Ned Richardson's What the machines told me: / "r r u n"/0110/-or-/1001 at Studio Place Arts

text by Alice Dodge

This is machine poetry. Ned Richardson has long been interested in machine learning. Typically, machine learning networks function by having a huge set of data from which to 'learn' and generate something similar – if you provide thousands of images of faces, for example, the networks can learn which elements make up a face and sometimes generate their own. Richardson has fed images of his own work to these kinds of technologies, effectively collaborating with the machines to create new iterations of his paintings.

In this series, Richardson's machines seem to be grasping at poetry. Instead of one kind of input, they (and Richardson) are taking in disparate ideas and fragments of culture and making a mesh that becomes a message:

"r r u n" 0110 -or-1001

In Richardson's narrative, the machines are using each image they generate as a cypher for a 1 or a 0, and are thereby able to communicate text encoded as a series of visuals; the titles of each piece represent what the machines are trying to say. At the heart of the work is that sense of reaching for meaning, for clarity, for the right words: the ideas come out in German or Middle English, they contain within them references to half-concepts such as the golem in *gone go lem* – a creature from Jewish folklore, made of mud, brought to life by a written phrase.

One of Richardson's influences in this work is James Joyce's *Finnegan's Wake*; the 'rrun' in the show's title references the word *riverrun*, which opens Joyce's book. As in *Finnegan's Wake*, the accumulated layers of meaning, encoding, and reference of each element are both integral to the work and may not really mean anything – the sounds and rhymes (and in Richardson's case, colors), perhaps, are the more resonant frequency. In his 1938 review of Joyce's book, Clifton Fadiman advises, "You have to keep your brain tranced and tensed at the same time." This is a good way to think about experiencing Richardson's work. When a machine runs, it is simply in a state of being, doing what it is supposed to do. When it tells us to run, what is it saying?

Software notes to "What the machines told me/'rrun'/0110 or 1001"

All of the images in this show were generated using a type of deep learning system called a GAN – Generative Adversarial Network - using publicly available source code run either on my computer or AWS servers.

GANs are designed to create photorealistic images from large homogonous data sets also known as 'training sets'. This happens through two neural networks, the Generator network, whose goal is to generate images which look like they belong to the training set, and the Discriminator Network, which tries to tell which images belong and which don't. Each network processes the training set over a given number of iterations and tries to 'outsmart' the other. The Generator network's goal is to convince the Discriminator network that the image it just generated is from the original training set, and not 'fake'. The Discriminator network's goal is to not be fooled.

Given a training set of a few thousand faces, a GAN will generate a pretty convincing face in relatively few iterations. In my practice, the GAN is trained on not very homogonous images of my own work, numbering from single digits to the 100's. This produces glitchy unpredictable results requiring many iterations. The software struggles and often fails to find identifiable features, which to me captures a process of learning and perception. For each 'run' I use a different combination of training images and parameters. Each attempt generates hundreds to thousands of output images from which the pieces in the show are selected. In the early iterations these images are almost pure noise, then become more defined as the process goes on and the model becomes more refined. Sometimes the GAN 'collapses' (stops learning) and it just generates variations on a certain level of noise. This usually happens when the images in the training set are too dissimilar, for example an equal number of line drawings and paintings or photographs. Part of my process and goal is to get to the right threshold of dissimilarity. From there, parameters can be adjusted to make it work, but if the images are too dissimilar it goes nowhere. If the images are similar the system will generate faithful facsimiles, but where's the fun in that?

Image notes to "What the machines told me/'rrun'/0110 or 1001"

The images in this show were generated by GAN – Generation Adversarial Network – models trained on various combinations of my own work.

I started working with GANs after perceiving a connection between the forest networks which surround my home, and the digital networks which surround our lives. It seemed to me each could be considered a landscape, and both are largely not visible. I wanted to try to see these two landscapes as one. The two 18" square untitled pieces in the show are from this phase of my practice (2018-2020). At that time I was interested in collaborating with the machine, working with the generated image and spending a lot of time on each piece with subtle layers of pigment and wax or glass beads, producing both a hand made and machine made artifact. In this current work I have spent the bulk of my time in the selection, sequencing and presentation of images, and have modified the images themselves relatively little.

In addition to exploring narrative and sequencing I also became more interested in considering 'the figure in the landscape' and my own place in this process. I had the idea to 'de-train' the GAN models which produced network/landscape images with training sets composed flesh toned tiles – creating a sequence of images that went from landscape/depth to flesh/surface (which has its own depth). I tried many different combinations and training strategies with this, and most of the images in the show come from these efforts.

Almost from the beginning I developed a strong intuitive connection with the GAN images, and it seemed strange to me that this should be. I have wondered for some time what attracts me so much to this process. Then in the spring of 2021 I read about some research where scientists decided to measure the signal traffic in the optic nerve. Like most I had assumed that the eye sends signals to the brain, and the brain puts them together as a picture. What these researchers found was that most of the signal traffic goes the other way – from the brain to the eye. The brain is modeling what it expects to see and sending it to the eye, and the eye is only sending back signals where there is a discrepancy. For me, this connected the process of the GAN to my own perception and experience of the world. Rather than finding the figure in the landscape, I found the landscape in the figure. Around the same time I encountered this quote by the late filmmaker Agnès Varda; "If you opened people up you would find landscapes".

I think this idea or process is most expressed in the "model: deep learning ship projector autoportrait" piece. The projector 'gate' is made from flesh/surface trained images, and the 'film' is a sequence from landscape/network images. The ship elements are there because I grew up with a strong fondness for sailing ships. It wasn't intended to be about me specifically but may be the most autobiographical piece I have done.

Ned Richardson, January 2022

Code/text notes to "What the machines told me/'rrun'/0110 or 1001"

Every character on a computer keyboard has an associated eight digit binary number- a combination zeros and ones. These are defined by the American Standard of Information Interchange, and the lookup table is usually referred to as an 'ASCII Table' which I've included in the show materials.

In the 'panel of eight' pieces – from which the show gets much of its title – I decided to adopt the convention that each image would belong to a 'zero set' or a 'one set' and arranged the images to make letters according to the ASCII table described above.

The zero sets and one sets are visually distinct (at least to me!) but they do blend together a little, and sometimes it can be hard to tell one from another. Their assignment is consistent within a single piece, but a set of images which might be a zero in one piece could be a 1 in another – and purposefully so.

Decoded, the eight larger images on each large panel generate a letter, and the strip of small images generates a phrase, both of which are in the title of the piece. The phrases in each of the pieces contain words from various languages, and together make a rhyme:

bild es kin all with in natùr hem gone go lem

'bild' is German for image, or picture 'es' is French and Spanish for 'is' 'natùr hem' is middle English: 'nature them' Putting together 'go' and 'lem' from 'gone go lem' produces 'golem' '' an animated anthropomorphic being in Jewish folklore which is entirely created from inanimate matter." (Wikipedia).

If you were to consider all four of the panel of eight pieces as a silent film, the text encodings might be the subtitles – except they are not describing the action, but operating parallel to it.

For literary sources I should acknowledge Mary Shelley's Frankenstein, which has been in the back of my mind though there is no formal tie, and James Joyce's Finnegans Wake which has more of a direct reference. I also often thought of the constrained writing techniques of Oulipo – the constraint in this case being in the visual narrative - that each image must be assigned a zero or a one value and arranged according to some schema. Working within this constraint was interesting, since the images didn't always want to be where the code told them to go!

## Decimal - Binary - Octal - Hex – ASCII Conversion Chart

Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII
0	00000000	000	00	NUL	32	00100000	040	20	SP	64	01000000	100	40	@	96	01100000	140	60	
1	0000001	001	01	SOH	33	00100001	041	21	!	65	01000001	101	41	А	97	01100001	141	61	а
2	00000010	002	02	STX	34	00100010	042	22	"	66	01000010	102	42	В	98	01100010	142	62	b
3	00000011	003	03	ETX	35	00100011	043	23	#	67	01000011	103	43	С	99	01100011	143	63	с
4	00000100	004	04	EOT	36	00100100	044	24	\$	68	01000100	104	44	D	100	01100100	144	64	d
5	00000101	005	05	ENQ	37	00100101	045	25	%	69	01000101	105	45	Е	101	01100101	145	65	е
6	00000110	006	06	ACK	38	00100110	046	26	&	70	01000110	106	46	F	102	01100110	146	66	f
7	00000111	007	07	BEL	39	00100111	047	27	"	71	01000111	107	47	G	103	01100111	147	67	g
8	00001000	010	08	BS	40	00101000	050	28	(	72	01001000	110	48	Н	104	01101000	150	68	h
9	00001001	011	09	HT	41	00101001	051	29	)	73	01001001	111	49	I	105	01101001	151	69	i
10	00001010	012	0A	LF	42	00101010	052	2A	*	74	01001010	112	4A	J	106	01101010	152	6A	j
11	00001011	013	0B	VT	43	00101011	053	2B	+	75	01001011	113	4B	К	107	01101011	153	6B	k
12	00001100	014	0C	FF	44	00101100	054	2C	,	76	01001100	114	4C	L	108	01101100	154	6C	I
13	00001101	015	0D	CR	45	00101101	055	2D	-	77	01001101	115	4D	М	109	01101101	155	6D	m
14	00001110	016	0E	SO	46	00101110	056	2E		78	01001110	116	4E	Ν	110	01101110	156	6E	n
15	00001111	017	0F	SI	47	00101111	057	2F	/	79	01001111	117	4F	0	111	01101111	157	6F	0
16	00010000	020	10	DLE	48	00110000	060	30	0	80	01010000	120	50	Р	112	01110000	160	70	р
17	00010001	021	11	DC1	49	00110001	061	31	1	81	01010001	121	51	Q	113	01110001	161	71	q
18	00010010	022	12	DC2	50	00110010	062	32	2	82	01010010	122	52	R	114	01110010	162	72	r
19	00010011	023	13	DC3	51	00110011	063	33	3	83	01010011	123	53	S	115	01110011	163	73	s
20	00010100	024	14	DC4	52	00110100	064	34	4	84	01010100	124	54	Т	116	01110100	164	74	t
21	00010101	025	15	NAK	53	00110101	065	35	5	85	01010101	125	55	U	117	01110101	165	75	u
22	00010110	026	16	SYN	54	00110110	066	36	6	86	01010110	126	56	V	118	01110110	166	76	v
23	00010111	027	17	ETB	55	00110111	067	37	7	87	01010111	127	57	W	119	01110111	167	77	w
24	00011000	030	18	CAN	56	00111000	070	38	8	88	01011000	130	58	Х	120	01111000	170	78	х
25	00011001	031	19	EM	57	00111001	071	39	9	89	01011001	131	59	Y	121	01111001	171	79	у
26	00011010	032	1A	SUB	58	00111010	072	ЗA	:	90	01011010	132	5A	Z	122	01111010	172	7A	z
27	00011011	033	1B	ESC	59	00111011	073	3B	;	91	01011011	133	5B	[	123	01111011	173	7B	{
28	00011100	034	1C	FS	60	00111100	074	3C	<	92	01011100	134	5C	١	124	01111100	174	7C	
29	00011101	035	1D	GS	61	00111101	075	3D	=	93	01011101	135	5D	]	125	01111101	175	7D	}
30	00011110	036	1E	RS	62	00111110	076	3E	>	94	01011110	136	5E	^	126	01111110	176	7E	~
31	00011111	037	1F	US	63	00111111	077	3F	?	95	01011111	137	5F	_	127	01111111	177	7F	DEL