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| No | Year | Title | Authors | Method | Conclusion |
| 1 | 2024 | DeepfakeArt Challenge: A Benchmark Dataset for Generation AI Art Forgery Data Poisoning Generation | Hossein Aboutalebi,  Dayou Mao,  Rongqi Fan,  Carol Xu,  Chris He,  Alexander Wong | Inpainting, Style Transfer,  Adversarial Data posioning, Cutmix. | This reasearch articulates nuanced definition of copyright infringement and introduces a synthetic dataset designed to emulate real-word scenarios where such infringements may occur. The result when applied to datasets is false negative, thereby highlighting avenues for the development of more robust and efficient detection tools to identify and mitigate copyright infringements. |
| 2 | 2023 | Detection of AI Generated Anime images using Deep Learning | Surya Widi Kusuma,  Friska Natalia,  Chang Seong Ko,  Sud Sudirman | Data Collection, Preprocessing, Data Split,  Training data,  Data Augmentation,  Model Training, Model Evaluation | This research is mentioning that the way AI images can be quickly and automatically made so it will be threat to the livelihood of many artist whose income is reduced due to the decrease in demand, and the works be imigated. From those experiment they reveal that their AI detection still not that good. Other than that they hoping they study can be implemented in the next AI study to detect AI generate anime images. |
| 3 | 2023 | Identifying AI-Generated Art with Deep Learning | Tommaso Bianco, Giovanna Castellano, Rafaele Scaringi, Gennaro Vesio | VGG, resNet, ViT | This paper focus was recognizing artificial artworks generated by AI. And result that Vision Transformers exhibited strong capabilities for this particular task, surpasing performance of well know models like VGG-19 and ResNet-50. Analyzing feature importance from a semantic perspective would improve model interpretability and move beyond pure visual interpretations of activation maps. |
| 4 | 2014 | Classification of Painting Genres Based on Feature Selection | Yin Fu Huang,  Chang Tai Wang | Feature Selection, Original feature, Global Selection Strategy with SAHS, Local Selection with SAHSIn | From the research they propose painting genre classification system. The original featureset includes four feature descriptors about the color and texture deefined by MPEG7. With Self Adaptive Harmony Search algorithm on the original feature set, the feature selection model can effectifely find the optimum feature subsest for corresponding painting genres. 20 |