



Towards Open Science in Acoustics

Foundations and best practices

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The Scientific Method

- formulation, testing, and modification of hypotheses
- systematic observation, measurement, and experiment
- reproducibility

Branches [Donoho 2009, Stodden 2014a]

1. deductive → mathematics, formal logic
 2. empirical → statistical analysis of controlled experiments
 3. computational
 - large-scale simulations
 - data-driven computational science
- } potentially new branch(es)

Who Should Benefit from my Research?

myself

Who Should Benefit from my Research?

- myself
- my future self

Who Should Benefit from my Research?

- myself
- my future self
- my colleagues

Who Should Benefit from my Research?

- myself
- my future self
- my colleagues
- other researchers

Who Should Benefit from my Research?

- myself
- my future self
- my colleagues
- other researchers
- all people in the world

Who Should Benefit from my Research?

- myself
- my future self
- my colleagues
- other researchers
- all people in the world
- science itself

The Elements of Open Science

Open Source

Open Data

Open Access

Open Methodology

Open Notebook
Science

Open Educational
Resources

Open Peer Review

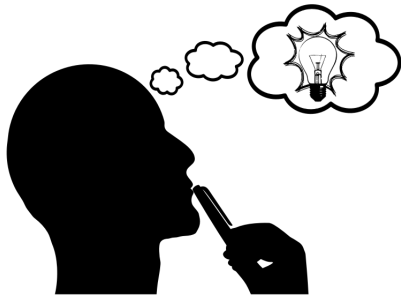
Open Research

compiled from https://en.wikipedia.org/wiki/Open_science and <http://opensciencesap.org/open-science>

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
4. Experiment
5. Analysis
6. Manuscript
7. Peer review
8. Publication
9. Aftermath



from <https://openclipart.org/>

Example – Perceptual Study

Procedure

- | | |
|--------------------------------|-----------------|
| 1. Idea | ● hypothesis |
| 2. Design of experiment | ● procedure |
| 3. Computation | ● stimuli |
| 4. Experiment | ● test subjects |
| 5. Analysis | ● ... |
| 6. Manuscript | |
| 7. Peer review | |
| 8. Publication | |
| 9. Aftermath | |

Example – Perceptual Study

Procedure

1. Idea
 2. Design of experiment
 3. Computation
 4. Experiment
 5. Analysis
 6. Manuscript
 7. Peer review
 8. Publication
 9. Aftermath
- hypothesis
 - procedure
 - stimuli
 - test subjects
 - ...

Open Methodology

Example – Perceptual Study

Procedure

1. Idea
 2. Design of experiment
 - 3. Computation**
 - mathematical derivations
 - numerical simulations
 - generation of stimuli
 4. Experiment
 5. Analysis
 6. Manuscript
 7. Peer review
 8. Publication
 9. Aftermath
- control logic, GUI

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
- 3. Computation**
 - mathematical derivations
 - numerical simulations
 - generation of stimuli
 - control logic, GUI
4. Experiment
5. Analysis
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7. Peer review
8. Publication
9. Aftermath

Open Notebook Science

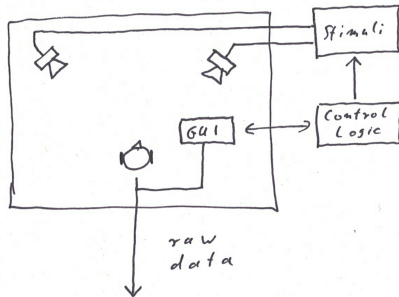
Open Data

Open Source

Example – Perceptual Study

Procedure

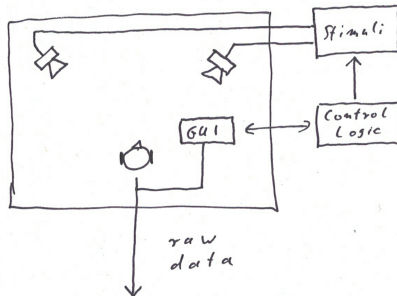
1. Idea
2. Design of experiment
3. Computation
- 4. Experiment**
5. Analysis
6. Manuscript
7. Peer review
8. Publication
9. Aftermath



Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
- 4. Experiment**
5. Analysis
6. Manuscript
7. Peer review
8. Publication
9. Aftermath



Open Data

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
4. Experiment
- 5. Analysis**
 - anonymization of data
 - outlier removal
 - statistical analysis
6. Manuscript
7. Peer review
8. Publication
9. Aftermath

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
4. Experiment
- 5. Analysis**
 - anonymization of data
 - outlier removal
 - statistical analysis
6. Manuscript
7. Peer review
8. Publication
9. Aftermath

Open Methodology

Open Source

Open Data

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
4. Experiment
5. Analysis
- 6. Manuscript**
 - text
 - references
 - visualization of results (plots)
7. Peer review
8. Publication
9. Aftermath

Example – Perceptual Study

Procedure

1. Idea
 2. Design of experiment
 3. Computation
 4. Experiment
 5. Analysis
 - 6. Manuscript**
 7. Peer review
 8. Publication
 9. Aftermath
- text
 - references
 - visualization of results (plots)

Open Access

Example – Perceptual Study

Procedure

1. Idea
 - ratings, comments
2. Design of experiment
 - revised manuscript
3. Computation
4. Experiment
5. Analysis
6. Manuscript
- 7. Peer review**
8. Publication
9. Aftermath

Example – Perceptual Study

Procedure

1. Idea
 - ratings, comments
2. Design of experiment
 - revised manuscript
3. Computation
4. Experiment
5. Analysis
6. Manuscript
- 7. Peer review**
8. Publication
9. Aftermath

Open Peer Review

Example – Perceptual Study

Procedure

1. Idea
 2. Design of experiment
 3. Computation
 4. Experiment
 5. Analysis
 6. Manuscript
 7. Peer review
 - 8. Publication**
 9. Aftermath
- manuscript
 - supplementary materials
 - presentation

Example – Perceptual Study

Procedure

1. Idea
2. Design of experiment
3. Computation
4. Experiment
5. Analysis
6. Manuscript
7. Peer review
- 8. Publication**
9. Aftermath

- manuscript
- supplementary materials
- presentation

Open Access

Open Source

Open Data

Example – Perceptual Study

Procedure

1. Idea
 2. Design of experiment
 3. Computation
 4. Experiment
 5. Analysis
 6. Manuscript
 7. Peer review
 8. Publication
 9. Aftermath
- reproduction by third parties
 - post-publication review
 - errata, code and data revision
 - ideas for next study...

Incentives and Barriers

Selected results from a survey of the machine learning community

Barriers [Stodden 2014], N=134

- time to document and clean up (54/77 %) (Data/Code)
- dealing with questions from users (34/52 %)
- not receiving attribution (44/42 %)
- possibility of patents (-/40 %)
- legal barriers (e.g. copyright) (34/41 %)

Incentives

- encourage scientific advancement (81/91 %)
- encourage sharing in others (90/79 %)
- be a good community member (86/79 %)
- set a standard in the field (82/76 %)
- improve the calibre of research (85/74 %)

Management of Research Data

- systematic management of research data is a prerequisite for open and reproducible science
- becoming mandatory (DFG, Horizon 2020, NSF, ...)

Principles [DFG 2013, HRK 2014, Stodden 2014b, H2020 2016]

- develop a comprehensive data management plan
- use workflow tracking in the research process
- make data findable, accessible, interoperable and reusable (FAIR)
- apply open licensing models
- offer training and qualification

Copyright and Licenses

- unclear situation when publishing data without explicit license
- license should be as open as possible to promote re-use
- legal implications are complex and hard to oversee

Available licensing frameworks

- Software: GNU Public License, BSD, MIT, ...
- Content: Creative Commons, ...

Recommendations

- Reproducible Research Standard (RRS) [Stodden, 2009]
- ...

Services for Open Science (Selection)

Generic repositories

- GitHub
- Bitbucket

Repositories for research data

- Zenodo
- runmycode
- datahub

Virtual Research Environments

- Open Science Framework (OSF)
- gCUBE
- hubzero

Journals

- Open Science Journal
- Journal of Open Research Software

Personal Experience

- public release of the SoundScape Renderer (SSR) in 2010
- various toolboxes, datasets, open access papers, open educational resources
- internal data management: Redmine, svn, git
- public releases: github, zenodo, wordpress

Challenges

- initial effort (e.g. training)
- missing versioning tool/platform for (large) data bases

Benefits

- documentation/clean up/discussions for public release
- bug reports, positive community feedback
- potentially more citations [Brody 2006]

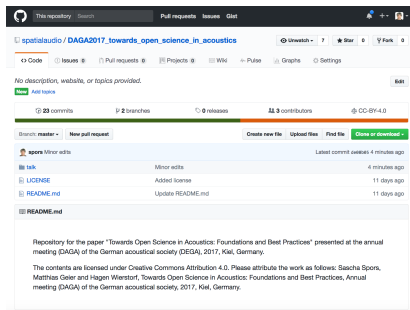
Conclusions

- reproducibility of results is essential for the scientific method
- Open Science by itself does not ensure the ease of reproducibility
- evaluation measures contradict scientific innovation
- training and qualification required

github.com/spatialaudio

github.com/twoears

spatialaudio.net



The screenshot shows the GitHub interface for the repository 'spatialaudio/DAGA2017_towards_open_science_in_acoustics'. The repository has 23 commits, 2 branches, 0 releases, 3 contributors, and is licensed under CC-BY-4.0. The commit history shows three recent commits: 'Minor edits' (4 minutes ago), 'Added license' (11 days ago), and 'Update README.md' (11 days ago). The README content is visible below the commit list, stating that the repository is for a paper presented at the DAGA meeting of the German acoustical society (DEGA) in 2017, Krefeld, Germany, and that the content is licensed under Creative Commons Attribution 4.0.

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