

What is art?  
Computer complexity  
All the art!  
Human complexity  
Results

# People and Computers Agree on the Complexity of Small Art

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(now) Software Engineer @ Google



|                     |                 |
|---------------------|-----------------|
| What is art?        | This is art     |
| Computer complexity | Grayscale       |
| All the art!        | Black and White |
| Human complexity    | Generalized     |
| Results             |                 |

This is art



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This is art  
Grayscale  
Black and White  
Generalized

This is art



$\text{int} \times \text{int} \rightarrow \text{color}$

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**Grayscale**  
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## Grayscale

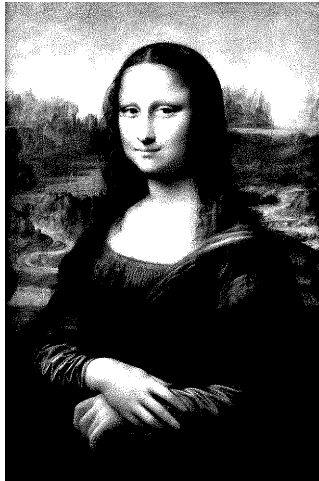


$\text{int} \times \text{int} \rightarrow \text{number}$

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## Black and White

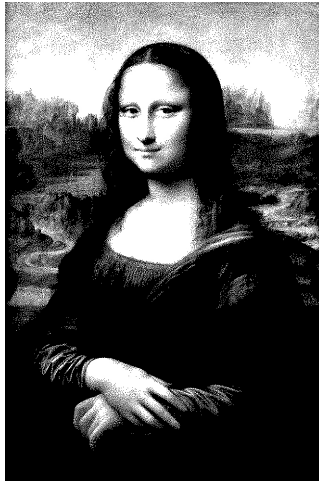


$$\text{int} \times \text{int} \rightarrow \{0, 1\}$$

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## Black and White



$\text{int} \times \text{int} \rightarrow \text{bool}$

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## Black and White



$\text{int} \times \text{int} \rightarrow \text{bool}$

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## Generalized

Digital pictures are the output of evaluating a function at every pixel in the picture.

For black and white pictures, this function is of type:

$$\text{int} \times \text{int} \rightarrow \text{bool}$$

Human complexity has to do with the picture  
Computer complexity has to do with the function



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Kolmogorov Complexity  
Formula complexity  
Computing formula complexity

## Kolmogorov Complexity

The Kolmogorov complexity of an object is equal to the size of the smallest program that outputs that object.

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## Kolmogorov Complexity

The Kolmogorov complexity of an object is equal to the size of the smallest program that outputs that object.

All Turing-complete programming languages are equivalent  
Provably impossible to calculate  
Provably impossible to approximate

## Formula complexity

For us a “formula” is a well-typed fully-parenthesized expression built out of the atoms:

$\{ 0, 1, x, y, +, *, <, \text{not}, \text{and}, \text{or}, \text{true}, \text{false} \}$

$x$  and  $y$  are integer variables which hold the coordinates of the grid point.

The Formula complexity of an object is the size of the smallest formula whose output is that object.

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## Formula complexity

For us a “formula” is a well-typed fully-parenthesized expression built out of the atoms:

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The Formula complexity of an object is the size of the smallest formula whose output is that object.

Not Turing complete!

A matter of “mere” computation to calculate and enumerate!

## Computing formula complexity

The algorithm to calculate the formula complexity of a picture is simple to describe:

*Enumerate all well-typed formulae in order of size. Stop when you have enumerated a formula whose output is the picture. The size of that formula is the formula complexity of the picture.*

## Computing formula complexity

The algorithm to calculate the formula complexity of a picture is simple to describe:

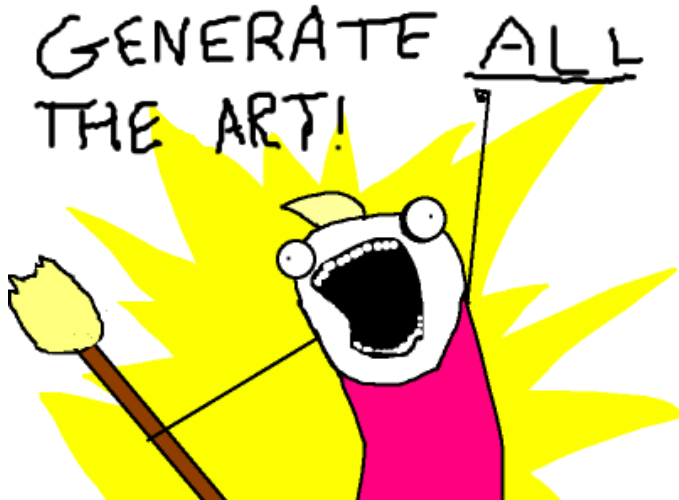
*Enumerate all well-typed formulae in order of size. Stop when you have enumerated a formula whose output is the picture. The size of that formula is the formula complexity of the picture.*

Horrendous runtime. Highly exponential. Do it anyway.

This terrible algorithm restricts the size of artworks we can consider. In particular, we can only work with 9 pixel artworks — 3 pixels by 3 pixels. There are  $2^9 = 512$  such artworks, but we will need to generate hundreds of billions of formulae.

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All the 2x2 Art  
Selected 3x3 art  
All the 3x3 art  
Zooming in











[http://hyperboleandahalf.blogspot.com/2010/06/  
this-is-why-ill-never-be-adult.html](http://hyperboleandahalf.blogspot.com/2010/06/this-is-why-ill-never-be-adult.html)

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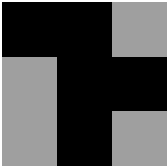
## All the 2x2 Art

| Formula  | FC | Picture  |
|--|----|--|
| none   | 0  | empty<br> |
| (true), (false)  | 1  |          |
| none   | 2  | empty<br> |
| $(x < 1), (y < 1), (x < y), (0 < x), (0 < y), (y < x)$       | 3  |           |
| $(\text{not } (x < y)), (\text{not } (y < x))$               | 4  |          |
| $((y + x) < 1), ((y * x) < 1), (0 < (y + x)), (1 < (y + x))$ | 5  |          |
| none   | 6  | empty<br> |
| $((y < x) \text{ or } (x < y))$                              | 7  |           |
| $(\text{not } ((y < x) \text{ or } (x < y)))$                | 8  |          |



|                     |                         |
|---------------------|-------------------------|
| What is art?        | All the 2x2 Art         |
| Computer complexity | <b>Selected 3x3 art</b> |
| <b>All the art!</b> | All the 3x3 art         |
| Human complexity    | Zooming in              |
| Results             |                         |

## Selected 3x3 art

| Formula  | FC | Picture   |
|--|----|---|
| $(x < y)$  | 3  |  |
| $((\text{not } (y < (x * y))) \text{ and } ((y * y) < (x + (y + y))))$ | 16 |  |

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## All the 3x3 art



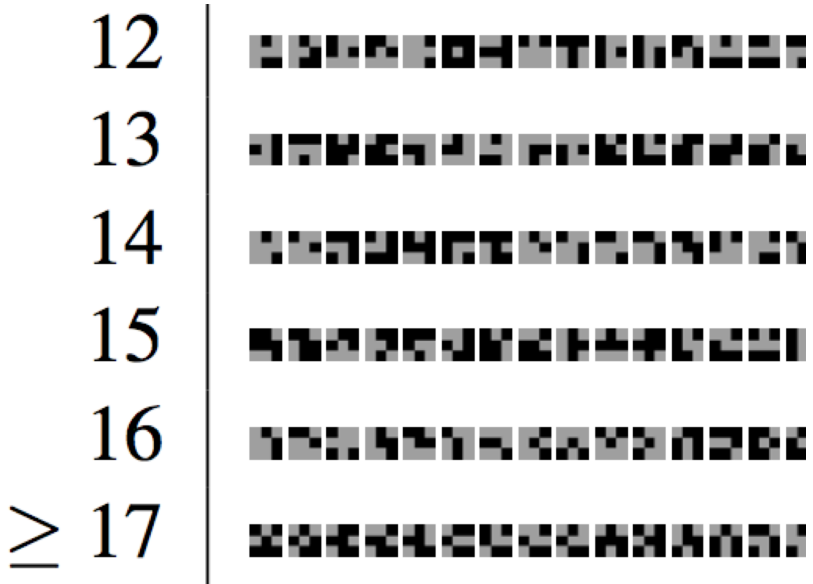
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All the 2x2 Art  
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What is art?  
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Visual complexity is hard to measure  
Our survey  
Measure like chess

## Visual complexity is hard to measure

- Intuitive.
- Complex.
- “I know it when I see it.”
- Hard to explain.

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## Visual complexity is hard to measure

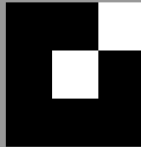
- Intuitive.
- Complex.
- “I know it when I see it.”
- Hard to explain.
- Can't be measured absolutely.
- Can be measured relatively!

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Measure like chess

## Our survey

**Which picture looks more complex?**



20



304

[Tie?](#)

We have calculated the Kolmogorov Complexity of every 3x3 artwork. Our hypothesis is that Kolmogorov Complexity is related to visual complexity — which is the fuzzy notion we have of one image being more “complex looking” than another. For each of the images presented, please click on the one that is, in your opinion, more visually complex.

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## Measure like chess

- Perform repeated pairwise comparisons, asking test subjects “Which of these is more visually complex?”
- Treat each comparison as a match with a winner and a loser.
- Use the TrueSkill algorithm to assign a strength rating to each artwork based on match results.



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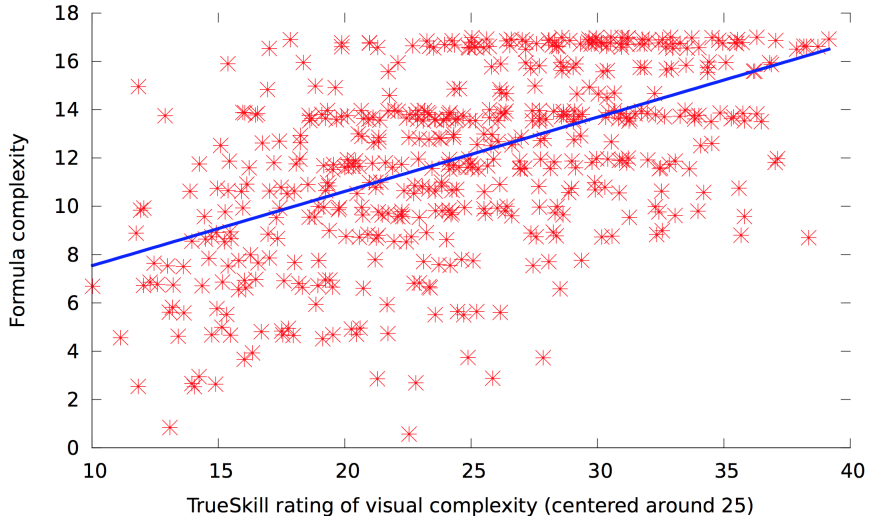
## Measure like chess

- Perform repeated pairwise comparisons, asking test subjects “Which of these is more visually complex?”
- Treat each comparison as a match with a winner and a loser.
- Use the TrueSkill algorithm to assign a strength rating to each artwork based on match results.
- Passed it around among undergrads and Twitter, got many thousands of comparisons.

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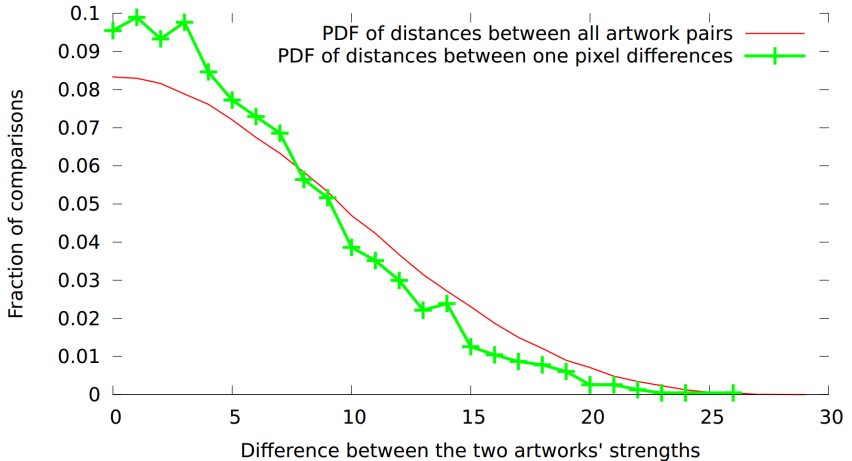
It correlates!  
Small changes  
Threats to validity  
Future work  
Summary

It correlates!



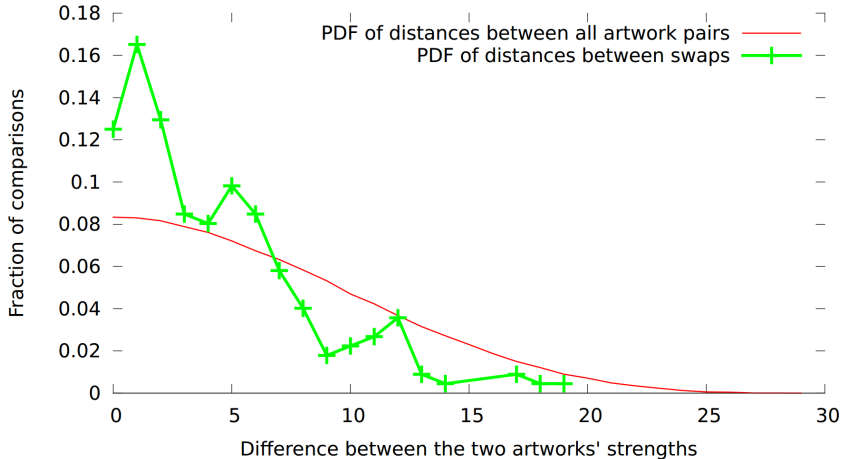
## One-pixel differences

Artworks differing by one pixel vs All Comparisons



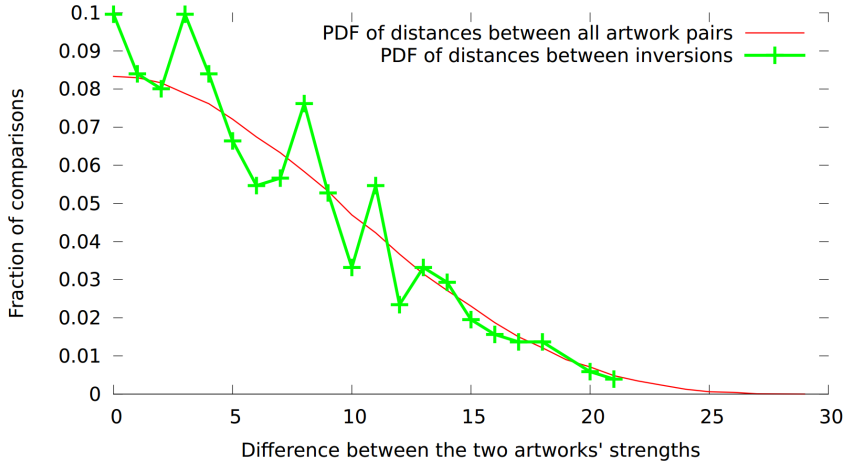
## Swap x and y

Swapping X and Y vs All Comparisons



## Swap black and white

### Inversions vs All Comparisons



|                     |                            |
|---------------------|----------------------------|
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| All the art!        | <b>Threats to validity</b> |
| Human complexity    | Future work                |
| Results             | Summary                    |

## Threats to validity

- We only surveyed WEIRD<sup>1</sup> CS people.
- The missing data of the  $\geq 17$  artworks
- The art was tiny

---

<sup>1</sup>Western, educated, industrialized, rich, democratic

|                     |                     |
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## Future work

- Wait for computers to get faster, re-run the generation process to find the missing data.
- Try using Levin Complexity instead of formula complexity or Kolmogorov complexity.
- What atoms make for a formula complexity that best matches people's visual complexity?

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We have:

## Summary

- ① ... established a mapping between functions and art
- ② ... defined “formula complexity”, a low-power version of KC
- ③ ... found the formula complexity of almost all 3x3 artworks
- ④ ... asked people to compare the visual complexity of these artworks
- ⑤ ... generated a TrueSkill rating for the visual complexity of each artwork
- ⑥ ... found that the two measures correlate!



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People and computers agree on the  
complexity of small art!

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Questions?