Kio Griffith





concept

"algorithm counter" is a chance operation machine formulating various matrices of words and language associations randomly arranged and contextualized by ascending and descending letters in flux.

"algorithm counter" is a language calculator, a stream of consciousness timer, and an interminable messaging billboard. the projection mapping could be organized in digits the modular single-wheeled digits can operate independently or work as components in groupings.

video link : https://vimeo.com/250318371











ABCDEFGHIJKLMNOPQRST	ABCDEFGH-JKLMNOPOR^pU、GYDPVK ほびいろはにほへとちりぬるをわかいた。 いろはにほへとちりぬるをわか B そつねならむうゐのいろはにほへとちりぬるをわか B くうつならむうゐのいろはにほへとちりぬるをわかよたれそつねならむうゐ >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	いろはにほへとちりぬるをわかよたれそして、むうゐのおくやまけふここ日、FGHIJKLMNOPQRSTUVXVSC。こえてあさきいろはにほへとちりぬるをわかよたれそつねならむうゐのおく。 ちんこえてあさきいろはにほへとちりぬるをわかよたれそつねならむうゐのおく。 ちんこえてあさきののよく。 ちんこえてあさきののいろはにほへとちりぬこのでよたれそつねならむうゐの	ABCDEFGH-JKLMNOPOLSTUVXYZ ABCDEFGH-JKLMNOPOLS ABCDEFGH-JKLMNOPOLS UNDACOLEFGH- ABCDEFGH-JKLMNOPOLS UNDACOLEFGH- UNDACOLEFGH UNDACOLE	いろはにほへとちりぬるをわかよたれていたらむうゐのおいろはにほへとちりぬるをわれたれそつねならむいろはにほへとちりぬるをわかよた。これをうむうゐのの方はにほへとちりぬるをわかよた。このるをわかよたれい	BC CC CC CC CC CC CC CC CC CC	へ」るM algorithm coun ちんかり りしかP ぬ	As a chance operation machine forming of word and language association contextualized by ascending and desc and speeds, "Algorithm Counter" is a lar a stream of consciousness timer, a messaging billboard. the visual project counter that could be mapped out (external or internal wall surface, wh interior of a gallery space or a facade
ならむうゐのおくやまけふこえてあさき	MAN OCP OF R S T U V X Y Z	おくやまけふこえてあさきいふこえてあさきとうあのおくやまりふこえてあさきとさ	れそつねならむう	おくやまけふこえてあさきむうゐのおくやまけふこえてあて、なっゐのおくやまけふこえてあさまれるPURSTUVXYZENOPURSTUVXYZ	あのおくやまけふこえてあさ MNOPORSTUVXYZ MACPORSTUVXYZ	TUVXXYZののおくやまけふ マねならむうゐのおくやまけふ マねのおく tょけふこえてあさ	gies // actions -motion : : forward / reverse / speed -language conversion -trigger / pitch / sound / notes - read acronyms - read acronyms

As a chance operation machine forming various matrices of word and language associations arranged and contextualized by ascending and descending directions and speeds, "Algorithm Counter" is a language calculator, stream of consciousness timer, and interminable nessaging billboard. the visual projection of an algorithm counter that could be mapped out (in digits) over an external or internal wall surface, whether it being an nterior of a gallery space or a facade of a building.

list of actions



- -motion : : forward / reverse / speed
- -generate digits
- -trigger / pitch / sound / notes
- read acronyms
- -language conversion





list of actions

algorithm counter

-motion : : forward / reverse / speed-generate digits

(advanced)

- -trigger / pitch / sound / notes
- read acronyms
- -language conversion





work in progress

/*** Spinning Wheel GL ***/

/*

Change Log:

2014_01_11 2:00pm - GL - initial version 2014_01_11 5:20pm - AGF - changed code to stable demo; added parameters

*/

/*** PARAMETERS THAT CAN BE EXPERIMENTED WITH ***/

int WINDOW_WIDTH = 1000; int WINDOW_HEIGHT = 100;

//MAX_SPEED is The maximum number of pixels that the images will move duri int MAX_SPEED = 100;

//SPEED_MULTIPLIER is the the number of pixels the image should move per //the number of mouse movements. For example, if SPEED_MULTIPLIER = 5, //the if the user moves 20 pixels, then the image will move 20*5 = 100 pix/ //(or MAX_PIXELS if the result is greater than MAX_PIXELS). int SPEED_MULTIPLIER = 3;

//DAMPEN_SPEED is The rate at which the speed is slowed down each frame. //1.0 = never slow down. //0.0 = slow down instantly. //0.95 seems like a good default value float DAMPEN_SPEED = 0.95;

//MIN_MOUSE_MOVEMENT is the minumum amount of movement needed to start a c //movement of the image. This is to avoid weird changes in direction when //barely touched. 10 seems a good default value.



work in progress

```
algorithm_counter_original_pde
} else if (y < -SCREEN_MARGIN) { //wrap around to right side of screen
y += (height + (SCREEN_MARGIN));
}
//draw rectangle
// rect(x, y, RECT_WIDTH, (height/3));
//}
rect(x-140, y*1.4, RECT_WIDTH, (height/3));
rectMode(CENTER);
rect(x, y*0.6, RECT_WIDTH, (height/3));
rectMode(CENTER);
rect(x+140, y*2, RECT_WIDTH, (height/3));
rectMode(CENTER);
}
void mouseMoved(MouseEvent me) {</pre>
```

```
// gDiff = (mouseX-gPrevMouseX);
gDiff = (mouseY-gPrevMouseY);
```

if (abs(gDiff) > MIN_MOUSE_MOVEMENT) { //ignore tiny mouse movements

```
//determine direction of mouse movement
// if (gDiff > 0) {
    gDir = 1;
// } else if (gDiff < 0) {
    gDir = -1;
// }
    if (gDiff > 0) {
      gDir = 2;
    } else if (gDiff < 0) {
      gDir = -2;
    }
```

gSpeed = abs(gDiff) * SPEED MULTIPLIER;



work in progress



algorithm_counter_original_pde_pde

```
gPrevMouseY = mouseY;
gSpeed = 15.0;
x = 0;
y1 = 0;
y2 = bg.height;
```

void draw()

}

{

background(50);

```
//dampen the current speed
```

```
y1 += gSpeed;
image(bg, 0, y1, bg.width, bg.height);
if (y1>=height) {
```

```
y1 = (y1 - 2*bg.height);
```

```
}
```

3

```
y2 += gSpeed;
image(bg, 0, y2, bg.width, bg.height);
if (y2>=height) {
  y2 = (y2 - 2*bg.height);
}
```

```
gSpeed *= DAMPEN_SPEED;
```

```
void mouseMoved(MouseEvent me) {
  gSpeed=30;
}
```





work in progress

algorithm_counter_version3_fast_pde_pde //dampen the current speed

```
gSpeed5 *= DAMPEN_SPEED/1;
```

11 -----

```
// determine position
y61 += gSpeed6;
```

```
//continuity of image running. controlling anchor position
if (y61>=height) {
 y61 = (y61 - 2*bg.height);
}
if ((y61+bg.height)<0) {</pre>
  y61 = y61 + bg.height*2;
}
//image drawing
image(bg, 1400, y61, bg.width, bg.height);
y62 += gSpeed6;
if (y62>=height) {
  y62 = (y62 - 2*bg.height);
if ((y62+bg2.height)<0) {</pre>
  y62 = y62 + bg.height*2;
image(bg, 1400, y62, bg.width, bg.height);
```

0

//changing speed //dampen the current speed gSpeed6 *= DAMPEN_SPEED/1;

}

}





references

Oblique Strategies - Brian Eno

Chance Operation - Fluxus

Information Theory - Claude E. Shannon





references

Oblique Strategies - Brian Eno

(subtitled Over One Hundred Worthwhile Dilemmas) is a card-based method for promoting creativity jointly created by <u>Brian Eno</u> and <u>Peter Schmidt</u>, first published in 1975. Physically, it takes the form of a deck 7-by-9-centimetre (2.8 in × 3.5 in) printed cards in a black box. Each card offers a challenging constraint intended to help artists (particularly musicians) break <u>creative blocks</u> by encouraging <u>lateral thinking</u>.

OBLIQUE STRATEGIES

OBLIQUE STRATEGIES

Over one hundred worthwhile dilemmas by BRIAN ENO and PETER SCHMIDT

These cards evolved from our separate observations of the principles underlying what we were doing. Sometimes they were recognized in retrospect (intellect catching up with intuition), sometimes they were identified as they were happening, sometimes they were formulated.

They can be used as a pack (a set of possibilities being continuously reviewed in the mind) or by drawing a single card from the shuffled pack when a dilemma occurs in a working situation. In this case the card is trusted even if its appropriateness is quite unclear. They are not final, as new ideas will present themselves, and others will become self-evident.

First published 1975, slightly revised edition 1978

Do we need holes?

references



Chance Operation – Fluxus

An Anthology of Chance Operations (An Anthology) was an artist's bookpublication from the early 1960s of experimental neodada art and music composition that used John Cage inspired indeterminacy. It was edited by La Monte Young and DIY co-published in 1963 by Young and Jackson Mac Low in New York City. Its full title is: An Anthology of chance operations concept art anti-art indeterminacy improvisation meaningless work natural disasters plans of action stories diagrams Music poetry essays dance constructions mathematics compositions.

Just as it is methOd by structure tHe note-to-note sileNces of a composition aCtions All in beinG present took placE Just as it is Of time tHe exigencies Nces becomes Ce at all Ambient sounds E sounds which are lust as it is Dt form Ic world Nt. Choic chamber he chAnges playinG making a choicE Just as it is compOsed cHange iN eaCh player eAch unit succeedinG structural subsEquent



references

Information Theory - Claude E. Shannon

A key measure in information theory is "entropy". Entropy quantifies the amount of uncertainty involved in the value of a random variable or the outcome of a random process. For example, identifying the outcome of a fair coin flip (with two equally likely outcomes) provides less information (lower entropy) than specifying the outcome from a roll of a die (with six equally likely outcomes). The field is at the intersection of mathematics, statistics, computer science, physics, neurobiology, information engineering, and electrical engineering. The theory has also found applications in other areas, including statistical inference, natural language processing, cryptography, neurobiology, human vision, the evolution and function of molecular codes (bioinformatics), model selection in statistics, thermal physics, quantum computing, linguistics, plagiarism detection, pattern recognition, and anomaly detection. Important sub-fields of information theory include source coding, channel coding, algorithmic complexity theory, algorithmic information theory, information-theoretic security, and measures of information.

