

Reproducibility in Visual Computing

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Abstract

Reproducibility is the basis of all sciences. Without reproducibility, there is no advancement by building on previous knowledge and there can be no judgment of the reliability of current knowledge. As all fields of visual computing have matured, procedures for verifying and evaluating techniques have been introduced also in these field. While many individuals are making their code and procedures available, there are no established guidelines for reproducibility in the communities. However, introducing such practices would increase the acceptance of visual computing methods in other communities, make contributions more well-grounded, and expedite future innovation by making comparisons and improvements easier. In this talk, I will discuss this important role and the benefits of a strong culture of reproducibility. The explanations will be carried out with special focus on the fields of visualization, human-computer interaction, and computer graphics. Still, they can be transferred to other disciplines in many aspects and stimulate the respective discussion there.

