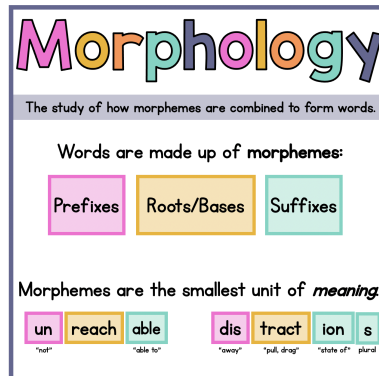
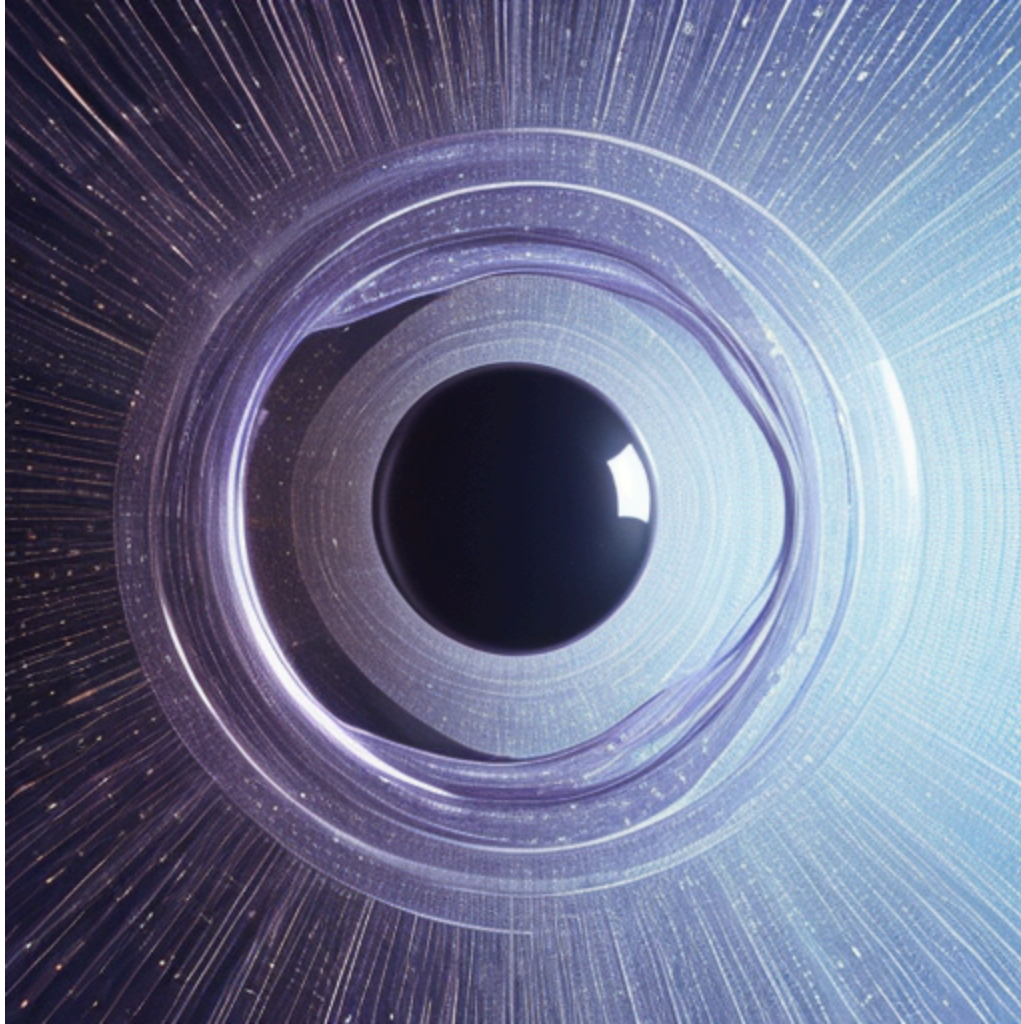


Gen AI is a powerful tool across a wide range of creative fields with ethical ramifications on multiple levels. Regardless, these tools are here and don't seem to be going anywhere. Generative AI (as we most often see it used) works, essentially by using gigantic amounts of training data to create an output according to an input prompt. Tokenization is an essential part of this process. Machine learning models convert natural language into numerical values by grouping characters into 'tokens' based on factors such as the frequency of these groupings. Normally in linguistics, we can break down words into meaningful 'units' or morphemes.



The tokenization of natural language in the context of AI models is meaningless in a linguistic sense. For instance, the word soliloquy can be broken down into 2 latin root words: *sol* = solus = alone, and *loquy* = loqui = speaking, to speak. However, when I run this word through the GPT-4 tokenizer, it breaks it into 4 tokens: soliloquy. In English, words average about 0.75 tokens per word, but it can be much more costly in other languages. AI inadvertently inherits the biases already present in the world and in some cases exacerbates them. Gen AI can use massive amounts of information to create code, images, sound and text and raises many questions about intellectual property, privacy, 'hallucinations' or 'mistakes', cybersecurity and energy usage. I do believe that Generative AI can be used with artistic integrity, intent, creativity and self awareness. I think that Arca's method of training her own model on her own sounds to create new melodies is an example of a more interesting exploration of AI compared to for example asking it to create something in the style of another artist. Edward Skeletrix is another artist who I believe leverages the more surreal aspects of generative AI in a humorous and artistic way. I am also very interested in the 'grey areas' of AI. The unnerving mistakes it makes because of the weight of certain tokens compared to others. The blanks it fills in if you give it a nonsensical or one word prompt. These things are much more interesting than 'make me a short video in the style of x artist'. These mistakes and 'fill in the blanks' situations in my opinion give us more of a glimpse into the inner workings of these systems.



1. The shimmering vacuity of the human existence



2. The illusion of individuality





3. Azathoth