Interim results

Currently, we have successfully implemented the basic interaction simulation of the three agents Spambot, Modbot, and Audience in the Twitch live broadcast room.

Spambot will determine its strategy for spam activities based on factors such as the difficulty of account registration, its own intelligence level, and the live broadcast room environment.

Modbot will make decisions based on its own intelligence level, active spamming accounts in its field of view, and other factors to determine whether to ban.

Audience will determine whether to forward these messages based on the proportion of spam messages received around it, which may cause the account to enter the active state.

Next steps

1. Add a permanent ban mechanism: When an account is banned a certain number of times, the account will be permanently banned to better demonstrate Twitch's platform's approach to factual patterns.

2. Design an audience experience system: When audiences are subjected to too much spam information or are blocked by mistake, their experience will be reduced, and they will eventually leave the live broadcast room to avoid a bad experience.

3. Add AI dynamic learning mechanism: Let the IQ of modbot and spambot change dynamically as the experiment progresses, simulating the learning and growth process of AI during operation.

4. The current decision mechanism of the code for whether Audience enters the active state is slightly different from what we imagined. The reason is currently unknown. We will find this reason and fix it in the future.