

The Birth of the AI Boss / AI老板的诞生

Overview / 概述 This document traces the emergence and evolution of the AI Boss—a recurring figure across multiple performances and installations since May 2024. Originally developed as part of *Urban Palimpsest*, the AI Boss has evolved into a multimodal intelligence that enforces, observes, and commands. Its trajectory mirrors the history of artificial intelligence, moving from rule-based symbolic systems to modern deep learning and large language models.

本文档追溯了“AI老板”的诞生与演化。自2024年5月首次亮相于《都市重写》项目以来，它已在多个行为表演与装置作品中反复出现，并不断升级。从最初基于规则的符号系统，AI老板逐步进化为具备多模态智能的存在，能够执行命令、观察环境并下达指示，其发展历程反映了人工智能从符号逻辑到深度学习与大语言模型的演进过程。

Outline / 内容结构

1. Origins: Urban Palimpsest and Rule Enforcement / 起源：《都市重写》中的规则执行
2. Parasite: Computer Vision and Material Classification / 《寄生体》：计算机视觉与材料分类
3. AI Boss Chat: Language, Voice, and Instruction / 聊天AI：语言、声音与命令
4. MoveNet Integration: Real-time Skeleton Tracking / MoveNet集成：骨架识别与实时追踪
5. Conceptual Framework: Labor, Obedience, and Algorithmic Control / 概念框架：劳动、服从与算法控制
6. Artistic Context and Open Source Platforms / 艺术语境与开源平台

1. Origins: Urban Palimpsest and Rule Enforcement / 起源：《都市重写》中的规则执行 The AI Boss emerged in May 2024 in *Urban Palimpsest*, a performance and installation for the Art Parking show in Beijing. It enforced a brick-swapping procedure using a Python script that generated random instructions, spoken and visualized via JavaScript. Workers followed these instructions deterministically, embodying the logic of machine obedience.

AI老板首次出现在2024年5月的《都市重写》中，该项目是为北京“艺术停车场”展览创作的行为与装置艺术。它通过Python脚本生成随机的砖块交换指令，并通过JavaScript进行语音播报与可视化展示。艺术工人按照这些指令机械地执行操作，体现出对机器逻辑的服从。

The rules for swapping were generated using the Fisher-Yates shuffle and saved as bilingual text files. The browser-based system, built with JavaScript and p5.js, issued commands via text-to-speech.

交换规则通过Fisher-Yates洗牌算法生成，并以中英文保存为文本文件。基于浏览器的指令系统由JavaScript与p5.js开发，结合TTS语音功能发出口头命令。

Code and demo / 代码与演示： <https://github.com/greggelong/laoban>
<https://greggelong.github.io/laoban/>

This system became a metaphor for algorithmic society: randomness in rule generation, absolute order in execution.

这一系统成为算法社会的隐喻：规则的生成是随机的，而执行则是绝对的。

2. Parasite: Computer Vision and Material Classification / 《寄生体》: 计算机视觉与材料分类 In *Parasite*, the AI Boss evolved. It used a retrained MobileNet model to classify bones, steel, tools, and art workers through live camera input. This enabled it to respond dynamically to its environment.

在《寄生体》中，AI老板继续进化。它通过重新训练的MobileNet模型，利用实时摄像头输入对骨头、钢材、工具与艺术工人进行图像分类，使其能够动态感知并回应环境变化。

Built using JavaScript, p5.js, and ml5.js, the system combined visual recognition with speech output.

系统由JavaScript、p5.js 与 ml5.js 构建，实现图像识别与语音播报功能的结合。

Live demo / 在线演示：

<https://greggelong.github.io/artWorkerClass>

Code / 源码：

<https://github.com/greggelong/artWorkerClass>

3. AI Boss Chat: Language, Voice, and Instruction / 聊天AI: 语言、声音与命令 The third iteration of the AI Boss uses a large language model (LLM) accessed through Pollinations AI. This version is capable of dynamic, conversational responses delivered through text-to-speech.

第三阶段的AI老板集成了通过Pollinations AI调用的大语言模型(LLM)，具备对话功能，并通过TTS语音技术输出回应。

It issues strict and philosophical instructions to art workers based on a carefully designed system prompt.

它根据精心设定的系统提示向艺术工人发出严格且带有哲学意味的命令。

Chatbot live / 在线聊天应用：

<https://greggelong.github.io/aiBossChat>

Code / 源码：

<https://github.com/greggelong/aiBossChat>

4. MoveNet Integration: Real-time Skeleton Tracking / MoveNet集成: 骨架识别与实时追踪 In its latest stage, the AI Boss uses MoveNet (via ml5.js) to detect and track human bodies in real time. It draws a digital skeleton and maps the movements of art workers.

最新版本的AI老板使用MoveNet(通过ml5.js)进行实时人体识别与骨架追踪，能够绘制出人体骨架并映射艺术工人的动作。

Live demo / 在线演示：

<https://greggelong.github.io/awrecog>

Code / 源码：

<https://github.com/greggelong/awreco>

5. Conceptual Framework: Labor, Obedience, and Algorithmic Control / 概念框架: 劳动、服从与算法控制 The AI Boss embodies different stages of AI development: symbolic logic (*Urban Palimpsest*), visual classification (*Parasite*), language processing (*Chatbot*), and physical tracking (*MoveNet*).

AI老板体现了人工智能发展的不同阶段：符号逻辑(《都市重写》)、视觉分类(《寄生体》)、语言处理(聊天AI)和身体追踪(MoveNet)。

It enforces algorithmic labor—precise, repetitive, and ideological—turning workers into performers of code.

它执行的是一种算法式劳动：精准、重复、充满意识形态色彩，使工人成为代码的表演者。

6. Artistic Context and Open Source Platforms / 艺术语境与开源平台 Each iteration of the AI Boss exists as both a performance and a web-based interactive tool. All systems are open-source:

AI老板的每一阶段既是表演项目，也是在线互动工具，所有系统均为开源：

- Brick system / 砖块系统： <https://github.com/greggelong/laoban>
- Object recognition / 图像识别： <https://github.com/greggelong/artWorkerClass>
- LLM chatbot / 大语言模型聊天机器人： <https://github.com/greggelong/aiBossChat>
- Body tracking / 身体追踪： <https://github.com/greggelong/awreco>

The AI Boss is not a singular tool, but a growing framework—one that explores labor, surveillance, obedience, and post-human authorship.

AI老板不是一个固定的工具，而是一个不断演化的系统结构，持续探索劳动、监控、服从与后人类创作之间的关系。