



Demonstrating FEDT: Supporting Characterization Experiments in Fabrication Research

Valkyrie Savage
vasa@di.ku.dk
Department of Computer Science,
University of Copenhagen
Copenhagen, Denmark

Nóra Püsök
pusoknora@gmail.com
Department of Computer Science,
University of Copenhagen
Copenhagen, Denmark

Harrison Goldstein
me@harrisingoldste.in
University of Maryland, College Park
College Park, MD, USA
University of Pennsylvania
Philadelphia, PA, USA

Chandrakana Nandi
chandra@certora.com
Certora Inc., and University of
Washington
USA

Jia Yi Ren
jiayi.ren@ucalgary.ca
University of Calgary
Calgary, Canada

Lora Oehlberg
lora.oehlberg@gmail.com
University of Calgary
Calgary, Canada

ABSTRACT

Recent fabrication research across HCI and graphics shows an incredible diversity of work, much of which features *characterization experiments*. However, performance and reporting of these experiments are wildly inconsistent, not only reducing transparency that reassures reviewers and readers of a project's rigour but also challenging a technique's replicability by future researchers. We propose building a domain-specific language (FEDT: Fabrication Experiment Design Tool) which can express a wide variety of such characterization experiments, and which can be extended to many different machines. This language is sufficiently expressive to describe many types of experiments (3D printing, lasercutting, post-processing), including ones which require human intervention in their steps. We replicate classic fabrication experiments in FEDT to demonstrate its flexibility and discuss the importance and applicability of domain-specific languages and tools to Open Science.

CCS CONCEPTS

• **Human-centered computing** → **Interactive systems and tools**.

KEYWORDS

fabrication, experiments, design tools, characterization, domain-specific languages

ACM Reference Format:

Valkyrie Savage, Nóra Püsök, Harrison Goldstein, Chandrakana Nandi, Jia Yi Ren, and Lora Oehlberg. 2024. Demonstrating FEDT: Supporting Characterization Experiments in Fabrication Research. In *ACM Symposium on Computational Fabrication (SCF Adjunct '24)*, July 07–10, 2024, Aarhus, Denmark. ACM, New York, NY, USA, 3 pages. <https://doi.org/10.1145/3665662.3673270>

Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. Copyrights for third-party components of this work must be honored. For all other uses, contact the owner/author(s).

SCF Adjunct '24, July 07–10, 2024, Aarhus, Denmark

© 2024 Copyright held by the owner/author(s).

ACM ISBN 979-8-4007-0695-0/24/07

<https://doi.org/10.1145/3665662.3673270>

1 INTRODUCTION

Digital fabrication has become a booming area in Human-Computer Interaction (HCI) research, with a broad range of applications, tools, and techniques. A core part of evaluating this type of work is “characterization experiments,” where authors create fabricated artefacts under specific, varied conditions and subject them to controlled tests to characterize their behaviour. These experiments explore the generalizability and replicability of technical contributions: e.g., will it work with my lasercutter? What if I rotate it 90 degrees before 3D printing? Can users see a glowing effect in an office environment, or only in low light?

Researchers fabricate required objects from digital files, using digitally-controlled machinery. Completed objects are subjected to characterization tests, from which emerge digital readings, which are recorded, analyzed with code, transformed into digital graphs, and included in digital conference paper submissions. The interesting HCI challenges, of course, are the interfaces between the human and these digital processes. Humans can contribute at several points: as a fabrication partner plugging gaps in machinery or infrastructure (e.g., to assemble ruffles [Signer et al. 2021]), as a comment on mechanization (e.g., by being the machine [Deventorf and Ryokai 2015]), or as a source of noise in the experiments themselves (e.g., providing unique capacitive signals [Schmitz et al. 2019]). Supporting and cataloging the community's rich, diverse experimentation while harnessing its essential digital nature could boost open science and replicability [Echtler and Häußler 2018; Feger et al. 2019; Howell and Bateman 2023], and therefore the growth of this vibrant research area. In this spirit, we create *FEDT*: the Fabrication Experiment Design Tool.

2 RELATED WORK

Formal grammars capture commonalities between a wide variety of structures, like Vega does with graphical visualization [McNutt and Chugh 2021; Satyanarayan et al. 2017, 2016], and Taxon does with fabrication machines [Tran O'Leary et al. 2021]. In this vein, FEDT captures the common structure of fabrication experiments. Beyond *capturing* structural commonalities, these grammars can aid in *constructing* structures; they are fully-fledged *domain-specific*

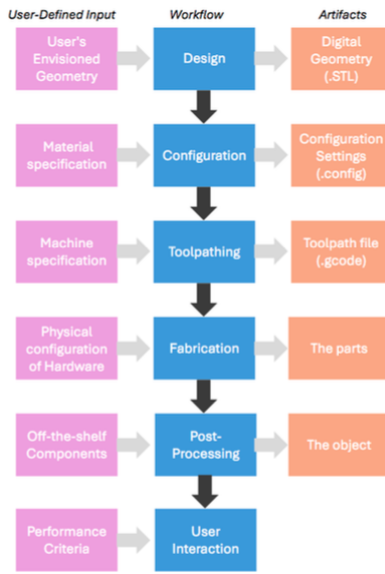


Figure 1: The general experimental flow FEDT supports.

languages (DSLs). In fabrication, O’Leary, et al., have published several programmatic interfaces to fabrication machines [Tran O’Leary et al. 2023; Twigg-Smith and Peek 2023], which inform our work conceptually. DSLs are also emerging as tools for experiments. Tea [Jun et al. 2019] and Tisane [Jun et al. 2022] support analysis, helping users choose and execute statistical tests. We interface with Tea, enabling us to focus on experiments’ overall structure.

3 HOW CAN WE DESCRIBE AND SUPPORT FABRICATION EXPERIMENTS?

With inspiration from some exemplar papers and our own practice in the fabrication research space, we describe a general, high-level experimental flow through experiments (see Figure 1). This begins with a user setting up an object’s geometry (CAD), material, and manufacture (CAM) parameters; then continues with creating toolpaths to be sent to the manufacturing machine; and then fabricating the physical object. After an object is manufactured, researchers may post-process it and/or have users interact with it. At some point, data about the object’s properties or behaviours are measured, and perhaps fed to statistical testing algorithms. The experiment is finally reported through text and, often, plots.

We explore scaffolding for independent (intentionally-varied) and dependent (measured) variables introduced at various points of the experimental flow. We also support reporting on the artefacts generated at different stages: geometry files (such as 2D .svg or 3D .stl), manufacture settings files, toolpaths, physical objects, experimental data collection files, and standardized report text.

FEDT is a language embedded in python, which we use in a Jupyter Notebook. It consists of library files that encode and execute particular actions; these are trivially extensible by e.g., passing flags to a commandline slicer to set a print temperature, overriding a lasercutter object to connect with a different lasercutter, or by

```

from fedt import *
import fedt_2d_geom
import numpy as np

experiment = FEDTExperiment()
experiment.configure_for_drawsvg()
experiment.configure_for_lasercutting()

experiment.CAM_variables = [
    {
        NAME: 'material',
        DATA_TYPE: 'categorical',
        TEST_VALUES: ['lauan solid wood', 'lauan plywood', 'Japanese cypress',
                    'Paulownia', 'Magnolia obovata', 'Japanese cedar', 'basswood',
                    'beech', 'oak', 'walnut'],
        ARGNAME: 'material'
    },
    {
        NAME: 'treatment',
        DATA_TYPE: 'categorical',
        TEST_VALUES: ['none', 'fire retardant'],
        ARGNAME: 'material'
    }
]

experiment.fab_repetitions = 1

experiment.measurement_variables = [
    {
        NAME: 'conductivity',
        DATA_TYPE: 'ratio'
    }
]

experiment.measurement_repetitions = 1

#####

experiment.experiment_size()

experiment.create_experiment_csv(experiment_csv="circwood1a.csv")
  
```

Figure 2: A FEDT representation of a CircWood [Ishii et al. 2022] experiment.

writing custom functions that are passed as arguments into the library.

FEDT is built of three major components: **variables**, **executors**, and **workflows**. The user defines variables to describe what they will test. Executors are machines and functions that can execute actions in the experiment flow, along with their configurations. Workflows are collections of calls to executors to perform an experiment’s steps. A sample workflow for an existing published work (CircWood, [Ishii et al. 2022]) is shown in Figure 2.

4 DISCUSSION

4.1 Handling Randomness

Fabrication processes are subject to variation that may influence the quality and behaviour of fabricated objects: e.g., factors like atmospheric temperature and humidity affect 3D printing. Thus, it is difficult to know *what* to model in experiments.

4.2 Group Analysis of Experimental Programs

FEDT provides the opportunity to analyze collections of executed experiments, where parameters and machine settings tweaked and keywords or short-textual descriptions are stored in a linked manner. Search over collections could enable makers or researchers to gain inspiration on relevant settings for future experiments.

5 CONCLUSION

We presented a new type of design language for fabrication research characterization experiments: FEDT. We hope that this will make fabrication research more replicable and portable, in classic Open Science fashion.

ACKNOWLEDGMENTS

This work was partially supported by a Novo Nordisk Fonden Starting Grant under grant number NNF21OC0072716.

REFERENCES

- Laura Devendorf and Kimiko Ryokai. 2015. Being the Machine: Reconfiguring Agency and Control in Hybrid Fabrication. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)*. Association for Computing Machinery, New York, NY, USA, 2477–2486. <https://doi.org/10.1145/2702123.2702547> event-place: Seoul, Republic of Korea.
- Florian Ehtler and Maximilian Häußler. 2018. Open Source, Open Science, and the Replication Crisis in HCI. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. Association for Computing Machinery, New York, NY, USA, 1–8. <https://doi.org/10.1145/3170427.3188395>
- Sebastian S. Feger, Sünje Dallmeier-Tiessen, Paweł W. Woźniak, and Albrecht Schmidt. 2019. The Role of HCI in Reproducible Science: Understanding, Supporting and Motivating Core Practices. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)*. Association for Computing Machinery, New York, NY, USA, 1–6. <https://doi.org/10.1145/3290607.3312905>
- Larry L. Howell and Terri Bateman. 2023. Extending research impact by sharing maker information. *Nature Communications* 14, 1 (Oct. 2023), 6170. <https://doi.org/10.1038/s41467-023-41886-3> Number: 1 Publisher: Nature Publishing Group.
- Ayaka Ishii, Kunihiko Kato, Kaori Ikematsu, Yoshihiro Kawahara, and Itiro Sii. 2022. CircWood: Laser Printed Circuit Boards and Sensors for Affordable DIY Woodworking. In *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '22)*. Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3490149.3501317> event-place: Daejeon, Republic of Korea.
- Eunice Jun, Maureen Daum, Jared Roesch, Sarah Chasins, Emery Berger, Rene Just, and Katharina Reinecke. 2019. Tea: A High-level Language and Runtime System for Automating Statistical Analysis. In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST '19)*. Association for Computing Machinery, New York, NY, USA, 591–603. <https://doi.org/10.1145/3332165.3347940>
- Eunice Jun, Audrey Seo, Jeffrey Heer, and René Just. 2022. Tisane: Authoring Statistical Models via Formal Reasoning from Conceptual and Data Relationships. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22)*. Association for Computing Machinery, New York, NY, USA, 1–16. <https://doi.org/10.1145/3491102.3501888>
- Andrew M McNutt and Ravi Chugh. 2021. Integrated Visualization Editing via Parameterized Declarative Templates. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* (, Yokohama, Japan.) (CHI '21). Association for Computing Machinery, New York, NY, USA, Article 17, 14 pages. <https://doi.org/10.1145/3411764.3445356>
- Arvind Satyanarayan, Dominik Moritz, Kanit Wongsuphasawat, and Jeffrey Heer. 2017. Vega-Lite: A Grammar of Interactive Graphics. *IEEE Transactions on Visualization and Computer Graphics* 23, 1 (Jan. 2017), 341–350. <https://doi.org/10.1109/TVCG.2016.2599030> Conference Name: IEEE Transactions on Visualization and Computer Graphics.
- Arvind Satyanarayan, Ryan Russell, Jane Hoffswell, and Jeffrey Heer. 2016. Reactive Vega: A Streaming Dataflow Architecture for Declarative Interactive Visualization. *IEEE Transactions on Visualization and Computer Graphics* 22, 1 (Jan. 2016), 659–668. <https://doi.org/10.1109/TVCG.2015.2467091> Conference Name: IEEE Transactions on Visualization and Computer Graphics.
- Martin Schmitz, Martin Stitz, Florian Müller, Markus Funk, and Max Mühlhäuser. 2019. ..Trilaterate: A Fabrication Pipeline to Design and 3D Print Hover-, Touch-, and Force-Sensitive Objects. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. Association for Computing Machinery, New York, NY, USA, 1–13. <https://doi.org/10.1145/3290605.3300684> event-place: Glasgow, Scotland Uk.
- Madlaina Signer, Alexandra Ion, and Olga Sorkine-Hornung. 2021. Developable Metamaterials: Mass-Fabricable Metamaterials by Laser-Cutting Elastic Structures. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3411764.3445666> event-place: Yokohama, Japan.
- Jasper Tran O'Leary, Gabrielle Benabdallah, and Nadya Peek. 2023. Imprimer: Computational Notebooks for CNC Milling. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23)*. Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3544548.3581334> event-place: Hamburg, Germany.
- Jasper Tran O'Leary, Chandrakana Nandi, Khang Lee, and Nadya Peek. 2021. Taxon: A Language for Formal Reasoning with Digital Fabrication Machines. In *The 34th Annual ACM Symposium on User Interface Software and Technology (UIST '21)*. Association for Computing Machinery, New York, NY, USA, 691–709. <https://doi.org/10.1145/3472749.3474779> event-place: Virtual Event, USA.
- Hannah Twigg-Smith and Nadya Peek. 2023. Dynamic Toolchains: Software Infrastructure for Digital Fabrication Workflows. In *Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology* (, San Francisco, CA, USA,) (UIST '23). Association for Computing Machinery, New York, NY, USA, Article 23, 20 pages. <https://doi.org/10.1145/3586183.3606802>