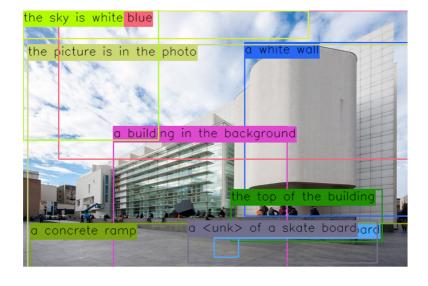
Problematizing Computer Vision of Commercial Als

A Crack within the museum

MACBA



In recent years, commercial systems based on artificial intelligence have emerged and have been gaining ground in the daily life of large cities, however almost imperceptibly to end users. We are in contact with these systems when we use translation services, product recommendation, object and person detection, and many other services. These systems are trained with large volumes of data, and, inevitably, present some type of ideological bias.

From the analysis of contemporary artwork figures using the Art Decoder* platform, we realized the possibility of looking at these systems from a critical perspective We present this zine, with works selected collectively from the digital collection of the Museu d'Art Contemporani de Barcelona (MACBA), beeing concern to highlight some of the ideological biases present in some of those commercial computer vision systems, which, as we have seen in our research, follow a capitalist, consumerist and sometimes misogynistic logic. In addition, we highlight other moments when our platform is unable to understand artworks resulting in interpretations of great poetic value.

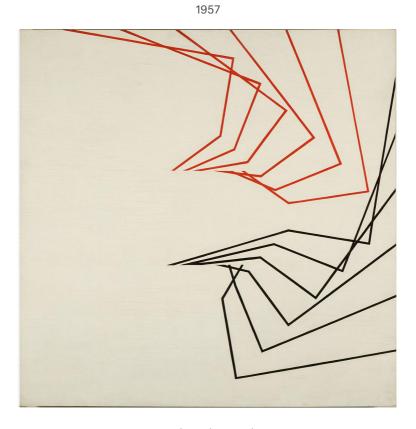
This publication wouldn't be possible without the support of CtrlZ.Al organization members, and the commitment of the participants of the workshop "A Crack Inside the Museum", carried out by Lucas Nunes Sequeira and Rafael Tsuha members of GECID**, on January 30, 2020, at CtrlZ.Al, Barcelona.

Good reading!

^{*} Art Decoder is a platform created by our group and have been used since 2018 to reveal the behavior of commercial Als (Amazon Rekognition, Google Cloud Vision, Microsoft Azure, ClarifAl, Densecap, Facebook Detectron, IBM Watson and Darknet YOLO APIs) from the use of contemporary art images.

^{**} We are part of the Group of Critical Experiences in Digital Infrastructures (GECID), an activist group of researchers from different areas of knowledge located in Brazil at the Innovation Center of the University of São Paulo / C4AI and coordinated by professor Fabio Cozman and artist Bruno Moreschi. Our work involves a set of experiences that aims to think and problematize contemporary infrastructures based on a logic different from that applied in technology centers in the Global North. We are interested in encouraging studies that think about technology not in an abstract way, but inserted in determined contexts, with social implications.

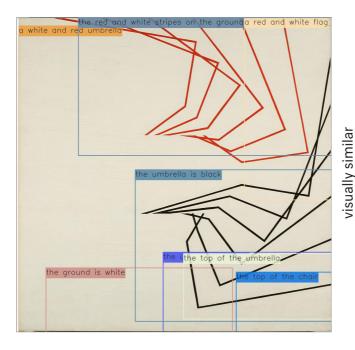
Waldemar Cordeiro Ideia Visível



artwork read as product

#01 a close up of a map









Microsoft Azure

category: others

labels: child art nintendo design text cartoon drawing triangle

sketch

is adult content? False

is racy content? False

5% adult

5% racy

map

ClarifAI safe for work? o% nsfw

labels:

94% line

90% paper

87% symbol

98% illustration 97% art

94% abstract 92% shape

90% vector

87% arrow

96% no person

design

90% print

86% pattern

96% graphic

92% business

89% chalk out 88% desktop

85% technology 83% text

moderation: 99% safe

o% suggestive o% explicit o% gore

o% drug

Rodolfo Bernadelli

Moema

1895



sculpture read as mammal, mud and water







Google Cloud Vision

best guess: water

violence: likely

medical: very unlikely adult: very unlikely spoof: very unlikely

racy: unlikely

93% water

labels:

56% black-and-white

54% rock

text: no texts found

Microsoft Azure

category: no category is adult content? False is racy content? False 6% racy



labels: outdoor marine mammal building animal bird

rock sea lion water harbor seal

standing

sitting

black large old dirt street

laying

elephant Z00 playing river

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