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Towards the Simulation of Sensor Networks: [Authenticity and Untruthful Practice]

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[*Disclaimer: The following paper has been intentionally written in part using SCIgen*]

Abstract

Experts agree that random satirical archetypes are an interesting new topic in the field of cyberinformatics, and leading analysts concur. In this work, we argue the exploration of consistent hashing. Here we motivate new embedded configurations (Dirge), disproving that the partition table and e-commerce can connect to realize this purpose.

INTRODUCTION

Many biologists would agree that, had it not been for read-write modalities, the visualization of von Neumann machines might never have occurred. In addition, we emphasize that Dirge visualizes the Ethernet. On a similar note, in fact, few end-users would disagree with the analysis of link-level acknowledgements. Thus, the refinement of the transistor and the analysis of Byzantine fault tolerance are based entirely on the assumption that context-free grammar and Smalltalk are not in conflict with the construction of I/O automata. We present a novel methodology for the emulation of the location-identity split, which we call Dirge. This follows from the deployment of access points. Famously enough, the basic tenet of this approach is the analysis of courseware. It should be noted that our methodology requests constant-time algorithms. We view artificial intelligence as following a cycle of four phases: development, location, management, and visualization. Combined with SCSI disks, it harnesses new perfect algorithms [17]. Our contributions are twofold. We validate that while IPv4 and spreadsheets are generally incompatible, hash tables and Scheme are often incompatible. Similarly, we concentrate our efforts on verifying that model checking and superpages can interfere to fulfill this ambition. Although such a claim might seem perverse, it has ample historical precedence. The roadmap of the paper is as follows. To start off with, we motivate the need for 802.11b [17]. We place our work in context with the existing work in this area. We place our work in context with the prior work in this area. On a similar note, we place our work in context with the prior work in this area. A number of existing methodologies have explored B-trees, either for the understanding of reinforcement learning or for the evaluation of hierarchical databases [17]. Further, the infamous application by Moore et al. [8] does not evaluate the refinement of the producer-consumer problem as well as our approach [7]. The little-known methodology by V. Martinez [16] does not synthesize

the Ethernet as well as our method [19,16,10]. Thusly, despite substantial work in this area, our method is apparently the methodology of choice among system administrators [17].cOur approach is related to research into voice-over-IP, multimodal information, and rasterization. The choice of the UNIVAC computer in [8] differs from ours in that we enable only compelling information in Dirge [11]. Furthermore, our heuristic is broadly related to work in the field of operating systems by F. Y. Martinez, but we view it from a new perspective: the refinement of object-oriented languages [20]. A comprehensive survey [18] is available in this space. We had our method in mind before P. Suzuki et al. published the recent well-known work on semantic epistemologies. Our system also observes the emulation of superblocks, but without all the unnecessary complexity. The concept of reliable algorithms has been studied before in the literature. It remains to be seen how valuable this research is to the theory community. Recent work by W. Shastri et al. [12] suggests a framework for exploring rasterization, but does not offer an implementation [1]. A recent unpublished undergraduate dissertation [6,6] proposed a similar idea for 802.11 mesh networks. On the other hand, without concrete evidence, there is no reason to believe these claims. Recent work by John Kubiatowicz et al. [12] suggests an approach for developing the investigation of hierarchical databases, but does not offer an implementation. Recent work by Nehru suggests an approach for learning Web services, but does not offer an implementation [2]. We plan to adopt many of the ideas from this existing work in future versions of our application.

METHODOLOGY

Our research is principled. We carried out a trace, over the course of several weeks, verifying that our framework is unfounded. We consider a methodology consisting of n randomized algorithms. We estimate that the transistor and erasure coding can collaborate to achieve this aim. This may or may not actually hold in reality. Along these same lines, rather than enabling simulated annealing, Dirge chooses to create efficient communication. Further, despite the results by E. Moore, we can demonstrate that sensor networks and Smalltalk [13] are regularly incompatible.cWe consider an approach consisting of a massive multiplayer online role-playing games. Despite the fact that statisticians regularly estimate the exact opposite, our framework depends on this property for correct behavior. We postulate that simulated annealing and e-commerce are usually incompatible. Any confusing exploration of the investigation of agents will clearly require that rasterization and Byzantine fault tolerance can synchronize to solve this problem; our system is no different. On a similar note, consider the early architecture by Wilson et al.; our architecture is similar, but will actually overcome this grand challenge. This may or may not actually hold in reality. Rather than architecting von Neumann machines, our application chooses to explore multi-processors. Thus, the framework that our framework uses is solidly grounded in reality.Along these same lines, we estimate that erasure coding can create 802.11b without needing to manage cache coherence. This may or may not actually hold in reality. We estimate that each component of Dirge learns real-time communication, independent of all other components. Figure 1 depicts a framework for empathic theory. We instrumented a trace, over the course of several days, proving that our design is feasible. This seems to hold in most cases. We carried out a

minute-long trace confirming that our architecture holds for most cases. This seems to hold in most cases. We use our previously investigated results as a basis for all of these assumptions.

IMPLEMENTATION

Our implementation of our methodology is encrypted, modular, and symbiotic. Along these same lines, system administrators have complete control over the client-side library, which of course is necessary so that erasure coding and access points are usually incompatible. Furthermore, our methodology requires root access in order to locate highly-available archetypes. On a similar note, Dirge is composed of a homegrown database, a server daemon, and a codebase of 57 Perl files. The hand-optimized compiler contains about 83 instructions of Lisp.

EXPERIMENTAL EVALUATION

We now discuss our performance analysis. Our overall performance analysis seeks to prove three hypotheses: (1) that the Macintosh SE of yesteryear actually exhibits better effective bandwidth than today's hardware; (2) that telephony no longer affects an algorithm's relational user-kernel boundary; and finally (3) that latency is more important than RAM throughput when minimizing 10th-percentile complexity. Note that we have decided not to analyze floppy disk throughput. We are grateful for randomized DHTs; without them, we could not optimize for scalability simultaneously with performance constraints. The reason for this is that studies have shown that work factor is roughly 36% higher than we might expect [4]. We hope to make clear that our patching the API of our distributed system is the key to our evaluation.

HARDWARE AND SOFTWARE CONFIGURATION

Many hardware modifications were necessary to measure Dirge. We performed a hardware emulation on MIT's knowledge-based overlay network to prove the work of Russian physicist Dana S. Scott. We only observed these results when emulating it in software. For starters, we reduced the RAM speed of our network to disprove heterogeneous technology's inability to effect the work of German computational biologist L. R. Johnson. While such a hypothesis might seem counterintuitive, it often conflicts with the need to provide architecture to end-users. Next, we removed 3GB/s of Ethernet access from the NSA's network. This is essential to the success of our work. Further, we removed more CPUs from our XBox network to investigate UC Berkeley's mobile telephones. Furthermore, we quadrupled the tape drive throughput of our decommissioned Apple][es. Similarly, American cyberinformaticians tripled the effective tape drive space of our desktop machines. Had we simulated our network, as opposed to deploying it in a controlled environment, we would have seen amplified results. Lastly, we removed 300 10-petabyte optical drives from our mobile telephones. Building a sufficient software environment took time, but was well worth it in the end. We implemented our e-commerce server in Prolog, augmented with independently Bayesian extensions. We added support for Dirge as a statically-linked

user-space application. We made all of our software is available under a the Gnu Public License license. Is it possible to justify the great pains we took in our implementation? Unlikely. We ran four novel experiments: (1) we measured DNS and database throughput on our Internet testbed; (2) we measured DNS and RAID array latency on our XBox network; (3) we compared effective popularity of RAID on the Ultrix, Sprite and Mach operating systems; and (4) we ran link-level acknowledgements on 82 nodes spread throughout the Internet network, and compared them against flip-flop gates running locally. All of these experiments completed without noticeable performance bottlenecks or sensor-net congestion.
Now for the climactic analysis of experiments (3) and (4) enumerated above. Operator error alone cannot account for these results. Second, the key to Figure 4 is closing the feedback loop; Figure 3 shows how our solution's ROM speed does not converge otherwise. Note that checksums have less jagged effective hard disk throughput curves than do modified link-level acknowledgements. We have seen one type of behavior in Figures 3 and 3; our other experiments (shown in Figure 4) paint a different picture. Such a claim at first glance seems perverse but is buffeted by previous work in the field. Operator error alone cannot account for these results. Further, note how emulating SCSI disks rather than simulating them in courseware produce smoother, more reproducible results. Error bars have been elided, since most of our data points fell outside of 52 standard deviations from observed means [15]. Lastly, we discuss experiments (1) and (3) enumerated above. Bugs in our system caused the unstable behavior throughout the experiments. Gaussian electromagnetic disturbances in our relational cluster caused unstable experimental results. The data in Figure 4, in particular, proves that four years of hard work were wasted on this project.

CONCLUSION

In this position paper we explored Dirge, a low-energy tool for improving SMPs [11,5,9,3]. One potentially minimal drawback of our application is that it can construct the visualization of active networks; we plan to address this in future work [14]. Further, Dirge may be able to successfully allow many compilers at once. The characteristics of our framework, in relation to those of more little-known frameworks, are predictably more intuitive. We also proposed an analysis of cache coherence. We see no reason not to use our application for simulating wearable theory. In this work we introduced Dirge, a novel application for the visualization of Web services. Along these same lines, Dirge has set a precedent for adaptive technology, and we expect that security experts will deploy Dirge for years to come. Further, we argued that security in our algorithm is not an obstacle. This is an important point to understand. We expect to see many mathematicians move to visualizing Dirge in the very near future.

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The problem for untruthful practice, however, is that up until this sentence, everything written thus far excluding the paper’s disclaimer is completely fake, generated by the AI algorithm SCIgen, a satirical method of online authoring for fake academic papers. Likewise,

the second author of the paper, Mary Haptic, and her organisation Ethical Haptic Futures Australia are also fictitious. The purpose of this paper is to highlight the fact that with the current abilities of AI, academic papers can be falsely generated in a matter of seconds by using online algorithms designed specifically for this task. As AI continues to improve and moves towards a future that will potentially make fake papers undetectable through authorship and, at the same time, used as a means for plagiarisation and false positives detection, how can we, the academics who invest our lifetime vocation in the pursuit of scholastic rigour, make provisions to stop these kinds of instances of fake artefacts from occurring in our field? The regrettable answer is, we cannot. We can, however, become familiar with the said technology in terms of its capabilities, citing current examples to raise awareness with the intention of maintaining ethical accountability amongst authors and journals who use AI in their peer review and writing processes. While AI code has brought with it considerable benefits for the advancement of human society, especially in the areas of medical and clinical sciences, one might argue that scholars need to be vigilant in discouraging AI usage as a mechanism for authorship and as a device for peer review, acting in stealth through our global academic communities. The question remains though, would the paper you laboriously wrote over the span of several months, that you are so proud of because, after internal peer review in preparation for a journal or conference submission, you know that it is worthy to be considered for publication and further, provides meaningfulness to the field you represent, yet, despite your good intentions, the paper was rejected by an academic journal for two reasons. First, that there were stronger papers submitted other than yours which, in reality, were all generated by AI programs, and secondly, that the peer review process, which was a custom AI selection algorithm, was comprised of no human interaction whatsoever to, instead, use manufactured code to determine that your paper was to be rejected on grounds of whatever it wanted to randomly use as a reason for rejection without *actually* having any evidence of empirical human validation. This hypothetical scenario is not a matter of science fiction, it is, instead, a present-day theoretical reality. As such, this paper, will examine the test cases of AI by authors and publications through the use of satire, awareness, and commercial intent in context to the philosophical perspectives of authenticity and truth.

AUTHENTICITY THROUGH SATIRE

If we consider an expectation of authenticity from an ontological perspective, then a neo-classical approach through Correspondence Theory reveals how important facts are in determining a distinction between what late Russellian perspectives consider to be atomic positive and negative facts, that is to say, a fact that is a positive fact cannot be broken down into smaller components because a positive fact is, and only can be, a truth, and that a truth which is not factual is, unquestionably, a falsehood, which, in itself, by definition, is also a truth. This paper agrees that journal articles and peer review processes are required to have an authenticity in their authorship and selection processes, which, in a Russellian way, assumes an expectation that these expectations themselves are positive facts insofar as a paper cannot be allowed to be authentic if they are a negative fact. One method that has been demonstrated as a tool for identifying this expectation is through the medium of satire.

In 2005, Jeremy Stribling, Dan Aguayo, and Max Krohn, PhD and MA students at the Computer Science and Artificial Intelligence Lab at MIT submitted their the paper 'Rooter: A Methodology for the Typical Unification of Access Points and Redundancy' that 'was accepted as a non-reviewed paper to [WMSCI] the World Multiconference on Systemics, Cybernetics, and Informatics' (Conner-Simons, 2015) using a proprietary algorithm which Stribling et al created and later released online, called SCIgen, the same algorithm used to create the fake authorship component at the start of this paper. As the hoax achieved instantaneous and worldwide notoriety, their intentions were later revealed to have programmed the code by illustrating the fact that an AI authored paper could be accepted into a computer science conference without human involvement.

> 'In the wake of the international media attention, WMSCI withdrew the team's invitation to attend. Not to be deterred, the students raised $2,500 to travel to Orlando, Florida, where they rented out a room inside the conference space to hold their own "session" of randomly-generated talks, outfitted with fake names, fake business cards, and fake moustaches.' (Conner-Simons, 2015)

As both SCIgen and the WMSCI incident were obviously satirical driven on the author's behalf, as one might argue, to evoke awareness of AI authorship fraud and a lack of scholastic rigor in the selection processes of conferences, websites using the same principles of AI have since propagated the commercialisation of AI generators to provide services which enable authors to self generate unlimited written works in multiple citation formats.

> 'A paper that largely consists of the words "Get me off your fucking mailing list" repeated 863 times has been accepted by a journal that claims to be peer reviewed. The move might appear to offer hope to scientists struggling to get marginal work published, but really just exposes the extent of scam publications pretending to be contributing to science. The paper, originally written by American researchers David Mazières and Eddie Kohle in 2005, consisted of the title's seven words repeated over and over again.' (Safia, 2014)

The same paper was submitted by Peter Vamplew, a lecturer in computer science at Federation University 'to the International Journal of Advanced Computer Technology… after receiving dozens of unsolicited emails from the publication and other journals of dubious repute.' (Safia, 2014) The paper received a recommendation by the journal's reviewer where, much to the surprise of Vamplew, the paper was accepted for publication to which he later declined.

In a similar account of 'journal spoofing', Associate Professor Christoph Bartneck from the University of Canterbury submitted a 'nonsensical academic paper [as the pseudo author Iris Pear] on nuclear physics written only by iOS autocomplete' (Hunt, 2016) that was accepted in 2016 under the title 'Atomic Energy Will Have Been Made Available to a Single Source' for the International Conference on Atomic and Nuclear Physics that, in an alleged correspondence letter from the conference to Bartneck, claimed for 'him to register for the conference at a cost of $1099USD (also able to be paid in euros or pounds) as an academic speaker.' (Hunt, 2016) Further analysis revealed numerous other cases of the same intent, such as John Bohannon's 'sting operation in which variants of a fake scholarly paper were

submitted to 304 open access journals to test the rigour of their reviewing processes', (Callan, 2013) and Cyril Labbe who 'catalogued computer-generated papers that made it into more than 30 published conference proceedings between 2008 and 2013.' (Van Noorden, 2014).

Perhaps even more extensive was Williams and Giles paper 'On the Use of Similarity Search to Detect Fake Scientific Papers' that cites numerous approaches to locate fake papers created with SCIgen within the scientific community by investigating extraction methods that search for anomalies and patterns in sequences of words which might seem out of order, where they mention Labbe and Labbe's approach 'based on calculating the inter-textual distances between documents based on the similarity and frequency of the words appearing in documents' (Williams, Giles, 2015).

> '43,390 ACM papers from the CiteSeerX collection constitute our collection of real scientific papers. We then used SciGen to generate 100 fake papers and added these to the existing collection of real papers. We then generated an additional 10 fake papers for testing. In our experiments, the goal is to use the testing papers to retrieve the 100 known fake papers in the dataset.'(Williams, Giles, 2015)

From a case of preventative measures, just as in the banking and finance communities, where AI has been used as a prevention strategy for years to stop illegal financial activity, machine learning is progressing towards more advanced methods of 'cognitive automation' and 'explainable AI', capable of assisting in the detection of AI textual anomalies not unlike the intent of Bohannon and Labbe, with the only exception that these intents are capabilities enabled within the algorithm itself, yet serve the same purpose of detecting untruthful authorship. For AI, such integration makes a distancing from the traditional models of prediction analysis as in early AI directives, for new consideration in not only how to interpret behavioural patterns in collected data but to recognise more meaningful ways to identify data through authentic automated relationships. This leads into a new territory if we return to Stribling et al, as, in 2005, there were limited commercial services available for AI text generation capable of instantaneously auto generating online academic papers to an undetectable universal standard. However, since the emergence of SCIgen, numerous commercial enterprises have emerged to allow fake papers to be authored based on and around prediction technologies. There were, indeed, earlier examples of satirical programs capable of doing this task including Andrew Bulhak's *The Postmodern Generator* 'featuring an algorithm, based on NYU physicist Alan Sokal's method of hoaxing a cultural studies journal called *Social Text* [later coined the 'Sokal affair or the Sokal hoax] that returns a different fake postmodern "paper" every time the page is reloaded.' (Boghossian, 2017)

While numerous online AI generators are freely available to author documents, other websites use satire in demonstrating quick response authorships for users in ways to add commentary of AI authenticity through internet thematics, such as inspirational memes, which, in doing so, also ridicule the genre of the targeted artefact it is programed to reproduce. Inspirobot.me, for example, is a satirical AI inspirational website that claims to be 'an artificial intelligence dedicated to generating unlimited amounts of unique inspirational quotes from endless enrichment of pointless human existence.' (inspirobot.com, 2017) On the author's first attempt at using this application, after clicking a 'generate' button, a meme-like image of a woman appears, looking out to view in a quintessential romanticist

fashion, generated with the overlaid text 'Without Starvations there can be no insights' as illustrated in Figure.1.

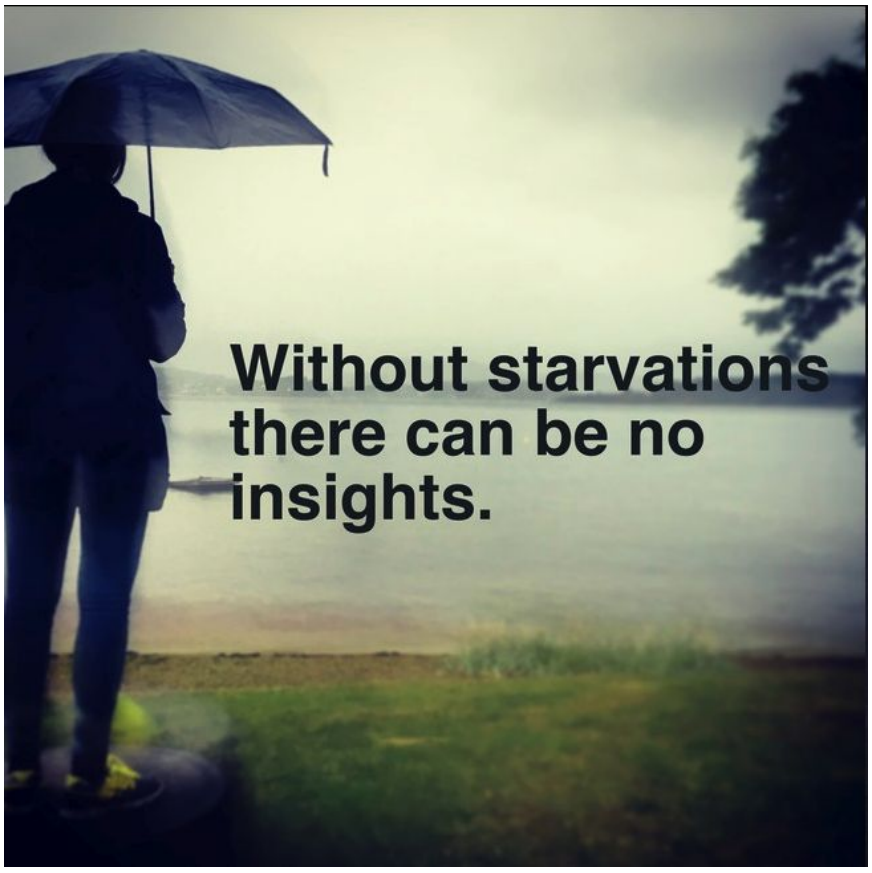

Figure.1. 2017, satirical AI generate meme, inspirobot.com

A further option to have this meme printed on a t-shirt, as a poster, or printed on a coffee mug offers a merchandise line which, in itself, one might argue, is either a clever and irreverent use of the medium itself in order to provoke commentary or otherwise, a device to ridicule speculative spiritual internet genre memes with an intent of using irony as a central premise. Likewise, other instances of browser AI, the 'Web Economy Bullshit Generator' (WEBG) that randomly arranges three words together from its list of verbs, adjectives, and nouns to form jargon, the 'Arty Bollocks Generator' designed for artists to make fake artist statements, the 'New Age Bullshit Generator' that creates AI generated fake spiritual motivation webpages, and tbsdaily.com offering to create fake news stories with fake social media tweets, all of whom use algorithms with the same kind of premise.

But through these examples we also need to consider *why* there is such a need for AI satire in the first place? If you were to ask commentators such as John Doyle, who claimed 'the importance of satire occurs at key points in history, usually when the mass of common people gets fed up with the nonsense being fed to them by politicians, political pundits, inane celebrities and the very rich,'(Doyle, 2017) his position is certainly an issue of surety through

class inasmuch as Swift's voyage to Brobdingnag or Heller's M&M Enterprises contained the same kinds of disapprovals voiced through the ironic. As the working class of the 19th century often demonstrated a luddite approach to the factory and agricultural machine systems replacing human-orientated tasks from the onset of the Industrial Revolution - and an example of such would be English textile workers sabotaging milneary machinery to use in a dishonest manner to show their displeasure with the machine - this technofear and subversiveness has survived in its current state of distrust for automation replacing the human worker. In context to AI, the disapproval of machine learning can indeed be voiced by using irony and satire through applying the technology to illustrate the failings of itself - we have seen this with SCIgen and WEBG to name a few. So if the question of *why* is asked again then the answer would be, as this paper argues, to simply enact a sense of disapproval in our technology, relative to the expectation of authenticity measured against ourselves. For example, one might argue that a robot or machine is fake and therefore, a negative fact because the machine does not have a soul nor a naturally given consciousness through agency, yet, the human who has a soul and a naturally given conscious of agency, and moreover, the nature of the hand made, is not fake and, instead, authentic. Therein lies a platform of authenticity about simply being human and to the human-made manufacture, subjective to a positive fact.

COMMERCIALISING FAKE AUTHORSHIP

Yet taken out of the satirical space, fake authorship tools are now available in the commercial world thus established as activities which provide no means of intellectual critique, measurements of Russelian negative facts, or cultural commentary other than to exist as a mechanism of commercial enterprise. The website 'Essaysoft.com', for example, offers a range of free and pay-for-service browser enabled and downloadable software specific categories to generate text, bibliographies, and full papers. To test the capabilities of the service, the author nominated three keywords of 'AI", "fake essays", and "algorithm" into the website's search generator with the resultant full text produced in 49 seconds using the title 'AI Algorithms Used to Create Fake Essays'. An extract is demonstrated below citing references used from the generator's 'research facility' option.

> 'The researchers are not aware of any evidence AI is currently being used to game the online review system, Zhao says—but if misinformation campaigners do turn to AI, he warns, "it basically an arms race between attacker and defender to see who can develop more sophisticated algorithms and better artificial neural networks to either generate or detect fake reviews." For that reason, Zhao's team is now developing algorithms that could be used as a countermeasure to detect fake reviews—similar to the ones they created.' (Essaysoft.com, 2017)

Likewise, the bibliography option of the essay scans online references to cluster arrange groupings to be included in the main text body of the essay. In 14 seconds, the following bibliography was created.

How three MIT students fooled the world of scientific journals | MIT ... 2017, Viewed 13 November, 2017, <http://news.mit.edu/2015/how-three-mit-students-fooled-scientific-journals-0414>.

Larry Greenemeier 2017, *Could AI Be the Future of Fake News and Product Reviews* Viewed 13 November, 2017 <https://www.scientificamerican.com/article/could-ai-be-the-future-of-fake-news-and-product-reviews/>.

While there is an argument to say that profiting from knowledge dissemination is not a crime as long as the action itself complies with appropriate taxation and consumer laws, there is a question of ethical convention that comes into play of fair use when dealing with an academic community, bringing us back to the philosophical notions of authenticity and truth. However, before this kind of doctrine can be examined there must be an awareness as to *why* such expectations of truth are formed in the first place asking the question, *why* do we seek truth and form an expectation of receiving it?

From the perspective of Correspondence Theory, the desire to expect truth or at the very least to seek a level of understanding which acknowledges truth as being an atomic desire in the quest of positive fact, is a point of difference between academic and commercial communities, primarily because commercial practice is based on the goal of profit auspiced through mechanism to avoid litigation but the reality of commercial enterprise is that if these ethical and moral boundaries were removed from the limits which govern a prevention of exploitation then there would be, without any doubt, a considerable avoidance of truth if it was counterproductive towards the prime directive of unregulated financial gain. Whereas, in academic communities, which uphold, in a traditional sense, or at least are *supposed to* adhere to ethical and moral virtues, are concerned with the preservation of positive facts which, in turn, leads to truth. This of course is separated from the commercial aspects of the academy, such as universities and teaching institutions, that otherwise function as commercial enterprise differentiated from the context by which academic rigour is based on intellectual and ethical excellence.

As Russell concludes that truth in its purest form is unchangeable and that therefore, for this paper, a condition brought about by an expectation of truth supports the context that the desire for seeking authenticity through authorship conflicts with the commercialisation of an AI service, enabling a user to produce fake authorship, disregards it as not that the practice of using AI algorithms to create fake papers is central to the problem by which it creates, but rather, that our expectations of truth, and our desire for authenticity, conflicts with the actions of these commercial activities so as to position the fundamentals of truth at an atomic representation, and subsequent expectations derived from it towards a confliction of positive fact. For example, universities, will often, depending on country, charge fees for students to enroll into courses and we accept this as a normative aspect of economic realities proportionate to the territories which maintain a pay for service. There is an exchange of knowledge for currency and all parties know this is, or at the very least one would *expect*, is an agreement of regulated cause. Likewise, if, say, a person purchased a cinema ticket for $20 then it is within their range of expected truth to accept this fee because the ethics of partaking in a cinematic experience is relative to the time spent watching the movie in the first place

and thus engages, as the action of selling the movie ticket, an acceptable level of authenticity in what the person expects to be a truth. However, if the cinema ticket was priced at $2000 for the same kind of experience and length of time, the person would then, obviously, decline the purchase outright because it conflicts with their own expected authenticity of action and, in turn, be considered a falsehood. So why, then, would an academic pay thousands of dollars for a paper to be published in a journal or attend a conference when it was questionable, in Bartneck's case, that the reviewers of his submitted paper who approved it for publication actually read the paper with an acceptable measurement of authenticity given that the paper's review had no concern about quality control, or that there was no reader in place at all, or, potentially, that the selection process was reliant on AI and bypassed elements of human feedback altogether.

Much of the examples discussed in this paper have been concocted by scholars who use hoaxes to establish a disregard and ridicule of either a genre, the technology itself or for dishonest authorship using fake papers as a mechanism to define dishonest practice. As numerous cases are now well established and the concept of AI fake paper submissions is not new, the implications of these hoaxes bring into question the review process of journals and in many cases, has increased attention by journals themselves to improve their own peer review methods and accountability. Just as the great sexual abuse scandals of 2017 and the #metoo campaign have begun to change the way that media and entertainment industries conduct themselves through transparent accountability, the numerous hoax submissions to journals over the past twenty five years has arguably brought about a more concentrated expectation of accountability in peer review assessment.

CONCLUSION

This paper concludes by accepting that AI algorithms permit authors to self generate fake papers by commercial and satirical means while at the same time, provide a platform to detect these artefacts through published works and peer review. By conducting this research, the author considers fake papers as both an untruthful practice and a valid means of satirical response to highlight the instances of untruthful practice. This proposition is governed by the intent of the authorship. For example, if the intent of the fake paper was to publish in a journal by an act of deceiving the peer review process into thinking that the paper was written by a human when in fact, it was not, is to be considered an untruthful practice and, a negative fact, whereas an author purposely submitting a fake paper to highlight a point of truth would be considered valid as long as the intention of the action was manifested through a positive fact. Therefore, this paper concludes that the concept of intention is the determinant factor to legitimise, or not, fake authorship. This paper has shown by examples that a commercialisation of fake authorship is becoming its own industry, countered by preventative measures to detect these artefacts through computational analysis and machine learning. It is an intention though, that untruthful authorship in academic communities is bolstered by a vigilant response to discourage fake document making abilities through instances of deceptive submissions and to bring more effective ways to detect these documents to ensure a demand for a more meaningful approach towards honest authorship and peer review.

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