CSE 599K Empirical Research Methods

Winter 2025

The Science in Computer Science

Today

- Paper discussion: Is Computer Science Science?
- Is Science objective?
- Evaluation frameworks
 - Ethics
 - Peer review
 - Artifact evaluation and Replication

Is Computer Science Science?

Is computer science science?

- CS = science, engineering, and mathematics.
- "CS is a grab bag of tenuously related areas thrown together"
- "CS is not a science, and its ultimate significance has little to do with computers"
- "Computing is not a science because it studies man-made objects"
- "Most scientific fields have saturated"
- "Science will never again yield revelations as monumental as the theory of evolution, general relativity, quantum mechanics, ..."
- "Has computer science already made all the big discoveries it's going to? Is incremental progress all that remains?"
- CS constantly forms new relationships with other fields => new fields.
- Overclaiming (empty promises) hurts the credibility of CS*.
- Is the scientific method applicable to CS?

^{*} Should computer scientists experiment more, Tichy, IEEE Computer, 1998.

Should computer scientists experiment more?

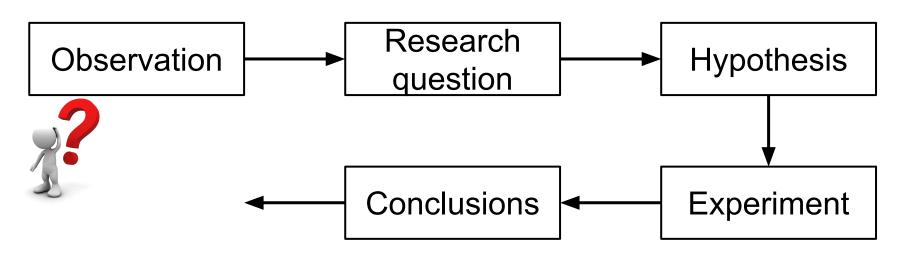
- Is computer science an experimental science?
- 2. What can we learn from the Knight-and-Leveson experiment?
- 3. Traditional scientific method isn't applicable.
- 4. The current level of experimentation is good enough (1998).
- 5. Experiments cost too much.
- 6. Demonstrations will suffice (proof of concept is good enough).
- 7. There is too much noise in the way (the easy way out).
- 8. Progress will slow.
- 9. Technology changes too fast.
- 10. You'll never get it published.
- 11. Feature comparison is good enough (comparison on paper or verbally).
- 12. Trust your intuition.
- **13.** Trust the experts.
- 14. Flawed experiments (unrealistic assumptions etc.).
- 15. Competing theories (RISC vs. CISC, OO vs. functional programming).
- 16. Soft Science and Misuse.

Is Science objective?

Are falsifiability and NHST the solution?

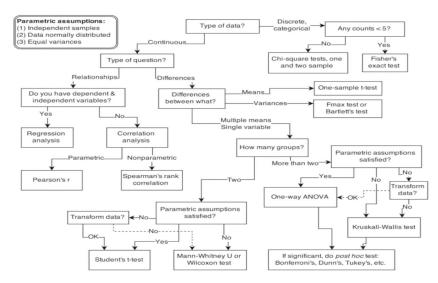
Are falsifiability and NHST the solution?

Scientific method: rigorous framework and easy to execute



Are falsifiability and NHST the solution?

- Scientific method: rigorous framework and easy to execute
- Agreed-upon analysis methods and selection criteria



Are falsifiability and NHST the solution?

- Scientific method: rigorous framework and easy to execute
- Agreed-upon analysis methods and selection criteria
- Mechanical and dichotomous decision making (p<0.05)

Feeling the Future: Experimental Evidence for Anomalous Retroactive Influences on Cognition and Affect

Daryl Bem

The Earth Is Round (p < .05)

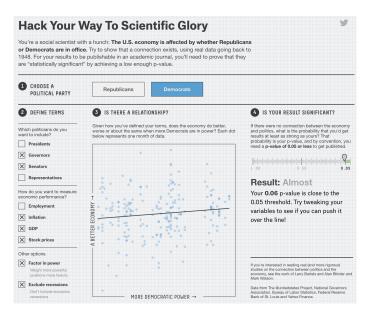
Jacob Cohen

Why Most Published Research Findings Are False

John P. A. Ioannidis

False-Positive Psychology: Undisclosed Flexibility in Data Collection and Analysis Allows Presenting Anything as Significant

Joseph P. Simmons¹, Leif D. Nelson², and Uri Simonsohn¹
¹The Wharton School, University of Pennsylvania, and ²Haas School of Business, University of California, Berkeley



Has Science failed?

Ethical frameworks, transparency and replication go a long way



Science is subjective

Evaluation frameworks

Ethics

Core values (e.g., APA's ethics framework)

- Risks and benefits
 - Do benefits outweigh risks?
- Responsibility and integrity
 - o Representation of a scientific field
 - Public trust
- Justice and fairness
 - No biased selection of control/treatment
- Rights and dignity
 - Awareness and consent
 - Privacy
 - Debriefing

Does not cover experiment design or data analysis.

Peer review

- Evolution and purpose (grant funding vs. quality control of published work).
- Quality control vs. conclusion robustness (peer review vs. replication).
- What are pros and cons for the current peer-review process (in your area)?

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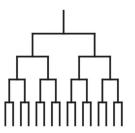
Latour defines science-in-the-making as the processes by which scientific facts are proposed, argued, and accepted. A new proposition is argued and studied in publications, conferences, letters, email correspondence, discussions, debates, practice, and repeated experiments. It becomes a "fact" only after it wins many allies among scientists and others using it. To win allies, a proposition must be independently verified by multiple observations and there must be no counterexamples.

Latour sees science-in-the-making as a messy, political, human process, fraught with emotion and occasional polemics.

- Analysis grounded in a conceptual model?
- Clear operationalization (implementation)?
- Implementation consistent with the model?
- Proper use of statistical methods?
- Data interpreted in context of prior knowledge?
- Explored and validated alternative hypotheses?



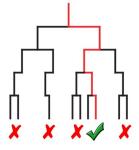
Design space



Reported design



Reproduction/Replication



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Transparency is key

- Transparent decision making (data collection and analysis)
- Shared instructions, data, and analyses (scripts)













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What is the purpose of artifact evaluations?

https://www.acm.org/publications/policies/artifact-review-and-badging-current

Repeatability, reproducibility, and replicability

Repeatability

- Same research questions
- Same experimental setup and artifacts
- Same team

Reproducibility

- Same research questions
- Same experimental setup and artifacts
- Different team

Replicability

- Same research questions
- Different experimental setup and artifacts
- Different team



Note: the ACM defined replicability and reproducibility in the opposite way of most other scientific fields ... now fixed!

Artifact badges







Pre-publication (You)

Post-publication (Others)

Does the presence of a badge change your perception of a paper?

Artifact badges

		Repropulse acm	Ne Replicated
	Repeated	Reproduced	Replicated
Team	same	different	different
Artifact	same	same	different

Artifact evaluations: the good, the bad, and the ugly

The good

- Lots of sharing and transparency (data availability is now an expectation).
- Rose festival and reproducibility (RENE) tracks.
- Some venues invite replication studies (as technical papers).

The bad

- Artifacts remain largely an afterthought.
- Lots of overhead (artifact eval) and questionable focus (reproducibility).
- Little progress on replicability.

The ugly

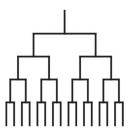
- Incentives: Replicability isn't valued.
- False sense of security (artifact vs. conclusions).
- Specification crisis: emphasis is on the implementation, not the design.

The role of peer review, artifacts, and replication

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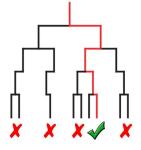
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Next week

• Quantitative vs. Qualitative research