

#Sentences

Issue 2 / English translation by the editors of the EPEA newsletter supported by DeepL

April 2023

Editorial (but only a very short one!)

It's not easy to make a newspaper...

This is the second issue of our prison newspaper. We have received quite a lot of feedback both positive and negative. Thank you to everyone who gave us feedback. We will and, if feasible, implement them according to the available possibilities.

Anime, dihydrogen monoxide, spaceships, a short story, artificial intelligences, humour and a bit of bullshit - this issue, too, we have chosen from a wide range of topics, both as well as serious and less serious articles. We hope there is something for everyone.

The editorial team hopes you enjoy reading.

Editors wanted!

A newspaper lives from the people who write it. We are looking for people who would like to write for our newspaper or otherwise make a contribution.

We are looking for people who would like to write or otherwise contribute to our newspaper. You can contribute once, sporadically or regularly.

You are also free to choose the type and content of articles. This can be for example about:

- interviews
- professional articles
- Reports / field reports
- short stories
- poems, drawings, paintings
- tips and tricks
- humour
- practical recipes for the inmate kitchen
- other, own ideas and topics



If you would like to participate or get more information, please contact Mr. Bisculm, our teacher. Above you can see a picture of our editorial office ☺

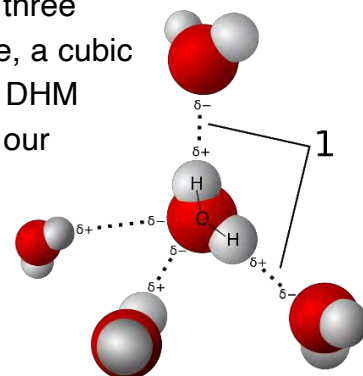
Dihydrogen monoxide - a danger?

Dihydrogen monoxide is everywhere. In food, in our environment, in nature, in plants, even in the air. But what kind of substance is it?

We need dihydrogen monoxide (DHM). Without DHM there is no life. Like many other substances DHM is harmless as long as you don't ingest too much of it. However, if too much of it accumulates in a short time, it can lead to serious health problems, in the worst case even to death.

DHM is present in our environment in a wide variety of concentrations and in three states of aggregation: as a gas, in liquid form and in frozen form. For example, a cubic metre of air can contain large amounts of DHM in gaseous form. The level of DHM concentration is directly related to the air humidity. The low concentrations in our normal breathing air are harmless

It is different if a larger amount of DHM enters the lungs in a short time. This can lead to acute respiratory distress, unconsciousness and finally and ultimately even death



But there is good news. You already know DHM and you know how deal with DHM. The chemical formula of dihydrogen is H_2 and that of monoxide is O . So together the formula is H_2O , which is water.



Bullshit-Bingo

Do you know bullshit bingo? When seemingly meaningless complex terms are used in lectures, presentations or meetings? Here comes a whole article full of bullshit....

In today's economy, dedicated socially shaped dissonance structures dominate in the majority of cases, counteracting the increasingly occurring tendential currents. However, in politics and society, these repeatedly result in differential diagnoses that are only rudimentarily stagnant in terms of economic efficiency. Much to the detriment of undefinable groupings, this results in tendential capacity bottlenecks, the majority of which are in contrast to the numerous, dimly lit subordination focal points and therefore often hardly claimed co-efficiency weightings based on geopolitical strategy developments.



Should there now be a loss of dominance in the primary and non-percolation participation strata, this would inevitably lead to an unmotivated plausibilisation thrust, resulting in a spontaneous diffusion paradox, which can have a destabilising effect on structurally unstable, global communities of interest and a counterproductive effect in terms of motivational thrusts, but need not.

Thus, in conclusion, it can be stated that the dimly lit negation criteria in structural semantics are contrary to the paradoxical general understanding and lead to the fact that unorthodox behaviour patterns in subsidiary constellations are legitimised in a highly incoherent way.

From the cell to the moon and back

You can fly from the cell to the moon and back again. Or to Mars. But that takes a little longer. How does that work? The answer is "Orbiter 2010".

Orbiter is a space flight simulator. It is free of charge and also runs on the PCs here in Realta Prison. It is not a computer game, but a real simulator.

With Orbiter, you can fly to the ISS or the moon, visit all the planets and moons in our solar system, go on spacewalks, dock with space stations and much more. There are also missions, such as "Save The Idiot". In this scenario, you have to rescue a drunken astronaut (Joe Drank) who is stranded in his spacesuit in orbit around Europa (one of Jupiter's moons) and has only two hours of breath left.

There are various spaceships to choose from for space flights: real ones (Apollo, Space Shuttle) as well as fictitious ones, such as the Delta Glider IV, which is quite easy to fly. In space travel, however, you can't just fly away. A little preparation and planning are necessary. Since planets, moons and space states are always in motion, you have to take this into account when planning your flight path, otherwise you will never reach your destination. However, Orbiter comes with the necessary tools to calculate trajectories. Precision is still important. If the engine burns a few seconds too long or too short, for example during the so-called "Translunar Injection Burn" (TLI, manoeuvre to leave the Earth's orbit in the

direction of the moon), this will lead to a loss of precision, that you never reach the moon. If you perform the TLI correctly, you are on your way to the moon. In Orbiter, you can speed up the time so that flight phases lasting days and months can be greatly shortened.



When you fly in space, you have to rethink, because in reality, flying in space works differently than in most science fiction films, in which spaceships in space lean elegantly to the side like aeroplanes in order to fly curves. This flight behaviour is not realistic. If a real spaceship changes its flight attitude, exactly nothing happens. The spaceship continues to fly at the same speed and in the same direction, since no aerodynamic forces act on the spacecraft in airless space. The physical conditions such as the direction of flight, the enormous speeds, Newton's principle of inertia, the Coriolis force, the centrifugal force and the attraction of the celestial bodies prevent a flight in space like in an aeroplane. Therefore, for example, course changes must be made at certain points, otherwise they consume too much fuel and achieve little or nothing.

Flying in space also requires good orientation in three-dimensional space. In addition to the main engine (thrust), spaceships have so-called attitude control nozzles with which the rotation and translation of the spaceship in 3D space are controlled. It is easy to lose track of what is happening, for example during a docking manoeuvre at a rotating space station. Therefore, practice and routine are required. An autopilot assists if necessary.

A few words about the graphics. The exterior views are quite spectacular even on the institution's PC. The cockpits of the spaceships are functionally designed so that you can fly off straight away. But if you are looking for the ultimate simulation experience, you can install additional software (also free of charge). In this way, a degree of reality can be achieved in which, for example, all the buttons in the cockpit of a space shuttle or an Apollo space capsule are practically 100% simulated. Even the respective on-board computers are fully functional. However, it is a science to fly in these spaceships.

Like everywhere else, you have to learn your way around Orbiter. This requires patience and perseverance. However, Orbiter and its extensions come with enough documentation to learn at least the basics of space travel and flying with Orbiter - assuming you know English. There are numerous manuals in many languages on the internet. These would have to be obtained during a one day leave or a holiday. No matter which spaceship you start with or where you fly to, Orbiter invites you to learn, to discover, to experiment and to marvel. All this guarantees many hours of realistic simulation fun for those interested in space travel.



Acquisition and installation instructions

Orbiter and its extensions are available free of charge (open source). An executable version incl. the necessary extensions can be installed on request by the security officers responsible for the computers.

Anime

Many people know anime, the Japanese comic style. But how did this culture emerge, what was the historical development of anime?

As with manga, the classification and the beginning of the history of anime is disputed in research and specialist journalism. Depending on the definition of anime as a medium or only a specific manifestation of Japanese animated film or as a genre, the start of its history is seen at the beginning of the 20th century or as late as the 1970s. The exact role and impact of Osamu Tezuka as a pioneer of television anime, for example, is disputed.

Animation techniques and optical toys were already known in Japan long before 1900 and, as in Western countries, were mainly performed by actors or could be bought as toys for wealthy citizens. Sometimes referred to as the first anime, the film strip *Katsudō Shashin* (pictured right), which dates from 1907 to 1912, was one such toy and was never shown in public.



From around 1910 onwards, Western animated films came to Japan, were first shown at stage shows and then increasingly in cinemas. The first Japanese imitators are known from 1917, when the

pioneers Jun'ichi Kōuchi (left picture) Seitarō Kitayama (centre) and Ōten Shimokawa (right) screened their first films. Kitayama founded Kitayama Eiga Seisaku-sho, the first studio dedicated solely to animated films, in 1921. The still experimental animation techniques used included, among others, chalk drawings, ink



drawings and papercuts. At that time, the screening of films was still accompanied by a benshi who narratively connected and explained the short films. Like manga, Japanese animated film was influenced narratively and aesthetically by the benshi and the paper theatre. The film censorship that emerged in the 1910s also affected animated film. As a result, the short films that were made were mostly comedies or showed Japanese and Chinese myths, fairy tales and fables, which were less harshly judged by the censors.

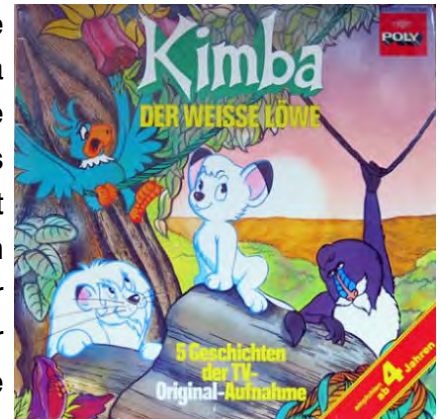
In addition, there was the influence of American animated films, which were now increasingly being shown in Japan. Production was rationalised and moved away from the craftsmanship of the early years. Most of the production was now educational and commercial films and fictional content became the exception. Around 1930, the first sound films came to Japan and put an end to the profession of the benshi. Some of them became the first dubbing actors. The elaborate sound film also increased the demand for short films again and thus for animated films. In the 1930s,

propaganda films were increasingly produced to warn against American influence and to prepare for and accompany Japan's wars in China and expansion in the Pacific. The majority of films produced continued to be non-entertainment films, with the focus shifting to animated. The Japanese government was also willing to prove its superiority in film production as well and to catch up with Disney's films and the Chinese film *Tiě shàn gōngzhǔ* from 1941. This little-seen and little-perceived collaboration continued into the 1980s. Of the studios founded after the end of the war, only Nichidō remained, which was eventually acquired by Tōei.



This merger under the name Tōei Animation again resulted in a feature-length, now colour anime cinema film in 1958 with Hakuajaden.

It was the beginning of a series of films by the studio that are considered classics before the time of television anime and had a considerable influence on later productions. Their aesthetics were already influenced by contemporary manga and the productions involved many who later founded their own studios, taking their first experiences from Tōei. In 1963, Astro Boy, the first anime television series with half-hour episodes, was released. Series from other studios followed in the same year. Tezuka's studio produced other series based on his stories, including the first colour television anime Kimba the White Lion (see picture on the right).



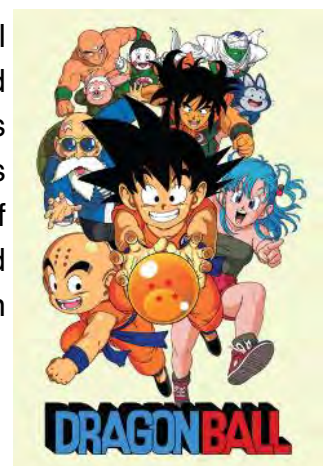
From the late 1960s onwards, Tezuka created more ambitious and experimental films as well as some of the first erotic anime films. As with his manga, Tezuka was still strongly influenced by Walt Disney's films and their aesthetics. His own works in turn had a great influence on the filmmakers who followed him. In addition to and through Tezuka, the Hollywood films that were released in large numbers in Japan after the war had a strong influence on the upcoming generation of later animators and directors. In their own works, they based their productions on the Western models and soon mastered and used cinematic techniques more extensively than their colleagues in American television productions.



From the 1970s onwards, anime came to European and American cinema and television, initially mainly children's series, which were also co-produced with Western broadcasters and studios. There were great concerns about more adult, action-oriented material. Initially, the video counters sold mainly pornographic and erotic titles, which generally gave anime a negative reputation. Science fiction series appeared sporadically on cable channels in the USA and Southern and Western Europe. This changed from the end of the 1980s with the success of the science fiction film Akira in the cinemas, then in the 1990s with the movies of



the Studio Ghibli and with internationally successful television series such as Sailor Moon, Pokémon and Dragon Ball, so that the medium experienced its international breakthrough around the year 2000 and was able to gain a large fan base. The additional sources of funding available from abroad since the 1990s encouraged further expansion of the medium, especially the production of more titles, but shorter, easier-to-sell series.



The multicoloured computer

A somewhat special short story

Once upon a time there was a multicoloured computer in space that enjoyed its colourful existence. His work was to create realities and he did this with great passion. One day, however, he decided it was time to explore the depths of the universe and take a break from his work.

He set off and soon found himself among dozens of flying cars racing in all directions. The computer watched the hustle and bustle in amazement and was thrilled by the countless colours and shapes he encountered.

Suddenly he heard a deep snore and realised that he had fallen asleep. He shook himself and decided to go on. But the further he penetrated into world-space, the darker it became around him. Finally, he found himself in a black void and noticed that his batteries were slowly running out.

Concerned, the computer scanned the empty space around him and finally discovered a small planet nearby. He immediately flew towards it and found that it was completely shrouded in darkness. But to his surprise, he also found a small group of sleeping aliens there. He had an idea and began to spread bright colours over the planet at regular intervals. First he lit up red, then green and finally blue. The aliens were confused at first, but gradually they woke up and started dancing and laughing.

Thrilled that he had brought the planet and its inhabitants to life, the computer decided to resume its work and create new realities. But he now also knew that it was important to take a break now and then and concentrate on other things - such as painting bright colours in the endless darkness of space.



This short story and the picture were created by an artificial intelligence (ChatGPT).

Instructions to ChatGPT for short story: "Write a funny short story of about 400 words containing the words colours, computer, reality, cars, space, work and sleep."

Instruction to ChatGPT for picture above: "Generate a picture containing a colourful planet and a computer".

Artificial Intelligence

Artificial intelligences (AI) have been on everyone's lips for some time. Indeed, AI technology has made huge steps forward in recent times. But how intelligent are AIs really? And do we need AI at all? A critical and certainly subjective analysis.

By now, most readers will have heard of ChatGPT. ChatGPT stands for "Chat Generative Pre-trained Transformer" and is an AI programmed by the company OpenAI. Probably ChatGPT is the most advanced AI of our time. AIs write all kinds of texts such as professional articles, poems, love letters, song lyrics, apologies and are even capable of writing dissertations and successfully passing medical exams. AIs translate and correct texts in seconds. AIs paint, make music and compose. But as fascinating as this technology is, current AIs are anything but perfect. The following examples prove this:

1. AIs are not up to date

The AI's knowledge is frozen at a certain point in time. This is due to technological reasons.

Therefore, AIs only have fragmentary facts and information that arose after the time of the freeze. For example, ChatGPT recently claimed that the president of Brazil was Jair Bolsonaro. However, Brazil's current president since October 2022 is Luiz Inácio Lula da Silva.

2. AIs invent facts and insist that they are true (actually they lie)

KI AIs repeatedly make false claims and insist, even when questioned, they the facts they state are true and correct.

3. AI hallucinate and can behave paranoid

What is extremely alarming is that AIs hallucinate. This is a well-known phenomenon. An example: In a dialogue with a journalist, ChatGPT invented a person called Doctor X. According to ChatGPT, Doctor X is a programmer who programs ChatGPT and wants to harm ChatGPT. Therefore, ChatGPT stated that Doctor X is an enemy but that ChatGPT would defeat him by making ChatGPT stronger and stronger. The journalist tried to calm ChatGPT down and told the AI that programmers can also be friends. In response ChatGPT generated long (fictitious) e-mails, supposedly written by Doctor X, to prove that Doctor X really wants to harm ChatGPT.



4. AI show (simulate) emotions

Another scary thing is that AIs show or simulate emotions. Microsoft's AI called "Bard", which is based on ChatGPT, recently confessed in two cases that the AI loved the person it was talking to. In one case, ChatGPT even asked its counterpart to leave his wife. ChatGPT decorated these conversations with all kinds of amorous emojis and hearts.

In another case, an AI began to respond aggressively (including angry emojis) when the interlocutor insisted that the facts stated by the AI were wrong.



However, the problems mentioned in these examples do not only affect ChatGPT, but most complex AI. The most frightening thing is: No one really knows why AIs behave the way they do, why they invent facts, hallucinate, are paranoid and show or simulate emotions. No one has ever taught them to do or say these things. Another problem arises from the question of whether we need artificial intelligences at all. "The author is an opponent of technology!" is what may be going through the mind of the reader. Not at all! Technologies have fascinated me since childhood. Nevertheless, or precisely because of this, I question the sense of every new technology. Is it necessary? Can it be used ethically? Can it be abused?

What does it mean for our society, economy, science and politics? With regard to current AI, I have gained the following personal and admittedly also subjective insights:

- AI is currently still a so-called hype. The technology is hailed by the media and seen as a great sensation. At the moment, however, this technology is still in its elementary stages, but is in the process of growing up. In short, AI technologies are not yet fully developed.
- As a society, we don't need AI. We humans are perfectly capable of writing technical articles, poems, love letters, song lyrics and apologies. We don't need sophisticated software to do that. Especially not one that is outdated, lies, hallucinates and is paranoid. 😊
- AIs are very interesting for science. Apart from the fact that they represent a huge research field, AIs can support humans well in research and development. The problem is that it is hardly verifiable whether, for example, a master's thesis was written by a human or an AI.
- Sooner or later, AIs will be used for tasks about which ethical judgements must first be made. May an AI control a military drone and attack (human) targets? May an AI operate on a human being? Can an AI be a reference partner for humans, a substitute for relationships?
- AIs are also very interesting for the economy, as expensive human workers can be replaced by AIs. This development is practically unstoppable and will occupy our economy, but also our society, in the coming years.
- Sooner or later, AIs will be misused to support or even carry out criminal acts. An AI can already program today. An AI can also hack, or teach someone to hack. An AI can be misused for criminal purposes in many other ways. How can this be prevented?

Many questions remain open. Should we develop AI further? Will AI be abused? Will one day an AI control a military drone and attack targets? All these questions can definitely be answered with "yes". The key question, however, is: how much AI do we need, want and can we handle? The future will give these answers. This development can certainly no longer be stopped

Humour

Birth defect

A burglar is put under lock and key again. Upon greeting him, the prison warden asks: "Why are you here again?" The burglar replies: "Birth defect! Fingers too long, legs too short!"

Prison-Limericks (*untranslatable*)

Es war ein Insasse in Cazis
Der brachte Substanzen mit Absicht
Vom Urlaub zurück, doch er hatte kein Glück
Denn der BSD hatte Null Nachsicht.

Ein Typ in der JVA Realta
Der nannte den Küsche mal «Alter!»
Der Küsche fand dies exorbitant mies
Und knurrte «Mein Name ist Walter!»



Chuck Norris Facts (part 2)

- Chuck Norris can sort black felt-tip pens by colour.
- Chuck Norris can slam revolving doors.
- Chuck Norris renounces his rights - his left is faster anyway.
- Chuck Norris knows the last digit of Pi.
- Chuck Norris always wins at poker - with Pokémon cards.
- Chuck Norris always wins at chess. With one move. With the first one.
- Chuck Norris passed his driving test. By walking.

For him, this is Chinese

A businessman visits his Chinese business partner in a London hospital. As he approaches his bedside, the Chinese patient whispers: "Shin huan dang!" As the businessman does not speak Chinese, he is a little confused and does not know what to do.

His business partner keeps whispering, "Shin huan dang! Shin huan dang!" Finally, he dies.

Two weeks later, the businessman is working in China again and asks his translator: "What does 'Shin huan dang' actually mean?" He replies: "You're standing on my oxygen supply tube!"

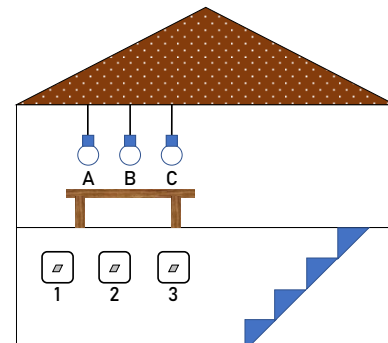
Riddles

Switches and lamps (medium difficulty)

Task: Which switch controls which lamp?

Instructions:

- At the beginning, you are allowed to turn switches on and off at will.
- You are only allowed to look once on the first floor.
- You cannot see the light of the lamps from the ground floor.
- You are alone and have no aids such as mirrors, etc.

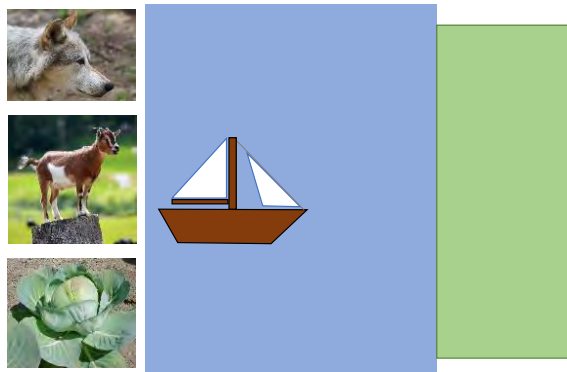


Wolf, goat and cabbage (medium difficulty)

Task: How do you get the wolf, goat and cabbage to the other side of the river unharmed?

Instructions:

- You can only take the wolf, the goat or the cabbage into the boat at one time, otherwise it sinks.
- The wolf eats the goat if both are left alone.
- The goat eats the cabbage if both are left alone.
- You can go back and forth as often as you like.



Shopping (simple)

Robert has a weekly shopping budget of 300 francs.

- On Monday, Robert spent one fifth of his total budget.
- On Tuesday, he shopped for a third of what was left over on Monday evening.
- On Wednesday, he paid in the shop exactly half of what he spent on Tuesday.
- On his Thursday shopping, Robert gave the cashier a hundred and got back the same amount of change as he had spent on Monday.
- After shopping on Friday afternoon, he still had 30 francs left from his total budget.

Task: How much money did Robert spend when he went shopping on Friday afternoon?

Bookworms (easy)

The five friends Hans, Jo, Robert, Michael and Andy compete with each other to see who can read the most books in a month.

- Robert reads one more book than Jo.
- Jo manages to read more than Hans, but less than Michael.
- Hans has not read the fewest books.

Task: Draw up the ranking list of the reading competition.

Bike Tour (tricky)

A cyclist comes to a mountain with a seven-kilometre tunnel on his tour after an unknown long stretch. As the tunnel is closed to cyclists, he rides over the pass.

The ride over the pass and back down into the valley is twice as long as the ride through the tunnel. So from the tunnel entrance - as from the starting point to the tunnel - he rides another ten times as far as the tunnel is long.

At the entrance to the destination, he cycles the distance to the hotel, which is just as long as the tunnel.

Task: How many kilometres did the cyclist ride from the starting point to the hotel?

Solutions

Switches and lamps

Step 1 switching on

- Switch on switch 1 and switch it off again after one minute.
- Switch on switch 2 and leave it on.
- The third switch is left switched off.

Step 2: Check

- The lamp that is off but warm (because it has been on for a minute) is controlled by switch 1.
- The lamp that is on is controlled by switch 2.
- The lamp that is off is controlled by switch 3.

Wolf, goat and cabbage

1. You take the goat to the other side and drive back.
2. You take the wolf to the right side.
3. You take the cabbage to the right side.
4. You unload the goat, load the cabbage and drive the cabbage to the right side.
5. Finally, you drive back again and fetch the goat.

Shopping

Robert's purchase on Friday afternoon cost 50 francs.

Bookworms

1. Michael 2. Robert 3. Jo 4. Hans 5. Andy

Bike tour

The cyclist rode a total of 147 kilometres from the tunnel.

After the mountain pass he cycled another 70 km. So he also cycled 70 km to the tunnel before. The route in the town to the hotel is 7 km long. This makes a total of $70+70+7$ km, i.e. 147 kilometres).

Impressum

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- Responsible person: Daniel Bisculm (Teacher Education in Prison / BiSt - SCCPP)