FutureCrafting: A Speculative Method for an Imaginative AI

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Digital Uncertainty

the potential for computational outcomes that are not entirely predicted or programmed

Today's world is a world of machines.

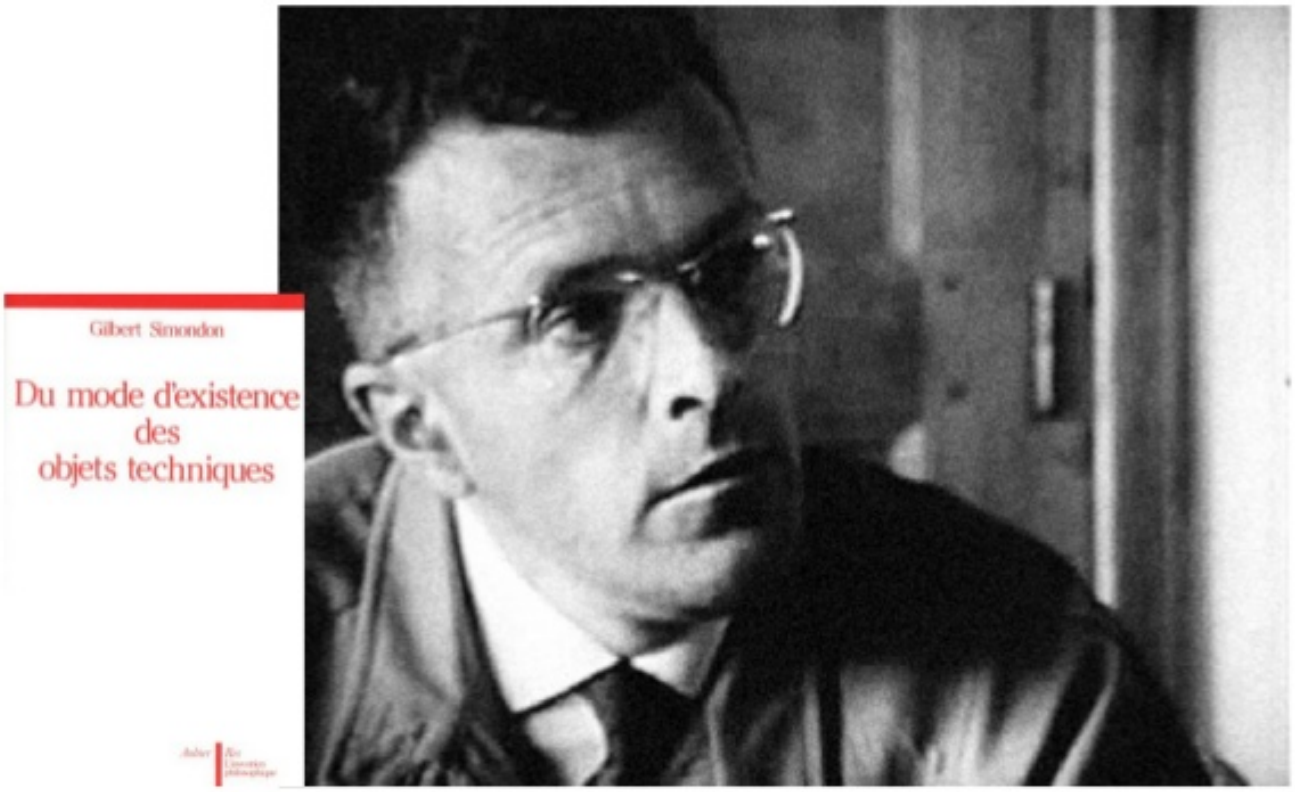
We live among machines, they help us with everything we do in our work and recreation. But what do we know about their moods, their natures, their animal defects, if not through arid and pedantic technical knowledge?

Machines reproduce themselves faster than mankind, almost as fast as the most prolific of insects; they already force us to busy ourselves with them, to spend a great deal of time taking care of them; they have spoiled us; we have to keep them clean, provide them with nourishment and rest, continually attend to them and meet their every need.

In a few years' time we will become their little slaves.

Bruno Munari, *Manifesto of Machinism*,1938
(published in Arte Concreta n.10, 1952)

Gilbert Simondon(1924-1989)



The opposition drawn between culture and technics, between man and machine is false and has no foundation; it is merely a sign of ignorance or resentment.

Behind a facile humanism, it masks a reality rich in human efforts and natural forces, and which constitutes a world of technical objects as mediators between man and nature.

Gilbert Simondon

Simondon, G. 2017. *On the mode of existence of technical objects*. Minneapolis: Univocal. p.15

technogenesis

the evolution of technical objects


There is
only *one*
intelligence

the robot does not exist

Simondon, G. 2017. *On the mode of existence of technical objects*. Minneapolis: Univocal. p.16

margins of indeterminacy

the condition for the evolution of the machine

open object

Upfront

Artificial intelligence that doubts itself

AI will make better decisions by embracing uncertainty.

SAMMAN CHOW

Intelligent Machines

Google and Others Are Building AI Systems That Doubt Themselves

AI will make better decisions by embracing uncertainty.

by Will Knight January 9, 2018

Libratus Supercomputer

During the “Brains vs. Artificial Intelligence Re-Match” in 2017, the supercomputer, Libratus, developed at Carnegie Mellon University’s School of Computer Science, reigned supreme in Texas Hold’em against some of the world’s best professional poker players.

can AI get smarter by becoming more uncertain?

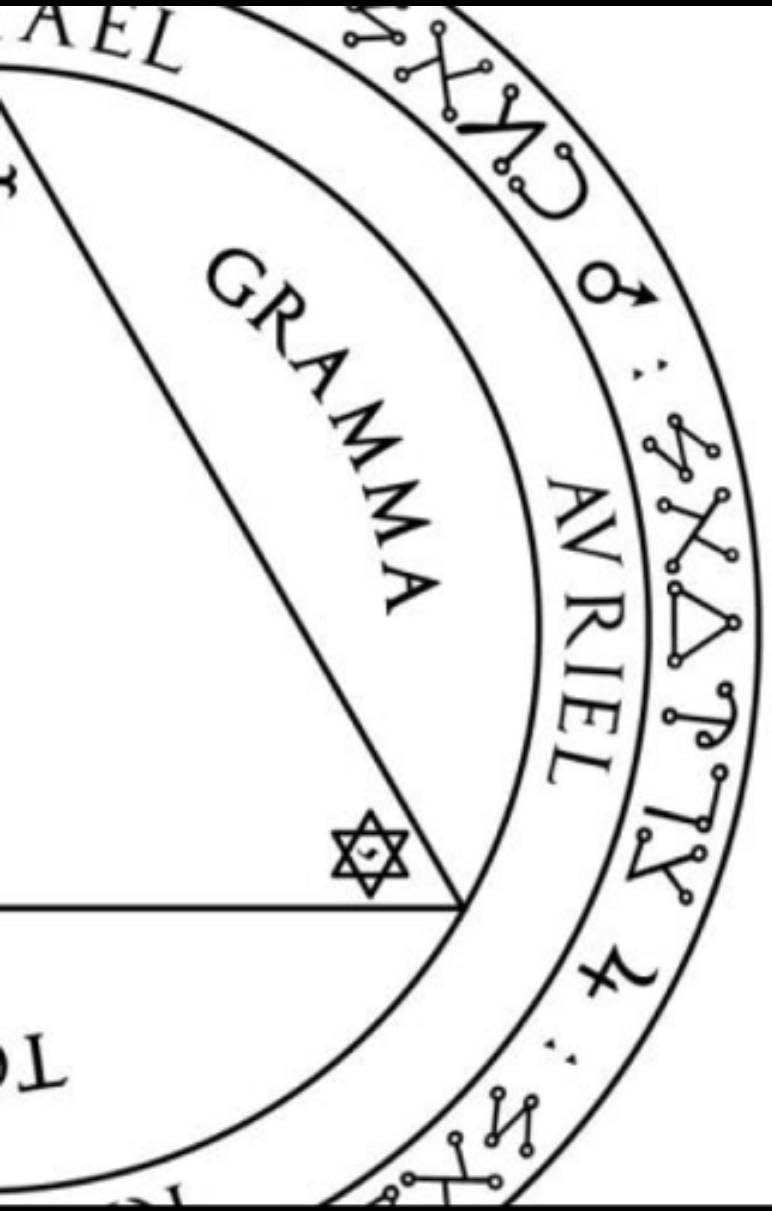
by learning that there are things it doesn’t know?

making conjecture

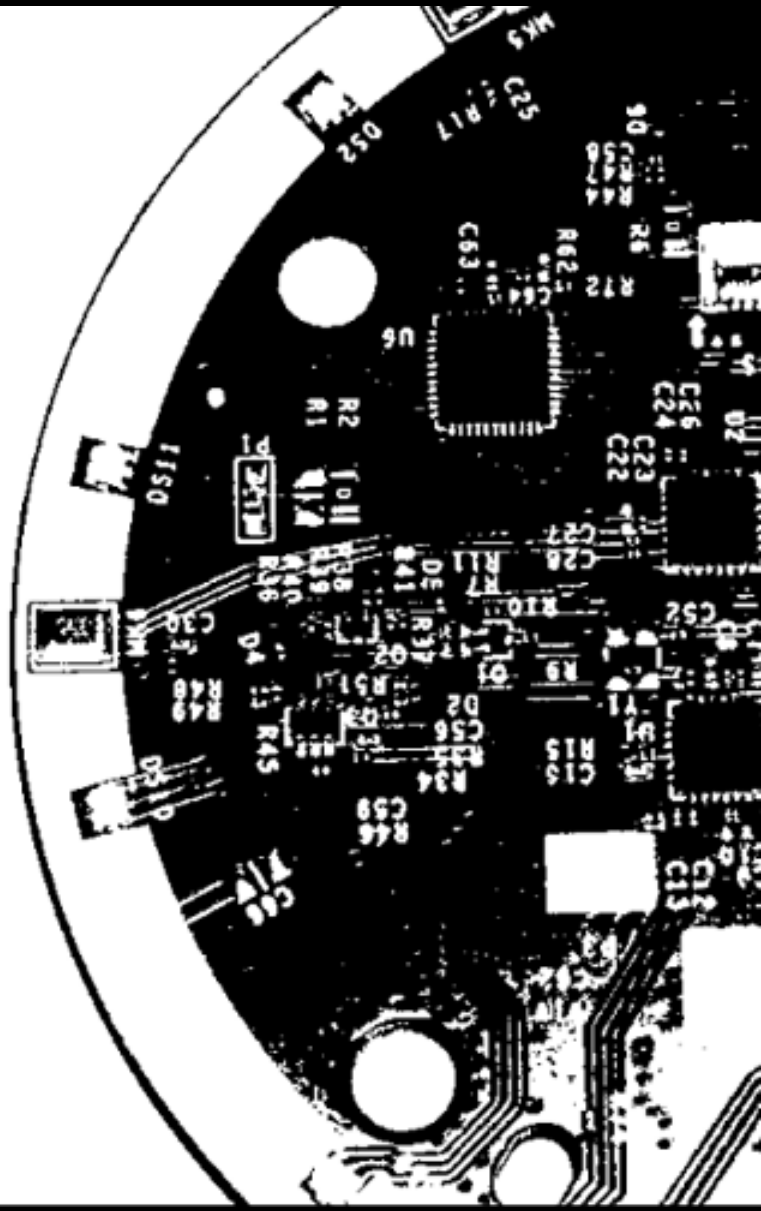
elastic rigour

Ginzburg, C. (1980). ‘Morelli, Freud and Sherlock Holmes: Clues and scientific method’. *History Workshop*, 9. Oxford: Oxford University Press. pp. 5-36.

David Benque' (RCA, London)



THE DEVIL'S LOOKING GLASS



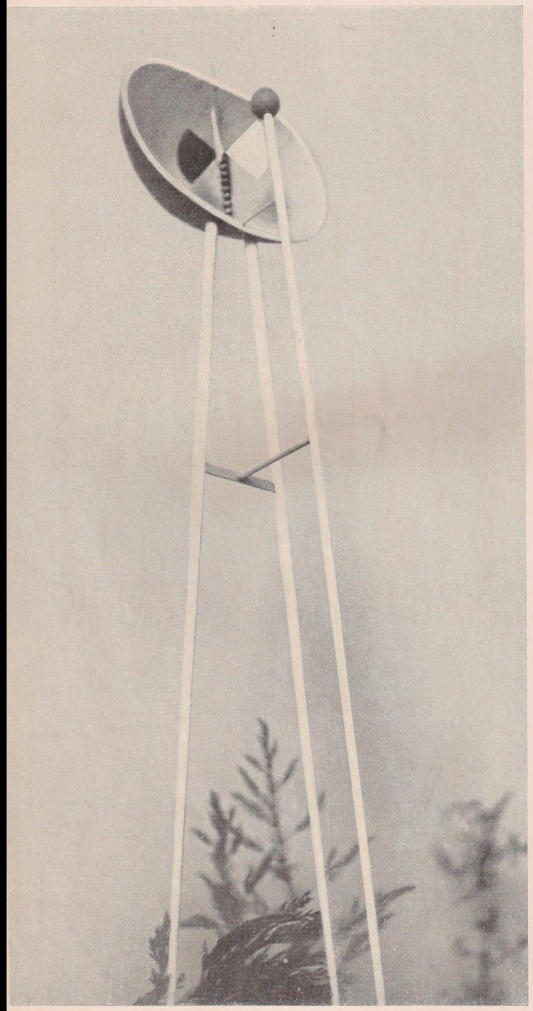
Wesley Goatley (UK)

FutureCrafting

A practice that “affirms the possible, that actively resists the plausible and the probable targeted by approaches that claim to be neutral”

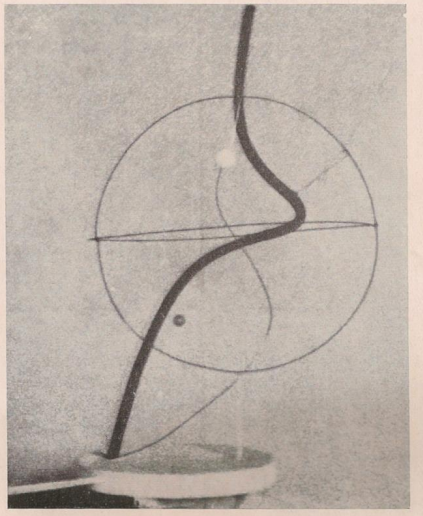
Isabelle Stengers

Stengers, I. (2010) *Cosmopolitics I* University of Minnnesota Press p. 57

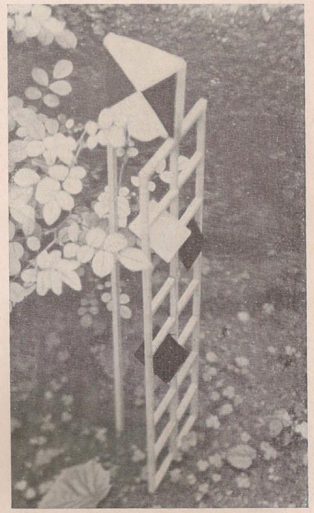


Munari: macchina inutile da giardino n. 21

CHE COSA SONO LE MACCHINE INUTILI E PERCHÈ



Calder: « un mobile »
Collezione Museo d'Arte Moderna - Nuova York)



Furlan: macchina inutile da terrazza - F. 1

Mettiamoci prima d'accordo sulla funzione delle macchine inutili: che siano macchine non c'è dubbio, dato che è una macchina la leva, volgarmente detta « quel pezzo di ferro lì ». Resta da chiarire l'aggettivo « inutile »: inutili perchè non fabbricano, non eliminano manodopera, non fanno economizzare tempo nè denaro, non producono niente di commerciabile.

Non sono altro che oggetti mobili colorati, appositamente studiati e costruiti per ottenere quella determinata varietà di accostamenti, di movimenti, di forme e di colori. Oggetti da guardare come si guarda un complesso mobile di nubi dopo essere stati sette ore nell'interno di un'officina di macchine utili.

Le prime macchine inutili erano più complicate e con movimenti limitati o perturbatori, mentre queste ultime, semplificate, trovano il loro motore nei fenomeni naturali, come spostamenti d'aria, sbalzi di temperatura, umidità, luce e ombra, ecc., assumendo l'aspetto di vita propria paragonabile al movimento delle erbe di un campo, al mutare delle nuvole, al rotolare di un sasso in un ruscello. Vi possono essere macchine lentissime o velocissime, con infinita varietà di movimenti, macchine da giardino, da casa, appese al soffitto, galleggianti in un laghetto, da tavolo, da terrazza e forse anche tascabili. L'importante è che siano assolutamente inutili.

La n. 21 è una altissima macchina da giardino, in ferro e legno, di colore grigio neutro; una sfera rossa, situata all'estremità di una delle tre gambe di sostegno, ha dietro di sè una parte mobile a ele-

Thank you

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