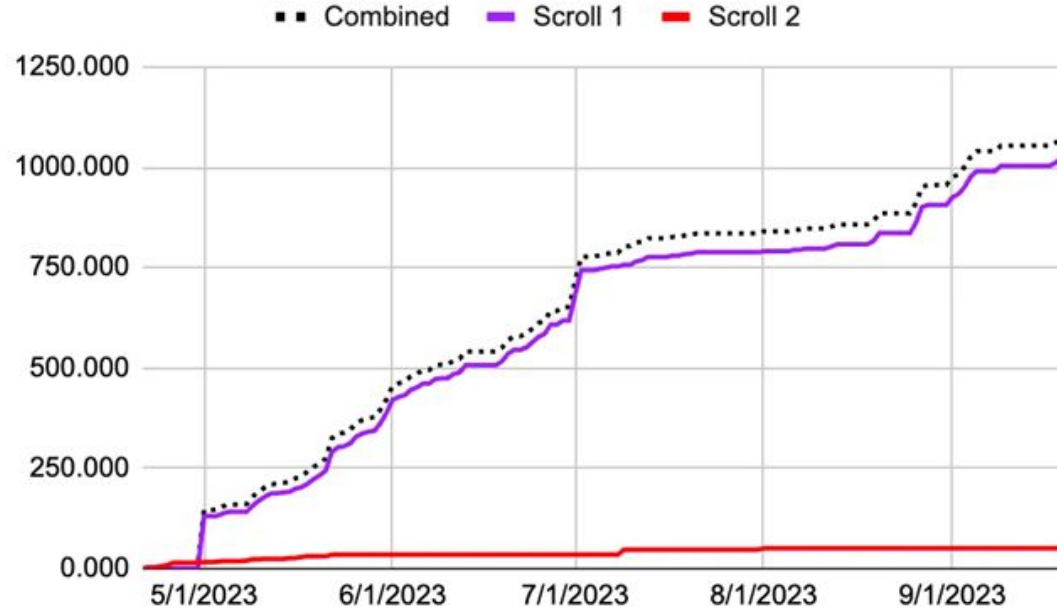
Optical Flow Segmentation (OFS)

- Video = 3D Scroll Volume
- Movement of pixels = sheet
- “Magic” Sauce
- Testing, testing, testing ...



Reason for VC+OFS Success

- Interesting Problem
- VC was used before
- Developed in the open
- Feedback from users
- Fast iteration cycles
- Area Segmented = Performance



Result: 10'000x Improvement

Segmentation

- Tracing the papyrus cost ~\$100/ sqcm in 2023
- \$2-3M per scroll
- We have 400-800 scrolls
- Estimated cost: 3 Colosseums



Quora

[https://www.quora.com › Where-did-the-money-come-...](https://www.quora.com/Where-did-the-money-come-...)

Where did the money come from to finance the building

...

Good question. It has been estimated that the building took about **\$670 million** to build. Take that estimate with a grain of salt, ...



ThaumatoAnakalyptor

- Goal: Segmentation at scale
- Define smaller subproblems
- Focus on
 - **Generalization**
 - **Abstraction**
 - **Automation**

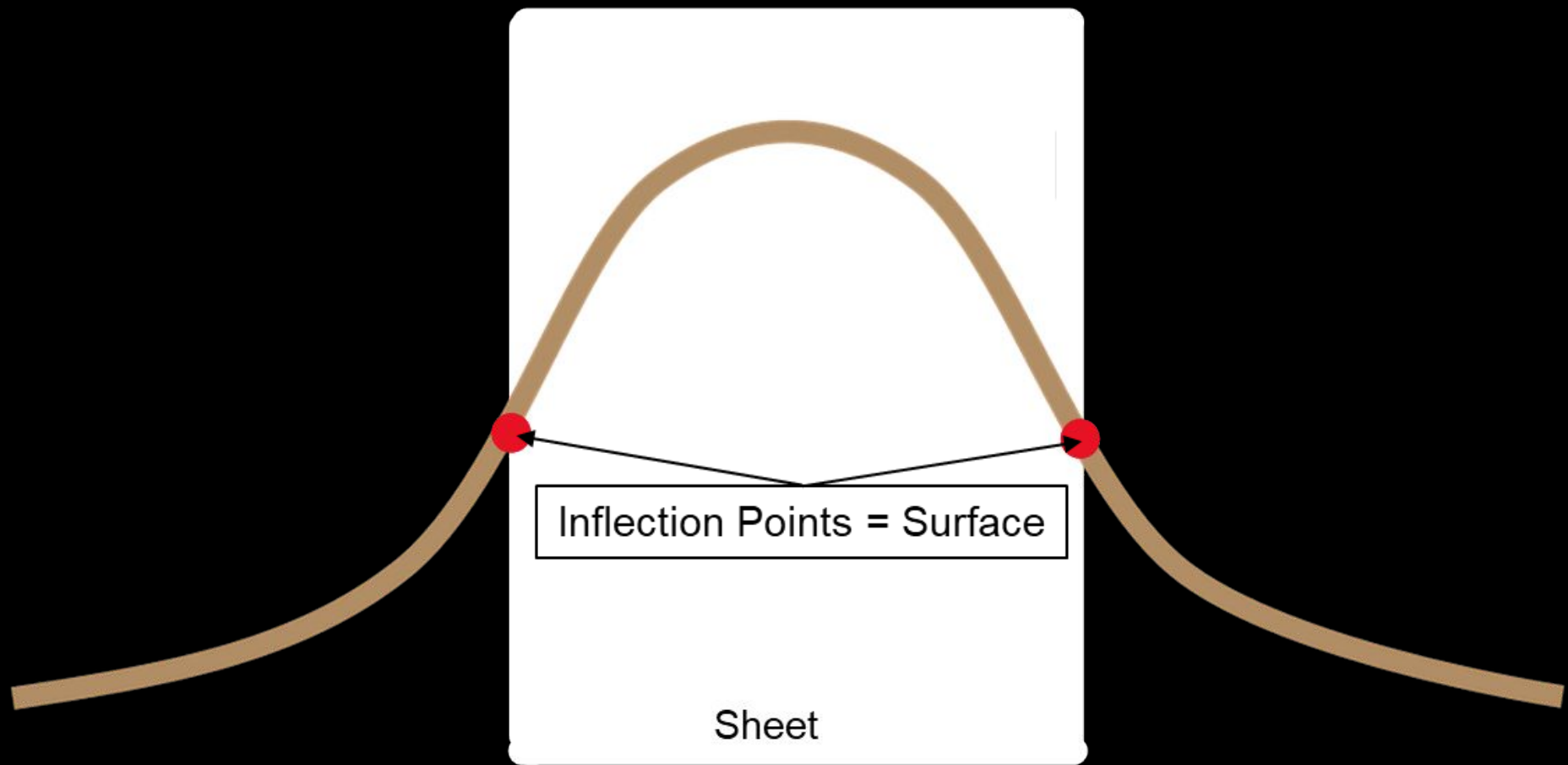


Pipeline Steps



- Extract 3D Surface Points
- Point Connectivity
- Meshing + Flattening

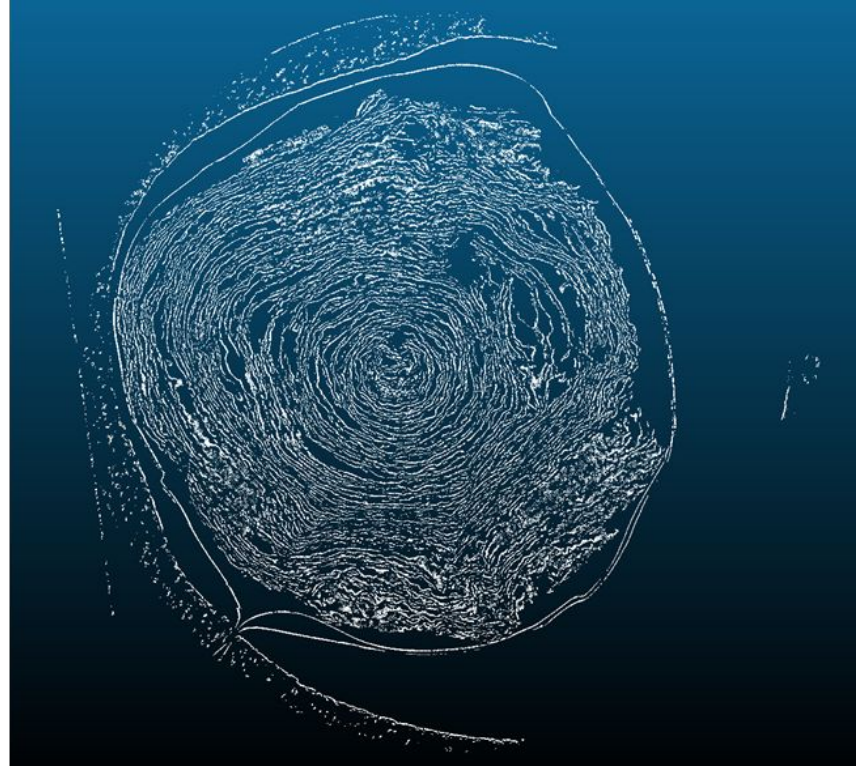
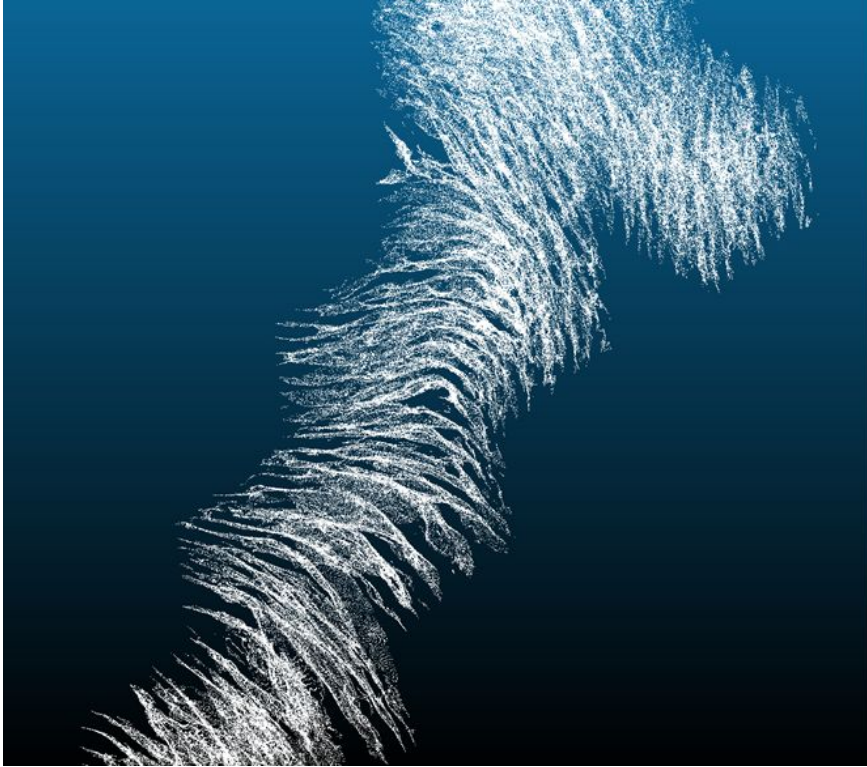




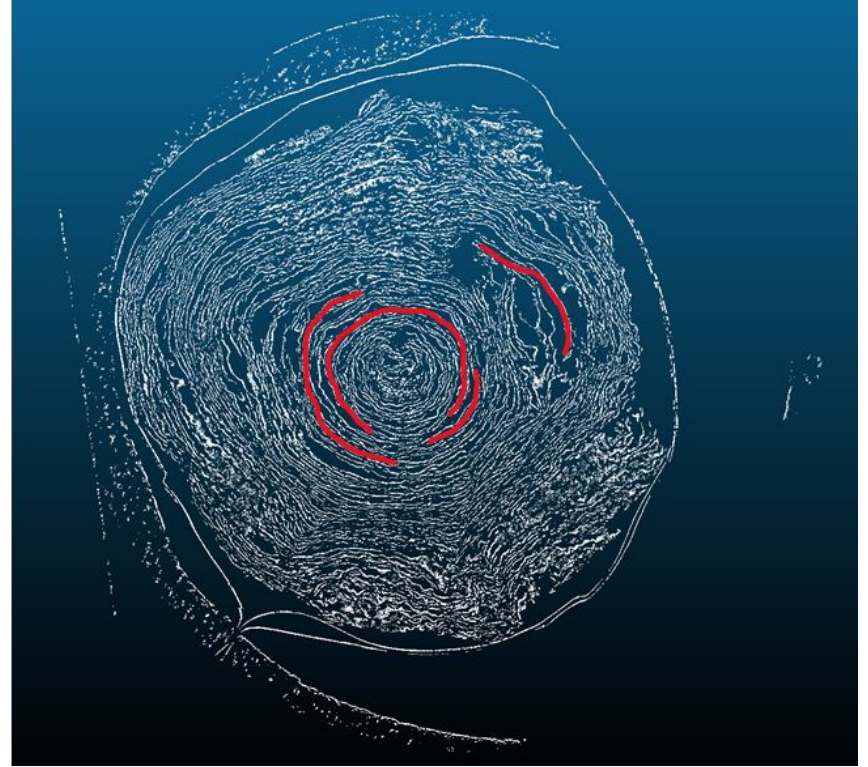
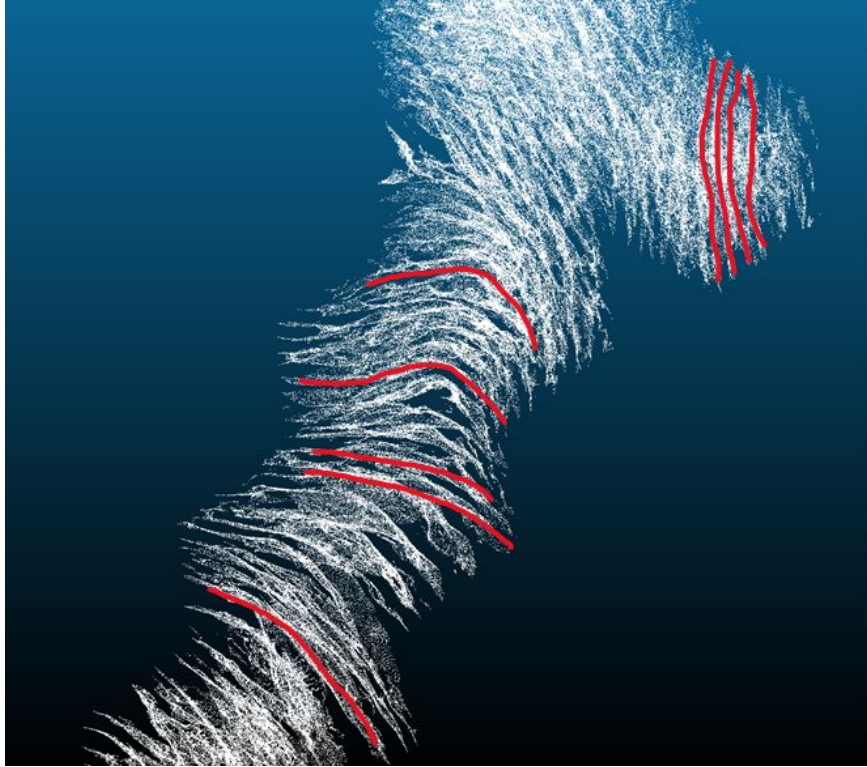
Inflection Points = Surface

Sheet

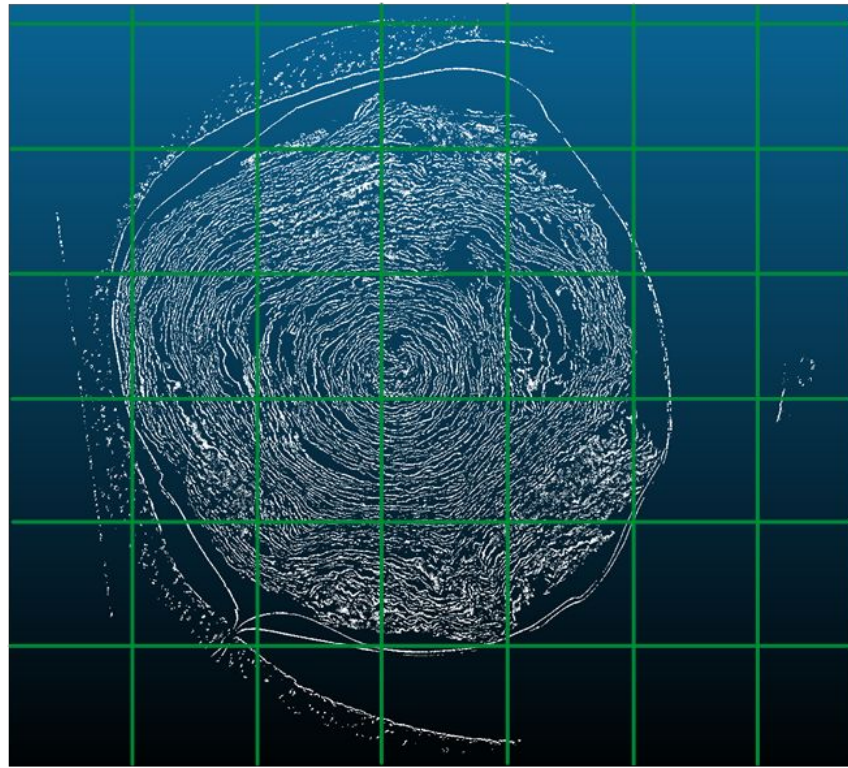
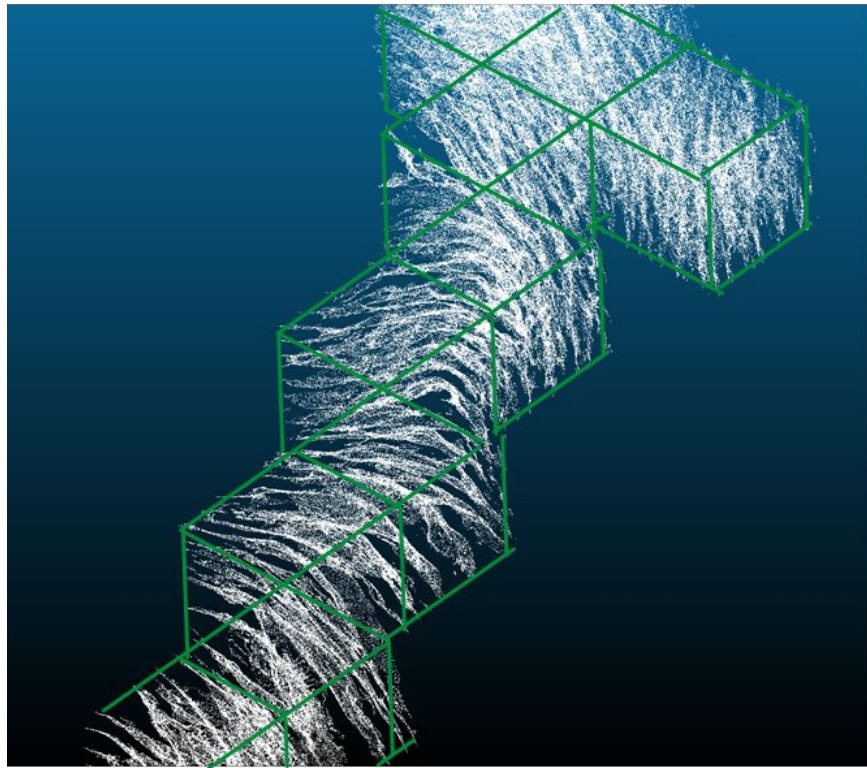
Extract Surface Points - PointCloud



Extract Surface Points - Sheets

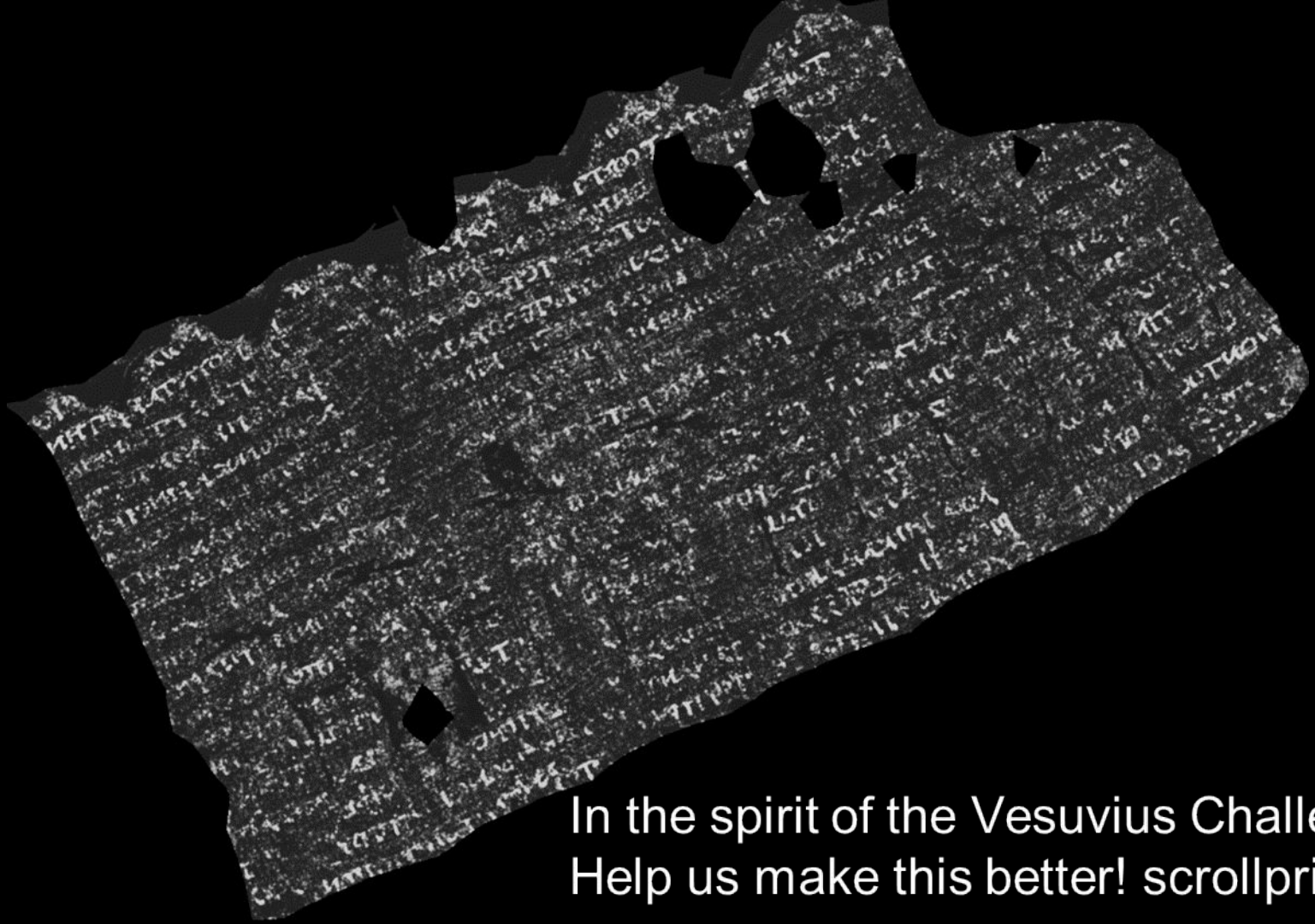


Extract Surface Points - Blocks



PointCloud Connectivity

- First: PointCloud Instance Segmentation
- Second: Stitch Instances to Sheet
- Minimum Feedback Arc Set Problem
- General NP hard
- Our case???
- Randomized Algorithms



In the spirit of the Vesuvius Challenge:
Help us make this better! scrollprize.org

Introduction

Youssef Nader

Bsc Communication and Computer Engineering Cairo University

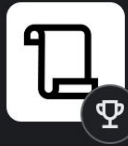
Msc Data Science Freie Universitaet

Currently PhD student at Prof. Tim Landgraf's Lab

Work Interests: Machine learning|XAI and interpretability|Self-supervised Learning



How I got involved?



Vesuvius Challenge - Ink Detection

Competition · 1y ago · Hosted by Vesuvius Challenge

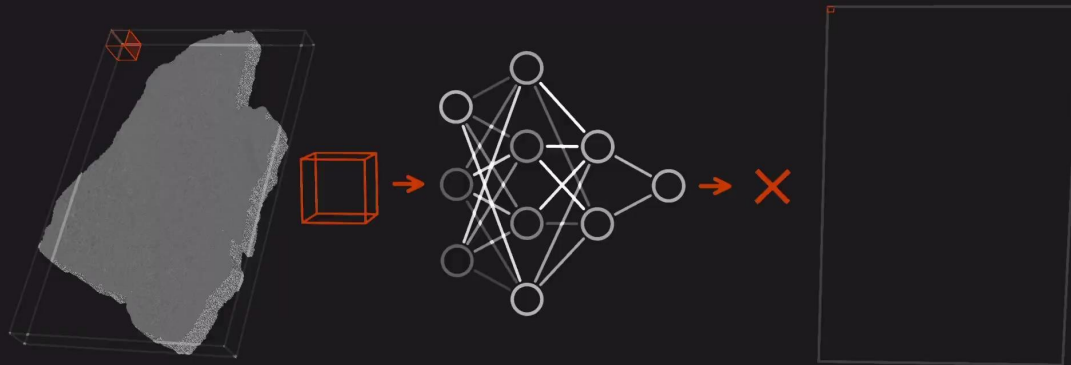
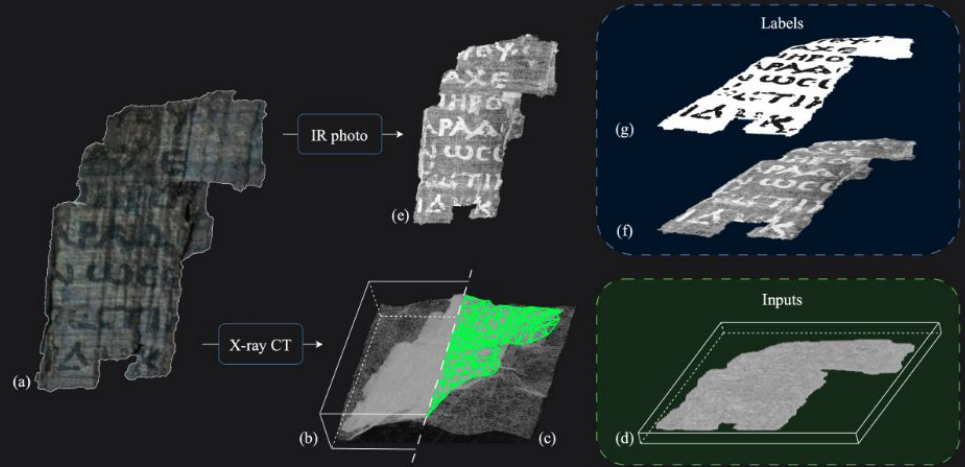
Resurrect an ancient library from the ashes of a volcano

Reward: **\$1,000,000**

1,249 teams

Ink Detection in 3d Images

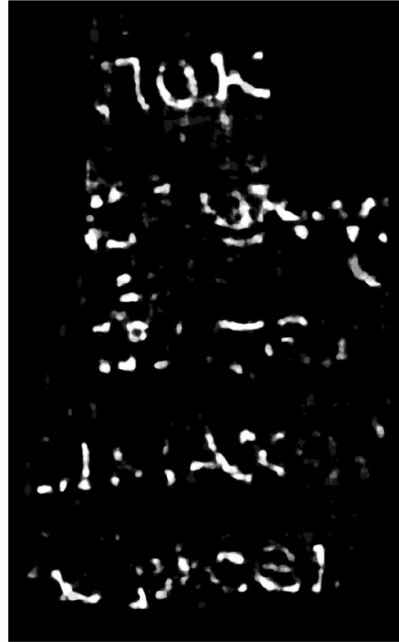
The flattened and unwrapped segment is turned into a stack of 2D images where ink detection is possible



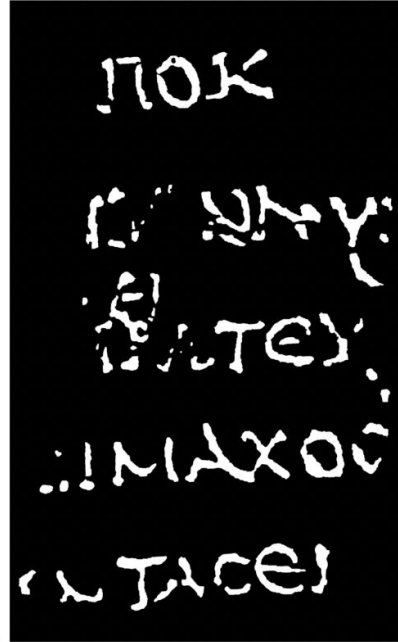
Kaggle ink detection Progress



(a) ink-ID baseline.

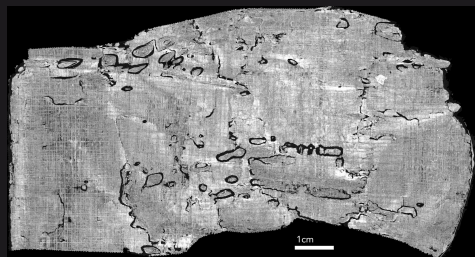
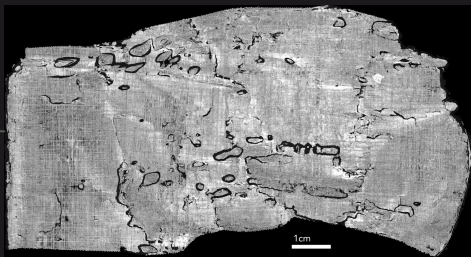


(b) Top Kaggle results.

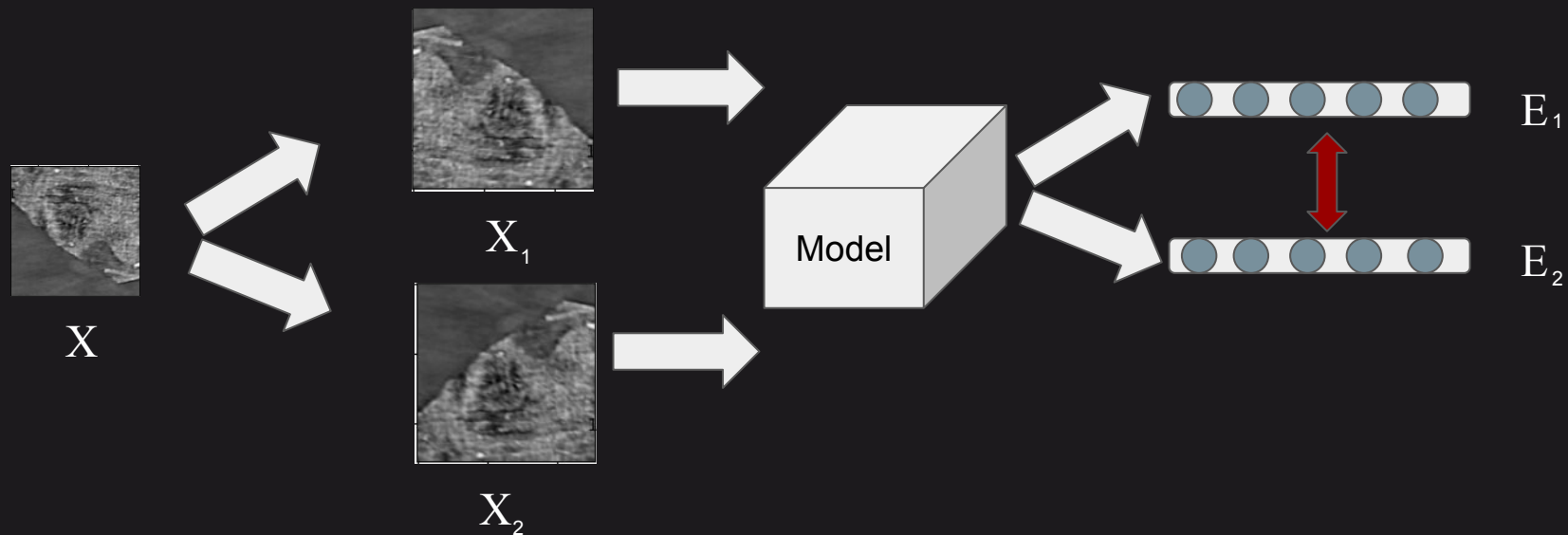


(c) Ink label.

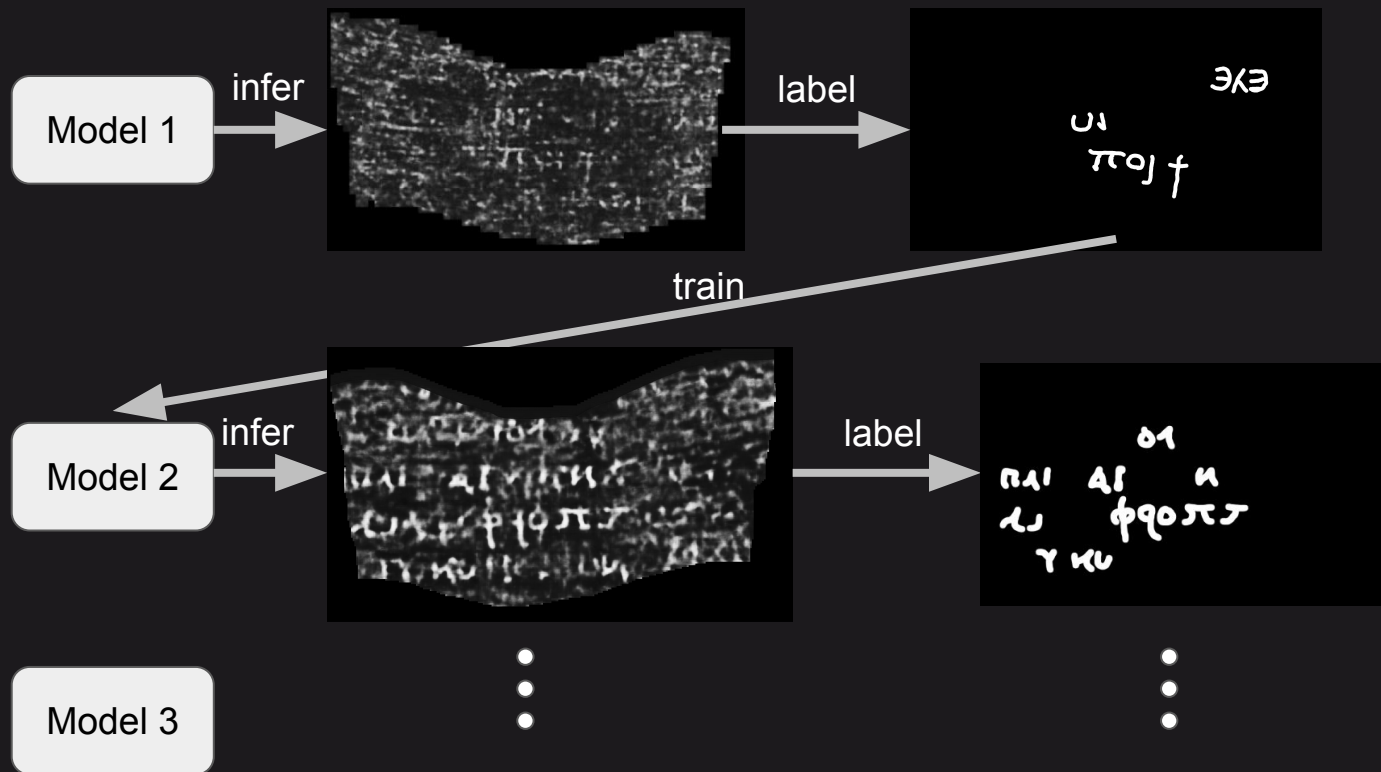
Ink Detection Follow Up Solution



Self-Supervised Learning on Scrolls



Pseudo-labeling Process



How to prevent overfitting?

1- Smaller models

2- High Label Smoothing

3- Balancing the dataset

4- heavy augmentations

Give the model some wiggle room to make mistakes

High Label Smoothing

Mistakes can happen during labeling (false positives/negatives)

Models should not be heavily penalized when they make a mistake

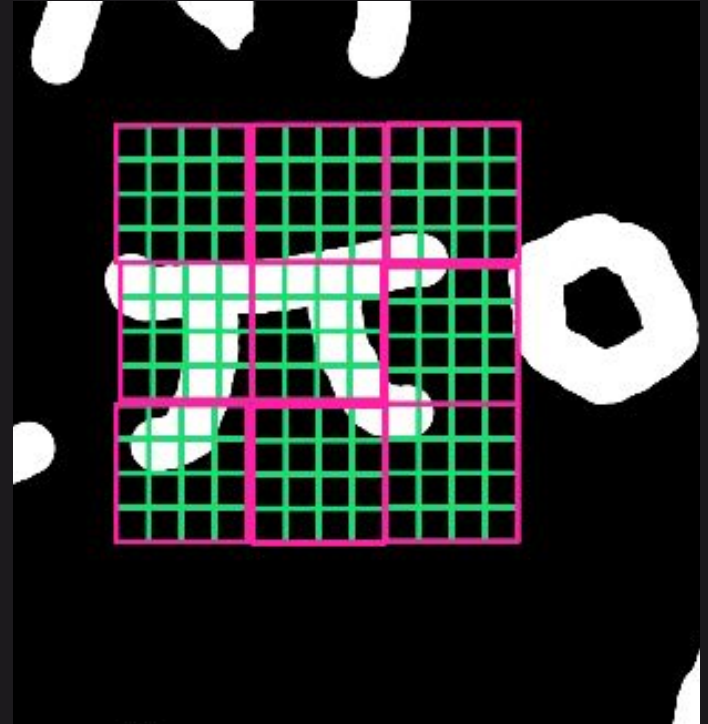
Label smoothing: turn 1-0 probabilities into softer probabilities eg. $0.875-0.125$



Balancing the dataset

Sample windows around the letter

Balance the dataset with negative samples

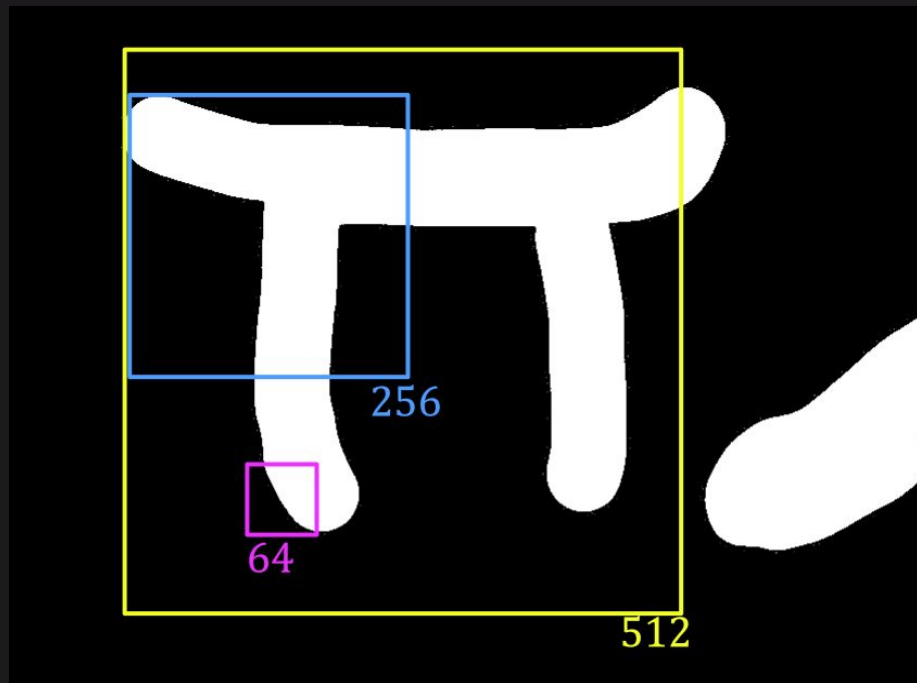


Choosing The Window Size

Larger window sizes have the full context of the letter

The model learns and is able to match the label stroke

Smaller windows mitigate hallucination and preserve stroke shape



First Letters Prize



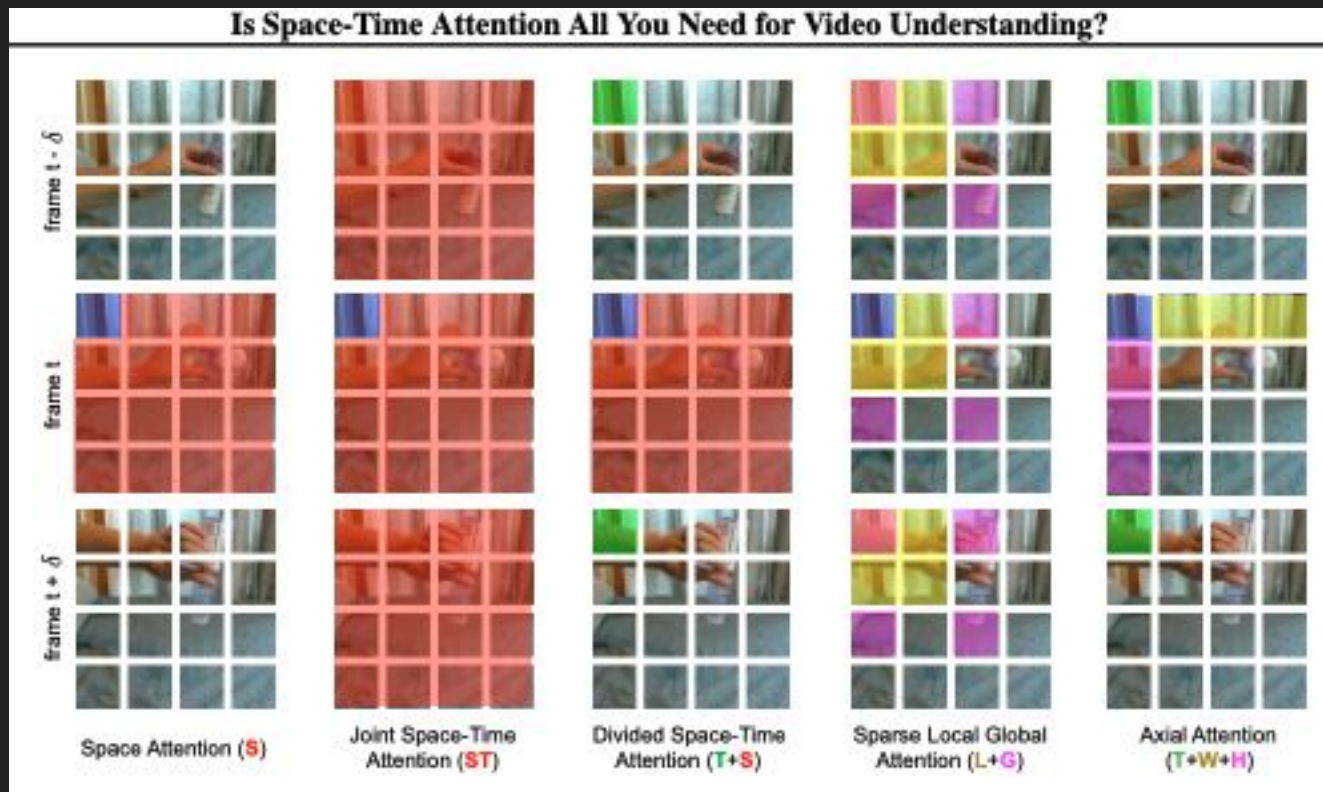
Scaling up to the Grand Prize

- The Grand Prize solution was about perfecting the First Letters approach
- Explores two main fronts:
 - 1- How to get as much quality data as possible?
 - 2- How to train models to make the most out of the available data?

Scaling up the Data

- More than 15 pseudo-labeling rounds between first letters and Grand Prize
- Exploring labeling techniques, data quality effects
- Conclusion: Quality and Diversity >>> Quantity

Scaling the models, Why timesformer?



Source: Is Space-Time Attention All You Need For Video Understanding?
<https://arxiv.org/pdf/2102.05095.pdf>



“...have nothing to say about pleasure, either in general or in particular, when it is a question of definition.”
-Philodemus

Thank You!