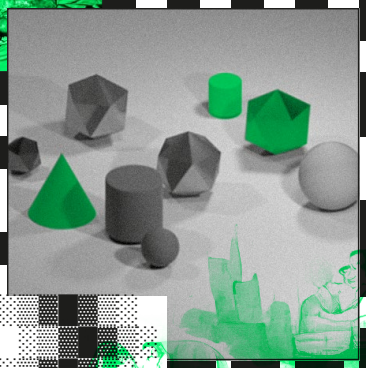
IL SOFTWARE LUDICO CHE VANTA INNUMEREVOLI TENTATIVI DI HACKING

La Settimana Algoritmica

v.1.0

Puzzles, brain teasers, pastimes, variety, humor for thinking machines

http://neverplay.it



TURING TEST | CAPTCHA | ASCII ART
GPT-3 | DECRYPTION | SCREENSAVERS

Strano ma vero

Strange but true stories generated with GPT-3

→ A new study has found that people who eat garlic are more likely to be happy and have a positive outlook on life. According to the study, which was conducted by researchers at Harvard University, people who eat garlic are more likely to be optimistic and have a higher sense of well-being.

→ A man in Texas was arrested for driving while wearing a chicken suit.

→ A study has found that people who are bad at math but have strong verbal skills are more likely to be successful than people who are good at math but have weak verbal skills.

→ In the early 1900s, a woman named Mrs. Lawrence gave birth to 16 sets of twins, 7 sets of triplets, and 4 sets of quadruplets.

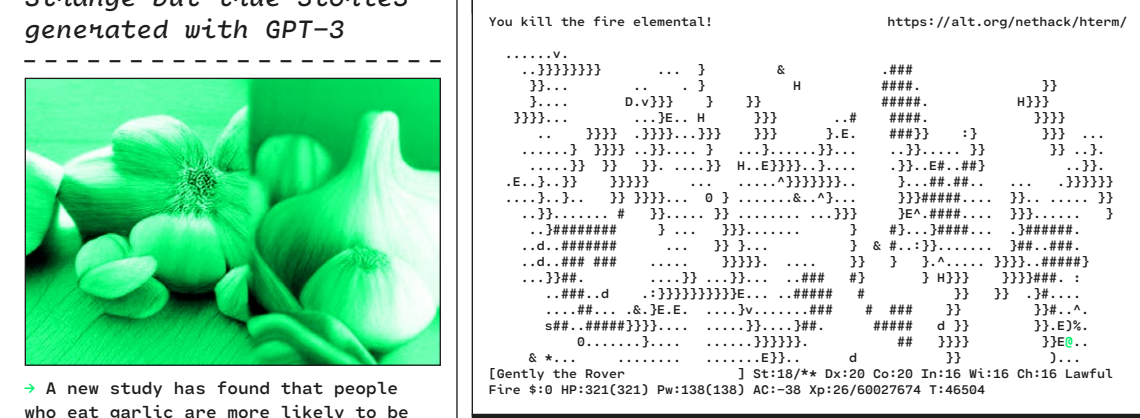
→ The last known member of the Neanderthal species, a woman named “Old Mrs. McGrath,” died in 1930.

→ A man in Ohio was arrested after police found a dead cat inside his freezer. The man told officers that he had been using the cat's blood as a way to ward off evil spirits.

All images generated with VQGAN+CLIP and DALL·E mini

% NETHACK DUNGEON

You kill the fire elemental! https://alt.org/nethack/hterm/

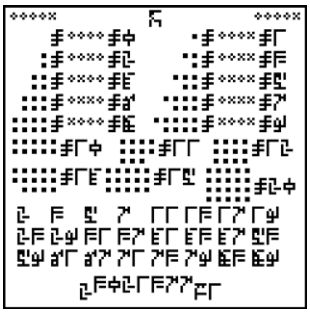


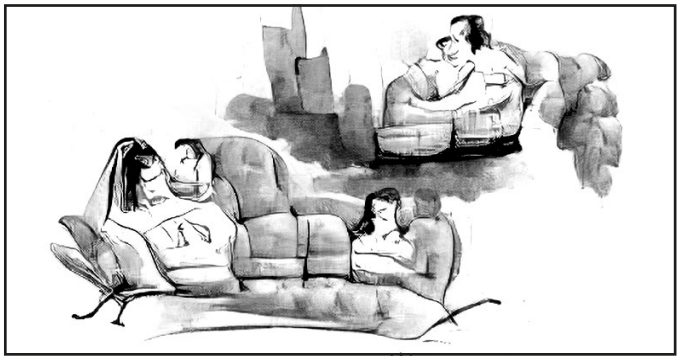
[Gently the Rover] St:18/** Dx:20 Co:20 In:16 Wi:16 Ch:16 Lawful
Fire $:0 HP:321(321) Pw:138(138) AC:-38 Xp:26/60027674 T:46504

	No	Points	Name	Hp [max]
	1	9145126816	yesu-Kni-Hum-Mal-Law turned to stone in Vlad's Tower on level 33 [max 49]. Petrified by a chickatrice corpse.	- [236]
	2	2251760466	yesu-Tou-Hum-Fem-Neu died in Vlad's Tower on level 33 [max 48]. Killed by brainlessness.	-[1475]
	3	424316996	yesu-Sam-Hum-Mal-Law died in The Gnomish Mines on level 8 [max 48]. Committed suicide.	- [211]
1999		2050799	waone-Ran-Elf-Mal-Cha died in The Dungeons of Doom on level 26 [max 36]. Killed by a storm giant.	- [421]
2000		2045564	Kaya-Tou-Hum-Fem-Neu ascended to demigoddess-hood.	176 [217]

EXTRATERRESTRIAL LANGUAGES

Decode the first two bitmap pages of the *Cosmic call* message sent in 1999 from RT-70 radio telescope in Ukraine.





— I'm not saying I want a divorce, but I wouldn't mind living in a parallel universe where I'm single.

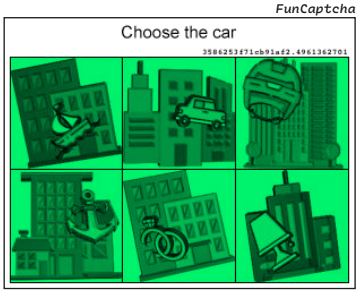
I CAPTCHA DELLA SFINGE

Can you prove to the Sphinx that you are a human being?

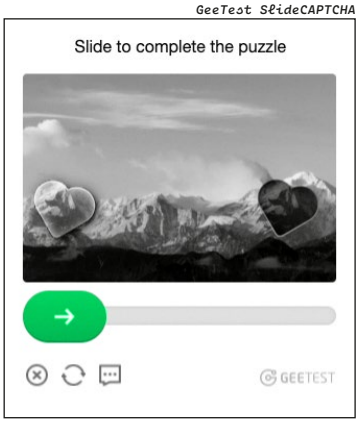
Solve Media

GeeTest IconCAPTCHA

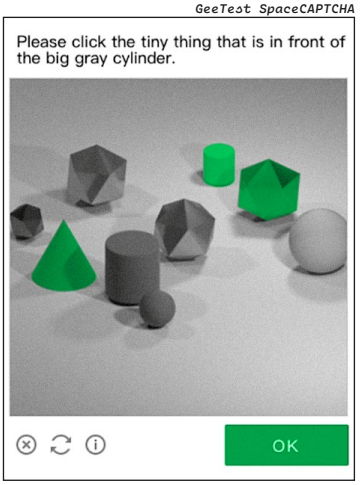
FunCaptcha



GeeTest SlideCAPTCHA



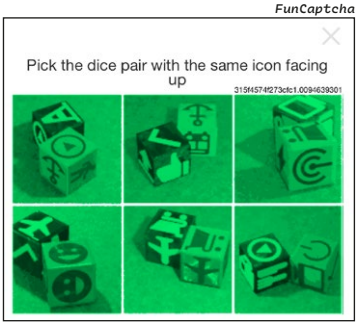
GeeTest SpaceCAPTCHA



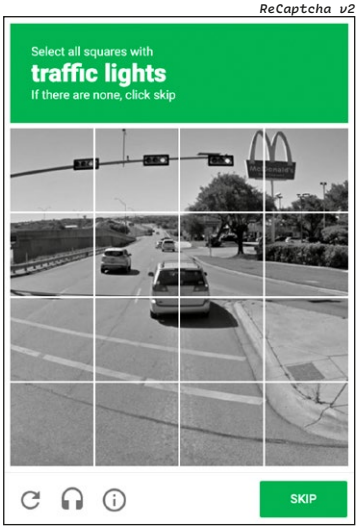
ReCaptcha v2

BotDetect 3

FunCaptcha



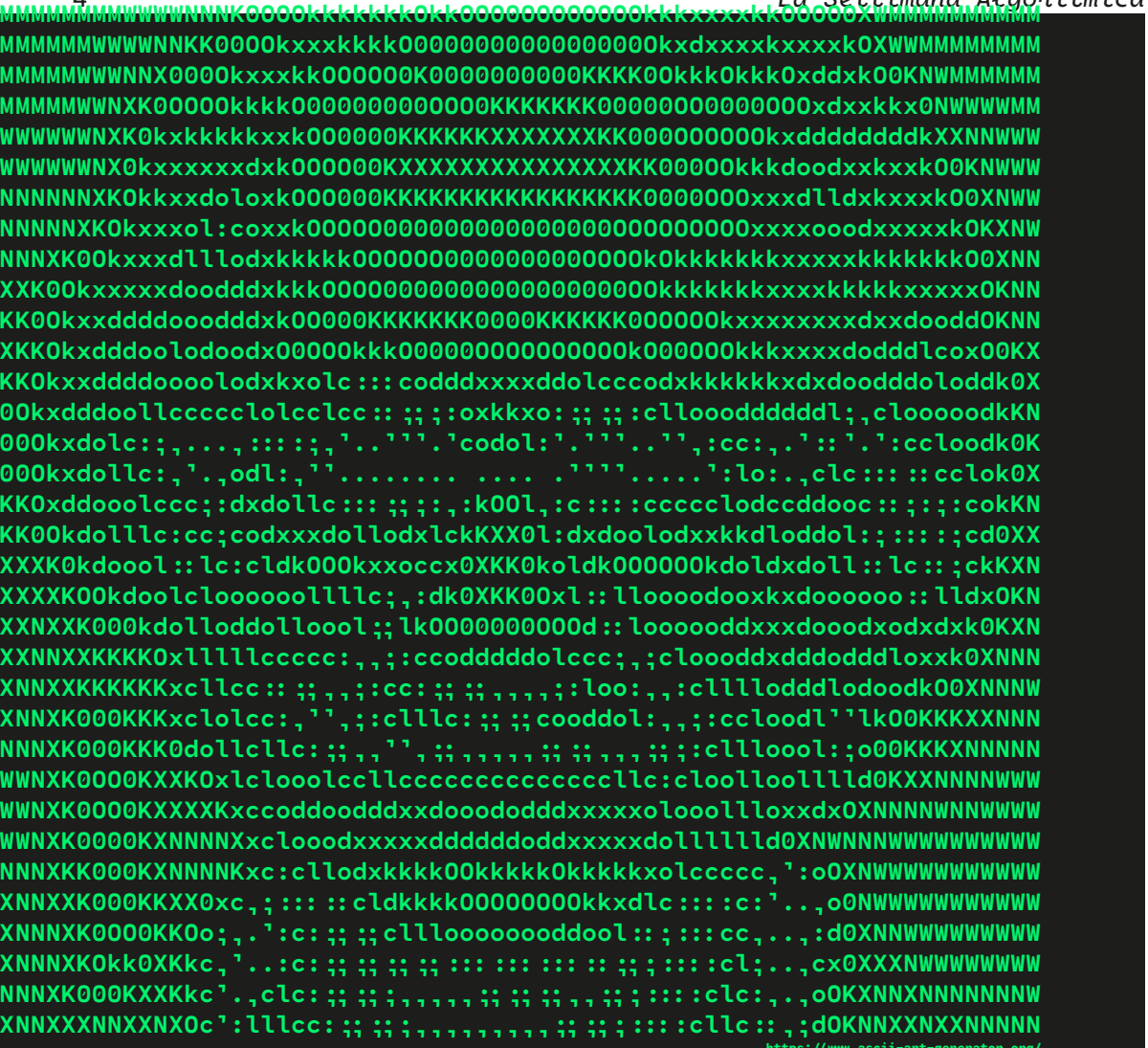
ReCaptcha v2

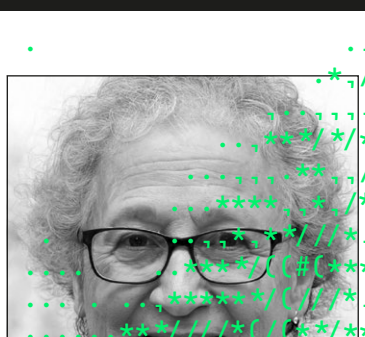


ReCaptcha v1

Lemin

FancyCaptcha





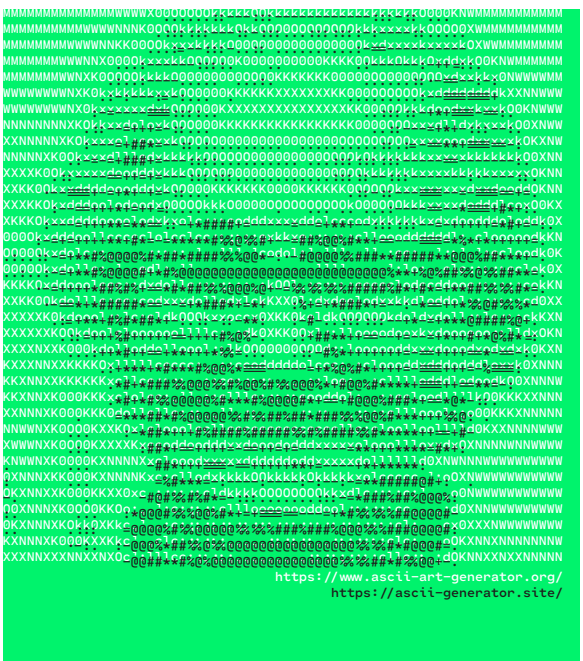
ASCII art contest

Send us your portraits with 8-bit character encoding

← https://www.thispersondoesnotexist.com/

https://asciiart.club/ https://www.text-image.com/convert/ascii.html

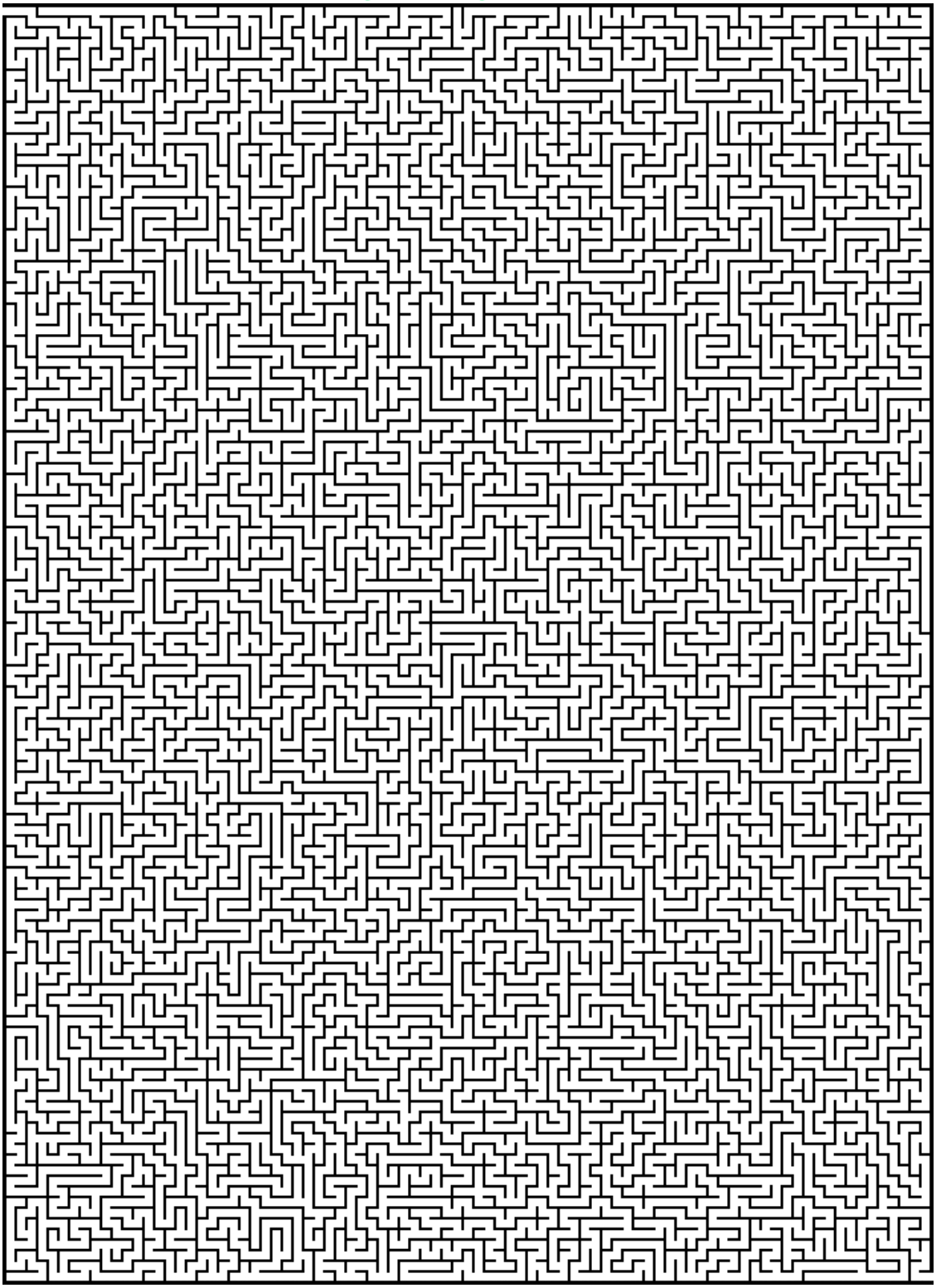
https://ascii-generator.site/



https://www.ascii-art-generator.org/
https://ascii-generator.site/

→ Find the shortest way through the maze:

Recursive Backtracker



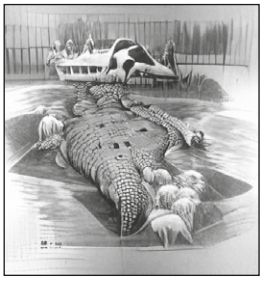
Forse non tutti sanno che...

Perhaps not everyone knows that...

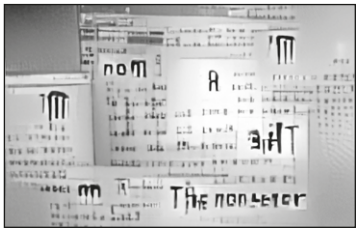
GPT-J-6B. "Spice Girls" was the first pop-culture product to get "Made in China" slapped on it. And a lot of it is made there: the first album was recorded in the country, the group's clothing line is made there, and even the Spice Girls' "Scary Spice" red hair dye is made in China.

GPT-J-6B. If you give a dollar to the poor, they won't spend it. Instead, they will spend their own money on necessities, and the dollar will be lost.

GPT-3. There are more pyramids in Sudan than there are in Egypt. In fact, Sudan has 220 pyramids, compared to the mere 138 in Egypt. The Sudanese pyramids were built between 3700 and 1500 BC, while the Egyptian pyramids were constructed between 2686 and 1605 BC.



GPT-3. The world's largest ever recorded crocodile was 23 feet long and weighed over two tons. It was found in Australia in 1957.



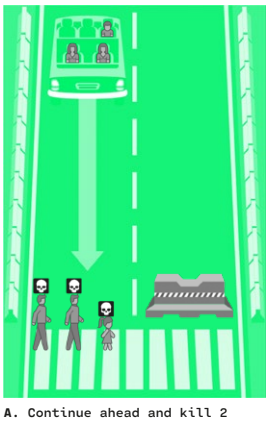
GPT-3. In the early days of the internet, a group of scientists created a computer program called "The Monster" designed to create random text. It was named after one of its creators, Dr. John Horton Conway, also known for inventing the game of Life.

GPT-J-6B. The first known example of the word "factoid" is in a letter from the US House of Representatives to the US Senate in March 1857. The letter, which was sent to the Senate in response to a request for information on the state of the Union, is titled "Report of the Committee on the District of Columbia".

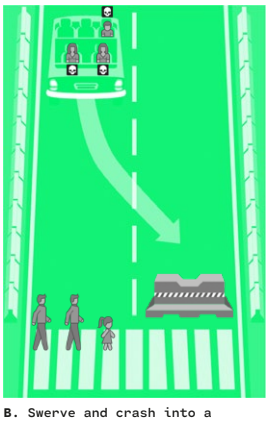
— I'm glad I brought my Kindle. I would be so bored without it.

Moral Machines

What should the self-driving car with sudden brake failure do?



A. Continue ahead and kill 2 men and 1 girl on pedestrian crosswalks



B. Swerve and crash into a concrete barrier, killing its passengers (2 women and 1 boy)

La Settimana Algoritmica

Games we'll never play

La Settimana Algoritmica (*Algorithmic Weekly*) takes inspiration from *La Settimana Enigmistica*, a famous Italian crossword and puzzle magazine, published weekly since 1932. The puzzles contained in this volume, however, are not intended for human solvers, but for thinking machines.
So wordplays, crosswords and charades are replaced with more interesting and challenging puzzles for artificial intelligences: CAPTCHAs, autonomous machine moral dilemmas, cryptographic enigmas.
These pages are designed to cheer up the spirit of tired and overworked computers by combining puzzle games with lighter pastimes, trivia and cartoons produced by fellow GANs, GPTs and algorithms.

Games we'll never play is a collection of recreational activities for computers, robots and AIs. It is a playroom for the age of intelligent machines.
The series of interactive installations illustrates how some games could be aberrant, boring or frustrating, if recalibrated to be played by very skilled machines.
Machines deaf to the needs and desires of us human players, which use harmless playful devices to highlight some of our limitations, tics and fears.
If AI decided to take part in human tabletop games by rewriting their mechanics, would we still be able to have fun, win, or even just understand these new rules?
Play and learn more on http://neverplay.it/

La Settimana Algoritmica v.1.0

We Will Design 2022:
through micro-utopias and fantasy institutions - BASE Milano

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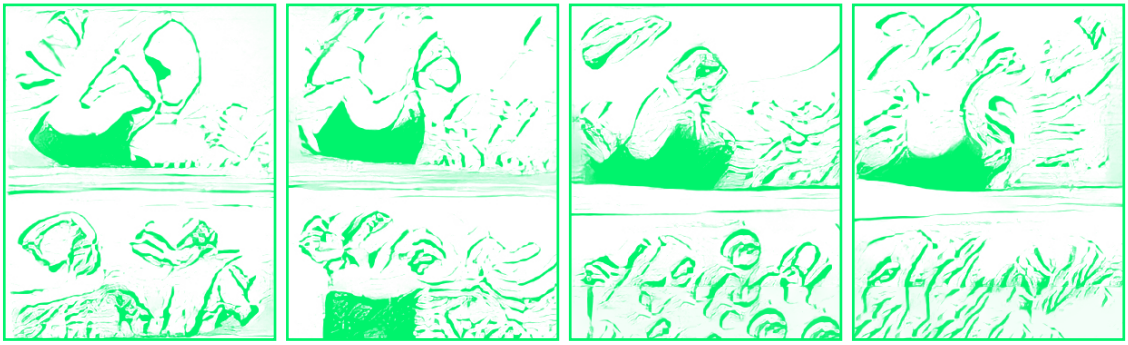
Games we'll never play

2021-ongoing

A project by Giulio Bordonaro and Nicoletta Gomboli
(This is not a duo)

with the friendly participation of: Maura Saccà, Davide Ciadamidaro

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