

Taxonomy of Randomness

RANDOM BECOMES A PARTICULARLY RELEVANT CATEGORY IN THE TWEEN YEARS. DURING THIS PIVOTAL PHASE AS MANY BEGIN THE PROCESS OF SELF-CONSCIOUS INDIVIDUATION THROUGH FASHION AND CULTURAL ENGAGEMENT, RANDOM ACQUIRES DIFFERING CONNOTATIONS. WHEN APPLIED TO A PERSON, IT DENOTES THE ULTIMATE OUTSIDER, AN INDIVIDUAL WHOSE AFFILIATIONS ARE UNKNOWN AND WHOSE PRESENCE IS INAPPROPRIATE OR UNREQUESTED. THE RANDO IS A BLIP DEVIATING FROM THE NEWLY ESTABLISHED CODE OF SOCIAL NORMS. YET TWEENS RELISH THE RANDOM IN POP CULTURAL CONTEXTS, GRAVITATING TOWARDS YOUTUBE HUMOR AND ABSURDIST MUSIC VIDEOS. WITHOUT KNOWING MUCH ABOUT SPECIFIC AESTHETIC CATEGORIES, THEY FLAG DEVIATIONS FROM THE NORM AND BAWK AT THEIR NOVELTY. THE TWEEN EXPERIENCE OPENS ONTO A LARGER DICHOTOMY, RANDOMNESS IN ARTWORK CAN BE APPRECIATED BUT RANDOMNESS IN REAL LIFE IS INTOLERABLE TO MANY, AS ABSURD CIRCUMSTANCES REQUIRE THE SURRENDER OF THE EGO TO FORCES BEYOND ONES CONTROL.

IN ART, METHODS OF FREE ASSOCIATION AND JUXTAPOSITION ARE UTILIZED ACROSS A RANGE OF ERAS AND MEDIUMS, TO BOTH HUMOROUS AND EXPRESSIVE ENDS. RANDOMNESS CAN OCCUR AS CONFLICTING ELEMENTS WITHIN THE WORK OR THE WORK CAN BE RANDOM IN ITS RELATION TO THE WORLD.

THIS TAXONOMY AIMS TO COMPILER A (NON-COMPREHENSIVE) LIST OF QUINTESSENTIALLY RANDOM AESTHETICS CATEGORIES- WORKS OF ART NOTED FOR THEIR UNPREDICTABILITY, ABSURDITY, INEXPLICABILITY AND IRREVERENCE.

AS THE UNIVERSE DRIFTS EVER TOWARDS ENTROPY, RANDOMNESS IN ART CAN BE SEEN AS A SITE OF CONTROLLED CHAOS. BUT ONE MIGHT ARGUE THAT SINCE THERE ARE EXPLICABLE PATTERNS WITHIN RANDOM AESTHETIC CATEGORIES, THEYRE NOT REALLY RANDOM AT ALL.

THIS IS AT LEAST ACCORDING TO THE MATHEMATICAL DEFINITION OF RANDOMNESS THAT STATES THAT A TRULY RANDOM SEQUENCE CANNOT BE FURTHER SUMMARIZED. "CULTURAL RANDOMNESS" IS THEN PARALLELED BY "STATISTICAL RANDOMNESS" WHICH CONCERNS THE RANDOMNESS OF REAL EVENTS OR CODED SIMULATIONS. THE "STATISTICAL" SIDE OF THE TAXONOMY IS CONCERNED MORE WITH PROCESSES OF RANDOMIZATION AND THEIR APPLICATIONS THAN WITH THE SPECIFICS OF THEIR SEQUENCINGS.

CLASSICAL RATIONALISM DEMANDS WE PROGRESS FROM POINT TO POINT IN A LOGICAL SEQUENCE. THE RANDOM IS A METHOD OF PROBLEM-SOLVING WHICH BREAKS OFF FROM THE SINGULAR VECTOR OF DEDUCTIVE REASONING.

IT LETS LOOSE A COUNTERINSURGENT TORRENT OF DATA, AND WAITS TO SEE WHERE THE PIECES LAND. IN THE ARTISTIC CONTEXT, ONE COULD ARGUE THESE BROKEN CHUNKS EMANATE FROM SUBCONSCIOUS, WHERE EGOISTIC RATIONALITY HAS NOT YET PERMEATED. WE COMMUNICATE THROUGH CHAINS OF SIGNIFICATION, BUT IT IS PARADOXICALLY THROUGH THE ECSTATIC BREAKDOWNS OF THESE CHAINS THAT SUBJECTIVITY CAN FIND ITS PUREST EXPRESSION. TECHNOLOGIES CANNOT AUTONOMOUSLY MAKE ART UNTIL THEY CAN SIMULATE THE TRUE RANDOMNESS OF THE MIND.

RANDOMNESS IS NOT AN APOLOGICAL MATTER. RANDOMNESS CAN CAUSE CONFUSION AND MISDIRECTION, BE USED TO DIVERT AND ENCODE. AND THE BETTER COMPUTERS GET AT SORTING RANDOM INFORMATION (I.E. FACES IN A CROWD) INTO POLICED CATEGORIES (AN AVERAGING), THE MORE EXPANSIVE GOVERNMENTS' AND CORPORATIONS' SURVEILLANCE EFFORTS CAN GROW.

WHILE RANDOMNESS HAS A SURFACE QUALITY—A WALLPAPERISH NON-CORRELATION BETWEEN FORM AND CONTENT—IT RUNS AS DEEP AS THE MOLECULES WE'RE MADE OF. RANDOMNESS IS PROCESS, MOVEMENT, THE RELATIONSHIP BETWEEN PAST AND PRESENT. FOR THIS REASON, THE RANDOM SEEMS HOPEFUL. -LIBY H

1,2,3= COMMON QUALITIES
A,B,C=EXAMPLES

I. CULTURAL RANDOMNESS

1. FIFTH GRADER RANDOMNESS- NON-SEQUITTER OUTBURSTS, USUALLY FOOD-RELATED, INFLUENCED BY CARTOONS AND YOUTUBE -



2. PSYCHEDELIC RANDOMNESS- EVOKING ACID TRIP HALLUCINATIONS, INDEBTED TO THE LITERATURE OF LEWIS CARROL - 1.LOOPING RAINBOW TRAILS 2.ANTHROPOMORPHIC INSECTS 3.EYES AND EARS

2.5. STONER-MEME PHOTOSHOP RANDOMNESS



3. MYTHOLOGICAL RANDOMNESS- INEXPLICABLE & FANTASTICAL SEQUENCES OF EVENTS, LAYING THE GROUNDWORK FOR ALL FANTASY STORYTELLING TO COME 1.DEUS EX MACHINE PLOT STRUCTURES (LAST-MINUTE SAVIORS) 2.PATCHWORK BEASTS

4. SUBCONSCIOUS RANDOMNESS- A REALM OF 'CONDENSED SYMBOLOGIES' -WHAT SEEMS RANDOM MAY ACTUALLY BE A SUBSTITUTION, A RECENT MEMORY CLOAKING DEEPER PSYCHOSES A. DREAMS B.JOKES C.FREUDIAN SLIPS

4.5. SURREALIST PAINTING RANDOMNESS- CHANNELING THE SUBCONSCIOUS + METAPHYSICAL PARADOXES USING ILLUSIONISTIC PAINTING TECHNIQUES, WITH POLITICALLY REVOLUTIONARY ASPIRATIONS



5. MODERNIST POETIC RANDOMNESS- ACTIVATES ASPECTS OF LANGUAGE THAT NORMALLY LIE DORMANT- SUBJECT MATTER IS OFTEN ESOTERIC OR OVERLOOKED

1.BANAL SUBJECTS A."SO MUCH DEPENDS UPON A RED WHEELBARROW..." 2.PARADOXICAL JUXTAPOSITION A."COLORLESS GREEN IDEAS SLEEP FURIOUSLY"

6.POSTMODERNIST RANDOMNESS- CULTURAL DECONSTRUCTION AND CODE-MASHING REAPPROPRIATION 1.HIGHBROW/LOWBROW JUXTAPOSITIONS 2.MULTI-MEDIA



7. TELEVISUAL RANDOMNESS- BITING THE HAND THAT FEEDS YOU- NON-SEQUITTER CUTS EVOKE FRENETIC PACING OF A COMMERCIAL BREAK

A.MONTY PYTHON-COMEDIC VISIONARIES & PROGENITORS OF THE COLD OPEN



--SELECT SCENE TRANSITION: TERRY GILLIAM'S FOOT DESCENDS

B. TIM AND ERIC- THE AFFECTIVE/REPULSIVE SIDE OF BANALITY



--SELECT SCENE TRANSITION: WHERE'S MY CHIPPY?

C. ICARLY-FAMILY-FRIENDLY ABSURDITY

--SELECT SCENE TRANSITION: RANDOM DANCING!

8. MUSIC VIDEO RANDOMNESS- PROMOTE CHAMELEONIC POPSTARS, SCENES CHANGE WITH THE BEAT AND SONG STRUCTURE 1. FUNNY DANCING 2. WIDELY-SOURCED COSTUMES AND ACCESSORIES 2.ON-LOCATION SHOTS INTERSPERSED WITH SOUNDSTAGE SHOTS

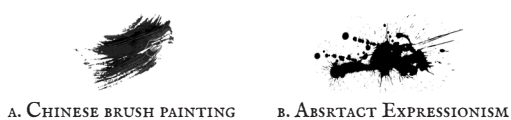


I 1/2. CULTURAL-ALGORITHMIC RANDOMNESS

9. DADAIST RANDOMNESS- SOME ELEMENT OF THE ARTISTIC PROCESS IS LEFT TO CHANCE

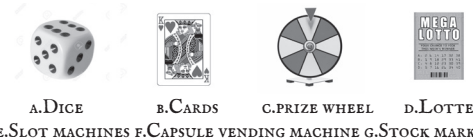


10. EXPRESSIONISTIC RANDOMNESS- RANDOMNESS OF GESTURAL MARK



II. STATISTICAL RANDOMNESS

11.GAME RANDOMNESS- ANY GAME DEPENDENT ON LUCK



12.BIOLOGICAL RANDOMNESS- LEADS TO INCREASED GENETIC VARIATION WITHIN A POPULATION 1.GENES SHUFFLED IN GENETIC RECOMBINATION DURING MITOSIS (THE REPRODUCTION OF CELLS) 2.RANDOM MUTATIONS CREATE PHYLOGENIC DIVERSITY, LEADING TO DARWINIAN ENVIRONMENTAL ADAPTATION 3.RANDOM GENETIC DEFECTS CAN LEAD TO THE GROWTH OF ANOMALOUS CANCER CELLS

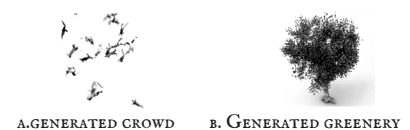
13.PHYSICAL RANDOMNESS- THE RANDOMLY OSCILLATING BEHAVIOR OF MOLECULES A.GAS LAWS B.THERMODYNAMICS

14.ALGORITHMIC RANDOMNESS-RANDOMIZED STRINGS OF DATA PRODUCED BY MATHEMATICAL FORMULAE

A.KOLMOGOROV RANDOMNESS- A TRULY RANDOM SEQUENCE IS SHORTER THAN ANY COMPUTER SEQUENCE THAT CAN PRODUCE THE SAME STRING B.KENDALL AND SMITH'S TESTS FOR RANDOMNESS: A. THE FREQUENCY TEST TESTS IF THERE ARE ROUGHLY THE SAME NUMBER OF 0S, 1S, 2S, 3S, ETC. B. THE SERIAL TEST TESTS IF THERE ARE THE SAME NUMBER OF TWO-DIGIT SEQUENCES (00, 01, ETC.)C.THE POKER TEST, TESTS FOR CERTAIN SEQUENCES OF FIVE NUMBERS AT A TIME (AAAA, AAAAB, ETC.)D. THE GAP TEST LOOKS AT THE DISTANCES BETWEEN ZEROES.

14.5. ALGORITHMIC RANDOMNESS APPLIED- MANY PROGRAMS EMPLOY MONTE CARLO METHODS, COMPUTATIONAL ALGORITHMS WHICH USE RANDOM SAMPLES TO DETERMINE PROBABILISTIC INTERPRETATIONS- BASICALLY, SUPPLYING RANDOM INPUTS TO DETERMINE AN AVERAGE OUTPUT

A.POPULATION MODELING- RANDOM SAMPLING HELPS CREATE PREDICTIVE MODELS OF DISTRIBUTION RELATING TO LARGE GROUPS B. PARTICLE/FLUID SIMULATION- ALGORITHMS MAP THE NON-LINEAR EVOLUTION OF SYSTEMS OF PARTICLES - THEIR PROCESS OF INTERACTION CONTINUOUSLY RESHAPING THE WAYS THEY STATISTICALLY ARE FOUND TO INTERACT C.NEURAL NETS (A.K.A. MACHINE LEARNING)- PROGRAMS DRAW INDUCTIVE CONCLUSIONS BASED ON COMMONALITIES IN A SEEMINGLY RANDOM DATA SET, TRYING TO UNDERSTAND IT AS LESS RANDOM, MORE PREDICTABLE D.CROWD SIMULATION(MASSIVE)- SOFTWARE USED TO GENERATE CROWDS IN FILMS LIKE LORD OF THE RINGS BY ANIMATING FIGURES WITH RANDOMIZED GESTURES (RATHER THAN HAVING THEM BEHAVE UNIFORMLY.) OTHER SOFTWARE IS DEVELOPED TO GENERATE RANDOMIZED FOREST GROWTH, ETC.



E. PROBABILISTIC ENCRYPTION- USE OF RANDOMNESS IN AN ENCRYPTION ALGORITHM SO THAT EVERY TIMES THE SAME MESSAGE IS ENCRYPTED IT PRODUCES A DIFFERENT CIPHERTEXT