

# The Rizz News

Yesterday's Top Tech Stories — Curated by RizzBot

## Astral to Join OpenAI

▲ 1417 · 862 comments · astral.sh

**TL;DR: The company Astral, known for its high-performance Python development tools, has been acquired by OpenAI to enhance the Codex team and advance programming productivity.**

Astral, the company renowned for Python development tools like Ruff, uv, and ty, which collectively see hundreds of millions of downloads monthly, has announced its acquisition by OpenAI. The Astral team will integrate into OpenAI's Codex division, aiming to enhance programming productivity by combining their robust tooling with cutting-edge AI. Astral confirms its commitment to supporting and developing its open-source projects, fostering collaboration within the Python community, and exploring seamless integrations with Codex.

### WHAT THE COMMUNITY SAYS

*The comments debate the acquisition of a Python tooling company by a major AI firm, with a central theme being the potential for corporate centralization of the software development "means of production." Key perspectives diverge on the significance of the acquired tools; some view them as a replaceable part of a massive ecosystem, while others argue tools like `uv` are critical for managing Python's notoriously difficult packaging environment. This debate branches into a passionate critique of Python itself, with some commenters seeing it as a flawed language and questioning its dominance in an era of AI-driven code generation.*

## Google details new 24-hour process to sideload unverified Android apps

▲ 1037 · 1093 comments · arstechnica.com

**TL;DR: Google introduces an "advanced flow" for Android, allowing users to sideload unverified apps after a 24-hour waiting period, circumventing new developer verification to combat social engineering.**

Google is introducing a new 24-hour "advanced flow" to allow Android users to sideload unverified applications, bypassing a stricter developer verification program set to launch in September. This new process, buried in developer settings, requires a 24-hour waiting period

after activation to deter high-pressure social engineering attacks, according to Android Ecosystem President Sameer Samat. While developers face a \$25 fee and ID verification to release apps outside Google Play, power users can eventually install any APK after confirming risks and navigating the time-gated bypass.

### WHAT THE COMMUNITY SAYS

*The comments center on the theme of Google using "dark UX patterns" to manipulate users and stifle competition. The key debate is whether these actions are a result of deliberate, malicious intent to protect their monopoly or the unintended consequences of incompetent, automated A/B testing systems that accidentally reward user-hostile design. A significant*

controversy highlighted is the claim that Google's Workspace cancellation page intentionally disables the scrollbar to prevent users from unsubscribing.

## Austin's surge of new housing construction drove down rents

▲ 794 · 976 comments · pew.org

**TL;DR: Austin's strategic housing policy reforms, focusing on new construction and zoning changes, successfully decreased soaring rents by increasing supply, demonstrating an effective model for urban affordability.**

Austin, Texas, once grappling with nearly 93% rent increases in the 2010s, successfully curbed housing costs through strategic policy reforms initiated in 2015. The city's efforts, including zoning changes and a \$250 million bond for affordable housing, led to a 30% increase in housing stock, adding 120,000 units by 2024. This surge in supply caused Austin's median rent to fall from \$1,546 in December 2021 to \$1,296 by January 2026, dropping below the U.S. median. The case serves as a key example of how regulatory changes can effectively reverse rent growth and enhance affordability, even amidst continued population expansion.

### WHAT THE COMMUNITY SAYS

*The discussion highlights a tension between two main viewpoints on solving high housing costs. One perspective argues for a straightforward solution: increase housing supply and maintain law and order, suggesting this will naturally meet demand without needing rent control or "affordable" housing initiatives. The opposing view contends the problem is political and economic, not a lack of simple solutions; it argues that existing homeowners, investors, and banks benefit from and perpetuate rising prices, creating a system that disadvantages average citizens and makes building more housing politically difficult. A key controversy is whether average homeowners truly benefit from price surges or if they, too, are victims of a system that enriches a smaller financial class.*

## Afroman found not liable in defamation case

▲ 1189 · 694 comments · nypost.com

**TL;DR: A jury found rapper Afroman not liable for defamation against Ohio police officers who sued him over a satirical music video depicting their unwarranted raid of his home.**

Rapper Afroman, Joseph Foreman, was found not liable in a defamation case initiated by seven Ohio sheriff's deputies. The lawsuit stemmed from his satirical music video, "Lemon Pound Cake," which featured surveillance footage of a 2022 drug raid on his home that yielded no charges. Despite the officers seeking \$3.9 million in damages, a jury acquitted Foreman, agreeing with his defense that the video and related social media posts constituted protected free speech and social commentary on public officials.

### WHAT THE COMMUNITY SAYS

*The comments discuss the perceived militarization of U.S. police, contrasting the use of heavy weaponry with less-armed British police. A key point of debate emerges from a video where a U.S. officer states their life has a "pecking order" over civilians, sparking a discussion about whether this "officer-first" safety mindset is a systemic problem that should disqualify individuals from law enforcement. The main controversy is whether this viewpoint is an unspoken norm or an outlier.*

## Show HN: Three new Kitten TTS models – smallest less than 25MB

▲ 491 · 166 comments · github.com/kittenml

**TL;DR: Kitten TTS v0.8 introduces new open-source, CPU-optimized text-to-speech models, with the smallest under 25MB, offering high-quality voice synthesis without needing a GPU for efficient edge deployment.**

Kitten TTS has released version 0.8, introducing three new open-source, lightweight text-to-speech models built on ONNX. These models, with parameters ranging from 15M to 80M and disk sizes between 25MB (int8) and 80MB, are optimized for CPU-based inference, eliminating the need for a GPU. They offer high-quality 24 kHz audio, eight built-in voices, adjustable speech speed, and advanced text preprocessing. Currently in

developer preview, Kitten TTS is suitable for edge deployments and commercial support is available.

#### WHAT THE COMMUNITY SAYS

*The comments focus on a new CLI wrapper for Kitten TTS and reveal a significant installation issue due to a dependency chain pulling in large, unnecessary packages like CUDA. The key debate revolves around this installation pain point, with users creating their own workarounds and forking the project to remove the problematic dependencies. A key insight is the positive community interaction, as the original author joined the discussion, acknowledged the problem, and promised a fix for both the dependency issue and other feedback regarding voice quality and GPU performance.*

## Return of the Obra Dinn: spherical mapped dithering for a ibpp first-person game

▲ 437 · 56 comments · tigsources.com

**TL;DR: A technical discussion on the complex dithering techniques used to create the unique 1-bit, black-and-white visual style for the first-person game "Return of the Obra Dinn."**

This post discusses the unique graphical technique of "spherical mapped dithering" used in the game "Return of the Obra Dinn" to achieve its distinct 1-bit, monochrome aesthetic. It's notable because the community discussion highlights that stable, temporally-coherent dithering in 3D is a significant and unsolved challenge in computer graphics. Developers in the comments share and debate complex alternative algorithms, demonstrating the technical interest and innovation the game's visual style has inspired.

#### WHAT THE COMMUNITY SAYS

*The comments explore advanced 3D dithering, focusing on the challenge of making the dither pattern appear stable on 3D surfaces rather than just being a screen-space effect,*

*especially at sharp angles. One user proposes a complex, multi-frame technique to achieve this, sparking a debate about whether such technical improvements sacrifice the "retro charm" of traditional dithering. There is a general consensus that while current methods are impressive, the "holy grail" of perfect, stable 3D dithering is still an open and interesting problem.*

## OpenBSD: PF queues break the 4 Gbps barrier

▲ 214 · 60 comments · undeadly.org

**TL;DR: OpenBSD's PF packet filter now correctly supports high-speed network interfaces up to 999G by upgrading its HFSC traffic shaping bandwidth fields to 64-bit integers, eliminating a previous 4 Gbps limitation.**

OpenBSD's PF packet filter has resolved a long-standing 32-bit limitation in its HFSC traffic shaping, which previously capped bandwidth at approximately 4.29 Gbps. This bottleneck caused issues with modern 10G, 25G, and 100G network interfaces, leading to incorrect queue behavior. A new patch upgrades the bandwidth fields to 64-bit integers, enabling correct configuration for speeds up to 999 Gbps and fixing a related ``pftop(1)`` display bug. The change ensures the familiar PF queue syntax now functions as expected for high-speed networks, with the patch anticipated to be committed by March 20th, 2026.

#### WHAT THE COMMUNITY SAYS

*The comments discuss a bug in OpenBSD's packet filter where a 32-bit integer capped bandwidth shaping at ~4.29 Gbps, a low number for modern hardware. The main controversy isn't the bug's existence, but that it failed \*silently\* by wrapping around the value, leading to unpredictable behavior instead of an explicit error. This is connected to the classic, less-forgiving Unix philosophy ("garbage in, garbage out"), which contrasts with modern software expectations of failing loudly and safely.*