



The Ant and the Drunkard Walk

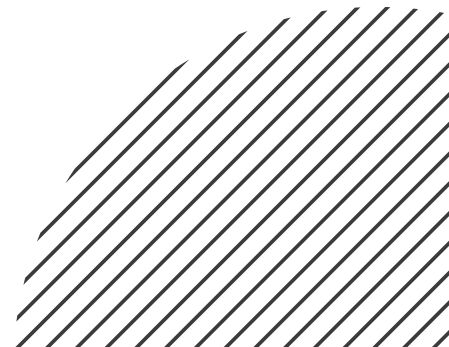


VIDEO INSTALLATION



context

The design of complex architectures and the precise organization of social insects have been an important source of inspiration for artificial intelligence and computational models. Engineers have tried to understand how complex decision-making processes can emerge from interactions following simple rules in insects societies. Research in animal cognition found evidences that most of the social capabilities of ant colonies are emergent properties of self-organizing processes.



short description

In this video installation, we put side by side the tracking of ants and the path drawn by a mathematical model of a random walk, known as “the drunkard walk”. With this installation, we propose to rethink the dualism of biological and computational modes of decision-making. We wish to explore ways in which agency emerges both in computational and biological processing.

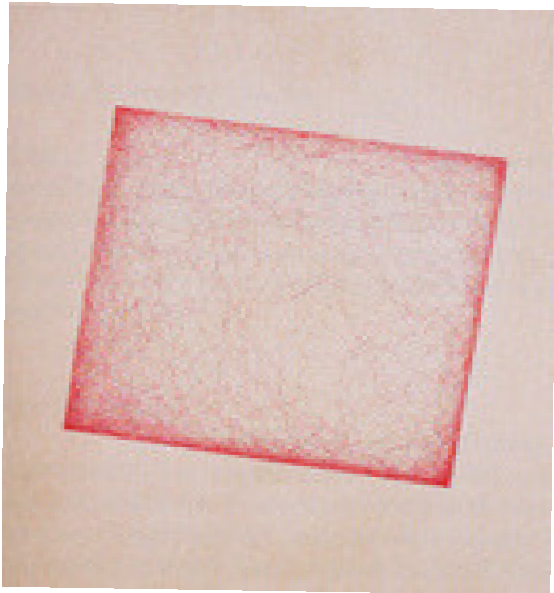


set up

Two video displays hanging on the wall, each one exhibiting a different video (no sound). In the left video we see a path being drawn by the tracking of ants. On the right video, we see a path being drawn by an algorithmic simulation of a drunkard walk. Videos will be in loop.



references



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Hölldobler, B.; Wilson, E. O. (1994), "Journey to the Ants", Cambridge: Harvard University Press





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