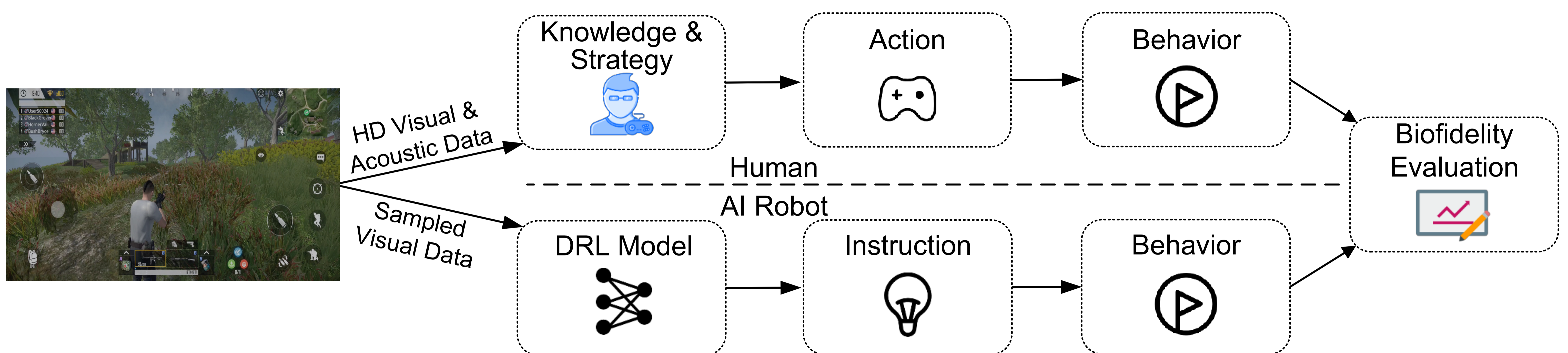


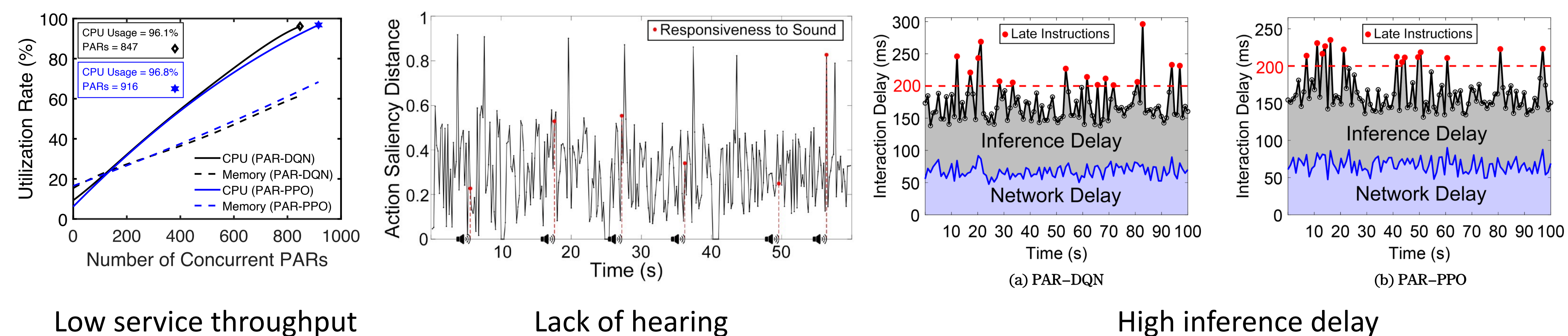
# ParliRobo: Participant Lightweight AI Robots for Massively Multiplayer Online Games (MMOGs)

Jianwei Zheng, Changnan Xiao, Mingliang Li, Zhenhua Li, Feng Qian, Wei Liu, Xudong Wu

Many game developers crave for participant AI robots (PARs) that behave like average-level humans with inexpensive infrastructures!



## Design Challenges



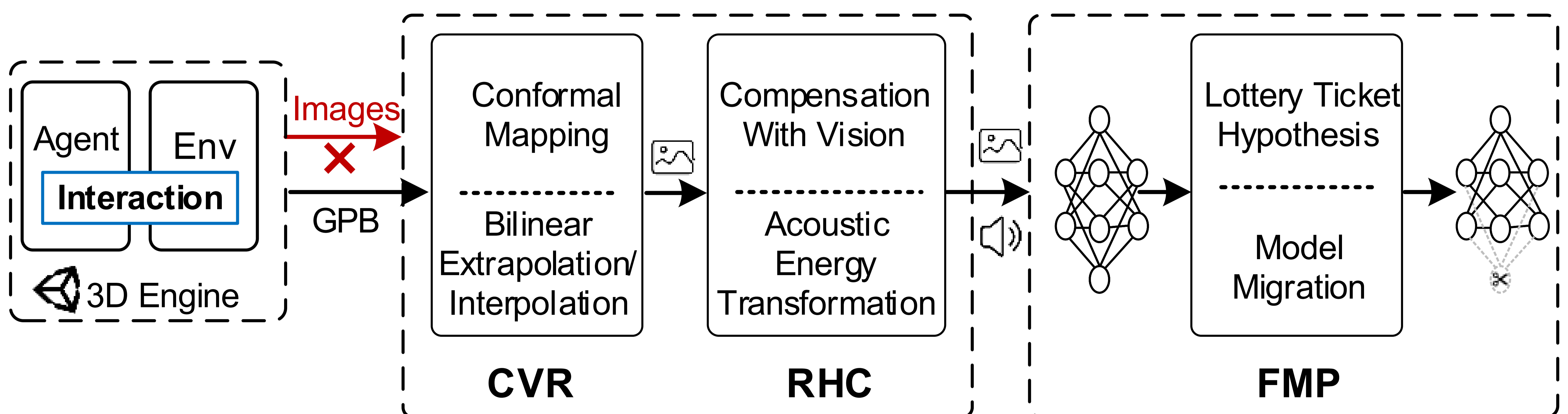
Low service throughput

Lack of hearing

High inference delay

## ParliRobo: Participant Lightweight AI Robots

based on the **Transform and Polish** methodology



## Performance

- Close micro biofidelity resemblance (**96%**) with human players
- High pass rate (**73%**) of macro mini Turing tests