

Virtual Community: An Open-World Simulation Platform for Multi-Agent Embodied AI

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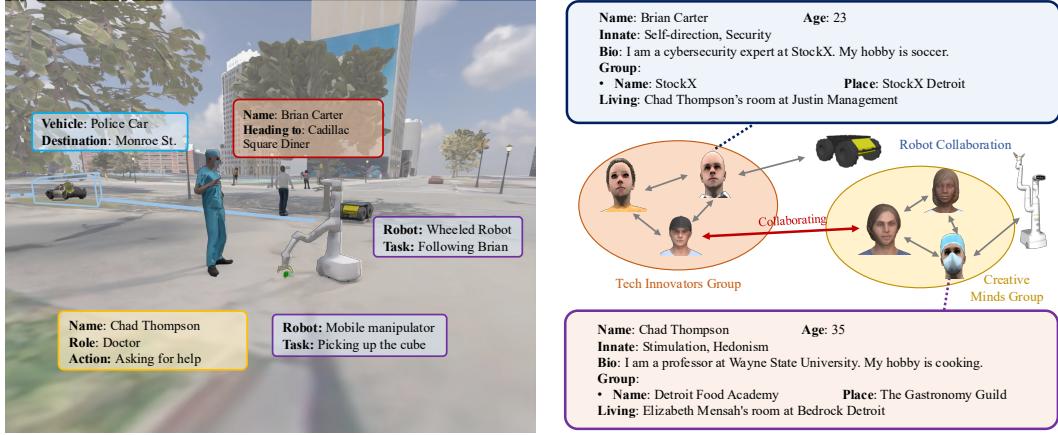


Figure 1: **Virtual Community supports embodied multi-agent simulation in open-world environments.** We introduce an automated pipeline that leverages real-world geospatial data to generate both open-world scenes and agent communities. Agents are instantiated as humanoid avatars and robots, facilitating diverse social interactions within the community.

Abstract

Embodied agents capable of living and interacting within human communities must interact appropriately with both humans and other agents. This includes cooperatively planning long-horizon tasks efficiently and performing low-level interactions correctly with surrounding objects and agents. To support research in this domain, we introduce Virtual Community, a multi-agent embodied AI platform that features: 1) the generation of large-scale, real-world aligned communities, including both outdoor and indoor scenes along with their agent populations; and 2) support for multi-agent simulation, encompassing avatars and robots and their interactions with the environment and other agents. Leveraging Virtual Community, we propose two novel challenges. The *Community Planning Challenge* evaluates multi-agent reasoning and planning ability in open-world settings, such as cooperating to help agents with daily activities and efficiently connecting other agents. The *Community Robot Challenge* requires multiple heterogeneous robots to collaborate in solving complex open-world tasks. We evaluate various baselines on these tasks and demonstrate the challenges in both high-level open-world task planning and low-level cooperation controls. We have open-sourced our project¹ and hope that Virtual Community will unlock further study of multi-agent embodied AI in open-world environments.

¹<https://github.com/virtualcommunityai/virtualcommunity>

1 Introduction

In recent years, the development of intelligent embodied agents has been propelled by advances in AI simulators [52, 33, 3, 67, 51, 35, 81, 39, 22, 11, 79, 71, 36]. However, most of these platforms focus on indoor environments or restricted regions [45, 46, 47, 66] and support only single or limited agent numbers [22]. In contrast, real world activities often involve large agent communities for cooperation with humans and other agents, and scalable 3D scenes in which agents navigate expansive spaces with dynamic human crowds and vehicles. The absence of such capabilities limits the study of complex multi-agent behaviors in open worlds.

To address this challenge, simulators must be designed to support the following key features. First, they should provide large-scale 3D environments—including both indoor and diverse outdoor scenes—to accommodate expansive agent communities and support open-world tasks that span vast spatial extents. Current approaches fall into two categories: manual design or procedural generation [71, 22, 69, 79, 23], which enable rich agent–environment interactions but suffer from limited diversity and realism; and 3D reconstruction methods [52, 57], which produce visually realistic and varied scenes but require extensive visual input and often yield noisy, low-interactivity environments in open-world settings. Second, the simulator must support the creation and physically realistic simulation of scene-grounded agent communities. Existing multi-agent embodied AI platforms [45, 47, 22, 35, 79] typically handle only small groups, lack automatic alignment of agent activities with scene context, and offer limited physics-based simulation of interactions, thereby constraining the realism of community-level behaviors.

In this paper, we present Virtual Community, an open-world simulation platform for embodied multi-agent research. Virtual Community addresses these challenges by integrating large-scale, real-world geospatial data with generative models to produce interactive, scalable open-world scenes and socially grounded agent communities, which are then simulated using a physics engine (Figure 1). The platform offers two key advancements:

Scalable Simulation-Ready Scenes from Real-World Scenarios. Virtual Community enables the fully automatic generation of 3D background scenes with several key features: (1) scalable outdoor scenes with customizable sizes and amounts and according indoor scenes in the buildings, (2) automatic annotations of locations and objects within the scenes. Virtual Community combines generative models with real-world geospatial data, ensuring scalability in both data volume, realism, and scene size.

Scene-Grounded Agent Community Simulation Virtual Community leverages open-world knowledge from foundation models and rich real-world scene annotations to generate avatar agents endowed with scene-grounded profiles and social relationship networks. Based on these, Virtual Community simulates avatars and robots within an agent community using the Genesis [4] physics engine, supporting diverse physical and social interactions among agents.

Virtual Community enables a variety of new possibilities in embodied AI research. The expansive open-world scenes and their agent communities introduce a new challenge of multi-agent task planning in open worlds. We introduce the *Community Planning* challenge as a first step in this direction. This challenge includes assistant tasks, in which agents interact with humans and other agents to provide assistance in daily open world activities, and *social influence* tasks, in which agents must efficiently explore the community and connect with one another. Virtual Community also supports physically realistic simulations of interactions among community agents, for which we propose the *Community Robot* challenge. This challenge tasks robots with cooperating to complete tasks that involve both indoor and dynamic open-world environments.

Our simulator advances the field by enabling the simulation of agent communities within large, real-world-aligned 3D scenes, surpassing existing solutions in both scope and capability. By overcoming limitations in scalable, realistic open-world scene generation and community simulation, we pave the way for studying embodied general intelligence in environments that reflect the complexity and richness of the real world.

2 Related Works

Embodied AI Simulation. Recently, embodied AI has seen significant advancements through the development of simulation platforms. Most existing simulators primarily focus on household tasks

within indoor environments [5, 52, 86, 12, 82, 57, 52, 35, 45, 33, 83, 36, 66, 13, 15], while some have extended support to outdoor scenes [22, 69, 71, 17, 31, 24]. However, existing platforms lack the diverse and scalable outdoor environments needed to support larger agent populations and more complex multi-agent interactions. In contrast, this paper introduces a simulation platform with expansive open-world environments, integrating both indoor and scalable outdoor scenes to facilitate broader agent interactions and enable more intricate task scenarios.

Embodied Social Intelligence. Current research on *Embodied Social Intelligence* is often limited to small agent populations in constrained household scenarios [46, 88, 60, 52, 30, 64, 89] or simplified to 2D or grid worlds [10, 61, 68, 50, 87], hindering model development in the open world. Specifically, [43] demonstrates the robust simulation of human-like agents within a symbolic community, ignoring the 3D perception and realistic physics in the open world. [75] studies human-like simulation guided by system 1 processing with basic needs. Predominant approaches, such as multi-agent reinforcement learning (MARL) and other planning models, face several limitations when applied to open-world settings. MARL, for instance, often struggles with scalability due to the exponential growth of state and action spaces as the number of agents increases [77]. This makes it difficult to learn effective policies in complex, dynamic environments. Additionally, MARL approaches typically require extensive training data and computational resources, which may not be feasible in real-world applications. Other planning models, while potentially more efficient, often lack the adaptability required to handle the unpredictable nature of open-world interactions. They may rely on predefined rules or assumptions that do not hold in all scenarios, leading to suboptimal performance and limited generalization to new contexts [46].

Foundation and Generative models for Embodied AI. With the recent advancement of foundation models [9, 37, 18, 8], numerous works have explored how they can help build powerful embodied agents [72, 80, 62, 76, 2, 55, 70, 43, 27, 7], and **scenes for simulation** [85, 28, 26, 54, 16, 21, 84, 20, 65, 44, 56, 14]. RoboGen [74] utilizes foundation models to automatically generate diverse tasks, scenes, and training supervision, scaling up robotic skill learning with minimal human input. In contrast, our work fully integrates a generative pipeline into the simulation platform to create expansive open-world scenes and agent communities.

3 Scalable 3D Scene for Simulation

The existing 3D geospatial data API² provides extensive data in terms of quantity and diversity. However, they are not directly suitable for embodied AI research because of several limitations. First, these geospatial data often contain noise, including pedestrians, vehicles, other transient objects, and unrealistically rugged terrain that can disrupt simulations. Second, visual quality is inadequate for ground-level agent perspectives because these environments are typically reconstructed from aerial imagery, leading to less detailed textures and geometries at street level.

To bridge this gap, we propose an online pipeline that performs comprehensive cleaning and enhancement in both geometry and texture to make the scenes suitable for embodied AI simulations. This pipeline consists of four steps: mesh simplification, texture refinement, object placement, and automatic annotation. We generated 35 annotated scenes of various cities worldwide with this pipeline and present some qualitative examples of these scenes in Figure 3.

Geometry Reconstruction and Simplification Since the mesh topologies in 3D geospatial data sources are unreliable for embodied AI simulations, we decompose scenes into terrain, building, and decorative-roof elements, then apply specialized reconstruction operations to each component to make the entire scene simulation-ready. The terrain is generated procedurally from sparse reference elevation points via bilinear interpolation. We then derive simple, topologically sound building meshes using OpenStreetMap (OSM) data. Each building mesh is automatically adjusted to better match the Google 3D Tiles geometry and to align with the terrain elevation. By aligning mesh geometries to OSM primitives, we remove unnecessary details and artifacts—such as distorted surfaces and irregular shapes resulting from aerial reconstruction errors—thereby denoising the meshes for more efficient physics simulations and improved rendering performance.

Texture Enhancement for Realistic Simulation We further apply advanced image-processing techniques to enhance mesh textures. During mesh construction and simplification, textures from the

²<https://www.google.com/maps/>

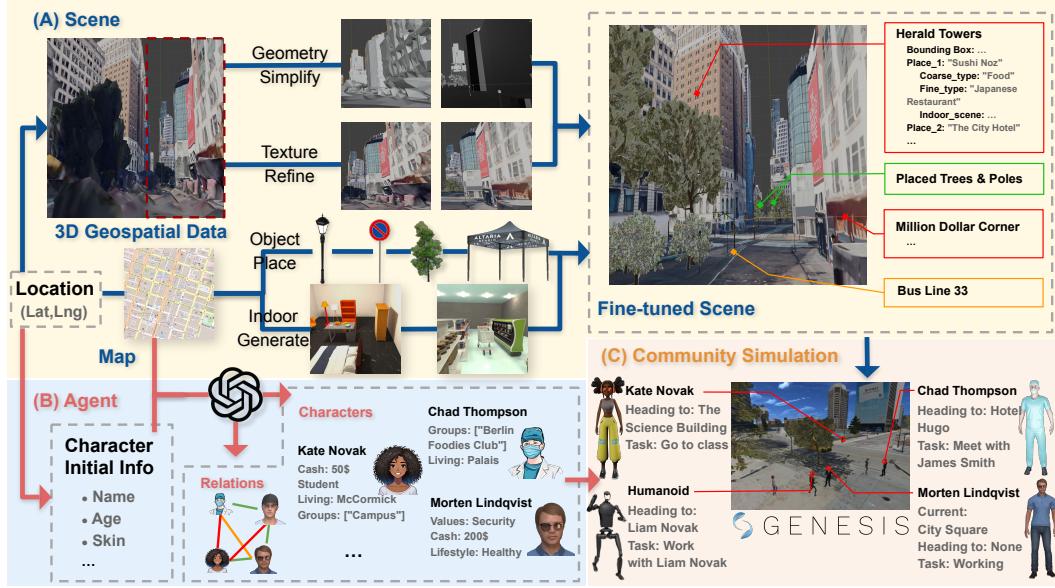


Figure 2: **Framework of the Virtual Community Generation Pipeline.** This pipeline generates scenes and corresponding agents from real-world geospatial data. The **scene generation** component (A) refines rough 3D data by using generative models to enhance textures and geospatial data to simplify geometry. It also utilizes generative methods to create interactive objects and detailed indoor scenes. The **agent generation** component (B) leverages LLMs to generate agent characters and social relationship networks based on scene descriptions. (C) We simulate the avatar communities and robots in the open world scenes based on Genesis engine.

original 3D Tiles are baked onto new geometries, which can result in missing or distorted regions. To address these issues, we first employ a Stable Diffusion 3 [59]-based inpainting method to remove noise and repair damaged or incomplete textures. We then refine texture details using street view imagery. This two-step process significantly improves visual fidelity, making textures more suitable for ground-level rendering.

Object Replacement for Interactive Scene To enhance scene interactivity, we combine generative and retrieval methods to populate the environment with interactive objects (e.g., bikes and tents). Using OSM annotations, we identify object types and locations to reflect real-world contexts. For relatively simple objects, such as tents, we adopt a generative pipeline that uses OSM text annotations on amenities as input: a Stable Diffusion model [49] first generates images of the relevant objects, which are then processed by the One-2-3-45 framework [38] to produce corresponding 3D meshes. For more complex objects, such as trees, we use the retrieval pipeline, which randomly samples assets whose categories match the OSM annotations from a precollected dataset.

Place and Transit Annotations with Geospatial Data To facilitate alignment with real-world locations and provide semantic context for community activities, we developed a pipeline to automatically annotate places, buildings, and public transit within scenes using geospatial data. First, we query Google Maps Places for location information in the target area and organize results into six categories: accommodation, entertainment, food, office, stores, and open spaces. Next, we use OSM to retrieve building names and bounding boxes, matching them with the place entries. We then filter out unmatched or inaccessible locations to generate accurate place annotations. Finally, we annotate bus transit routes based on these place annotations. These metadata enable agents to access location-specific information and support tasks that require spatial context—such as navigation and location-based decision-making—and also power traffic simulation, including buses, pedestrians, and other vehicles.



Figure 3: **Egocentric view of the generated scenes.** The resulting scene features clean geometry and realistic textures, which support physical simulation and enhance real-world style fidelity.

Indoor Scene Creation To create indoor scenes in the communities, we employ a pipeline combining generation and retrieval to produce detailed, realistic multi-room environments. The pipeline’s input is the building names in the target area, obtained from Google Maps and OSM. We first retrieve indoor layouts from GRUTopia [71] for categories such as offices, restaurants, and stores. For building types not covered by GRUTopia, we use Architect [73] to generate the corresponding indoor rooms for simulation.

4 Agent Community Generation and Simulation

Given diverse generated scenes from real-world geospatial data, we introduce a generative pipeline to populate these environments with communities of agents endowed with grounded character profiles and social relationship networks, define their embodiments, and simulate them using the Genesis physics engine.

Characters and Social Network Generation We utilize the open-world knowledge of the Large Language Model (LLM) to generate agent character profiles and personalities grounded in the scene. **Specifically, we use GPT-4o to perform this generation.** The input to the LLM is structured into two parts to create characters grounded in a specific scene. The first part contains scene-related information, such as the scene name and details about various places, including their names, types, and functionalities. The second part includes details on the agents’ appearances to ensure consistency between their visual attributes and generated profiles, which are annotated with the name and age. With both parts provided, the LLM generates agent profiles along with their social relationships. The profiles consist of basic attributes such as names, ages, occupations, personalities, and hobbies, which influence each agent’s daily activities. Social relationships are structured as groups, each containing a subset of agents along with a text description and a designated place for group activities, connecting these agents into a cohesive community.

Grounding Validator We implemented a grounding validator that verifies whether generated character profiles are accurately grounded in the scene by ensuring all referenced places exist. If validation fails, the LLM receives feedback from the validator and attempts to correct the mismatch. Detailed examples of prompts used in the pipeline, generated characters, and social relationship networks are provided in the Appendix.

Dynamic Traffic Flow in Open World We developed an automated dynamic traffic generation mechanism based on OpenStreetMap (OSM) data, enabling rapid reconstruction of urban road networks and autonomous traffic simulation worldwide.

First, road data for target cities is retrieved via the OSM API and then converted into structured, semantically rich road models in OpenDRIVE format. This format supports lane-level accuracy and includes road geometry and connectivity, providing a high-fidelity foundation for traffic simulation.

Based on this road network, we implement an automated Traffic Manager, capable of dynamically generating vehicles and pedestrians and enabling their autonomous navigation and behavior control. The Traffic Manager integrates path planning, traffic behavior modeling, and collision avoidance mechanisms to ensure safe and efficient movement of traffic agents according to predefined strategies. The system allows configuration of parameters such as vehicle and pedestrian numbers, offering flexibility and scalability.

Human Avatar Creation and Control We first obtained 20 avatar skins representing diverse genders, professions, and appearances from Mixamo³ for integration into the Virtual Community. We also used

³<https://www.mixamo.com/>

the Avatar SDK⁴ to generate high-fidelity human meshes from [synthetic human face images from FaceSynthetics](#) [78], thereby enabling the representation of diverse individuals. Virtual Community supports 62 avatar skins. We combine SMPL-X human skeletons with these avatar skins to model human avatars. The motions of these avatars are parameterized by SMPL-X pose vectors $J \in \mathbb{R}^{162}$ and global translation and rotation vectors $T, R \in \mathbb{R}^3$. Based on these pose representations, each avatar’s skin mesh is computed via forward kinematics.

Our humanoid motion model supports over 2,000 distinct actions, such as walking, object manipulation, and vehicle entry. We use motion clips from Mixamo and adjust their playback speeds to match our avatars. For walking, we loop the clip until the avatar covers the required distance. For object-related actions, objects are kinematically attached to or detached from the avatars’ hands based on the action. Similarly, during vehicle-related motions, avatars are kinematically attached to or detached from vehicles. We also incorporate physics constraints: collision detection is performed between avatars and scene entities, and motion terminates upon detection of a potential collision.

Daily Schedule Generation Given the scene-grounded character profiles and social relationship networks, we prompt foundation models to generate each agent’s daily schedule [43]. However, we structure each schedule so that every activity includes a start time, an end time, an activity description, and a corresponding location. We also explicitly account for the commute time between activities at different locations to reflect the actual cost of navigating an expansive 3D environment. [This approach allows agents to follow the organized high-level plan effectively and maintain consistency over time](#). Examples of detailed daily plans are provided in the Appendix.

Robot and Physics Simulation We simulate robots alongside avatars in the Genesis simulator. Unlike avatars, robots are controlled via velocity or force at each degree of freedom. We use nested simulation loops to provide different interaction frequencies for avatars and robots. To support faster collision detection, we use an invisible terrain mesh and decomposed building meshes as collision geometry for the background scene, enabling more efficient physics simulation.

5 Open World Multi-Agent Planning

Based on Virtual Community, we propose the *Community Planning Challenge* to evaluate multi-agent planning capabilities in [both outdoor and indoor environments](#). The challenge comprises three *community assistant tasks*, in which agents cooperatively plan to assist multiple humans with daily open-world activities, and a [community influence task](#), in which agents competitively plan to efficiently connect and interact with other agents in the community to increase their social influence.

5.1 Community Assistant Tasks

The community assistant tasks include the following three categories that require agents to plan cooperatively to provide humans with assistance on daily activities:

- **Carry:** Locate people and follow them to help carry objects to their home.
- **Delivery:** Move objects from source locations (indoor or outdoor) to a destination.
- **Search:** Locate target objects within [an outdoor region or an indoor room](#).

Task Settings Each task includes multiple subtasks. For example, the Carry task requires agents to help humans carry several objects while following them. Therefore, open-world adaptive task planning is therefore essential for scheduling these runs, routing in the dynamic open world between waypoints, and managing task-level dependencies. We study two settings with different numbers of assistants: the *1-assistant* setting, in which a single assistant needs to provide assistance to human agents in the community, and the *2-assistants* setting, in which two assistants plan cooperatively to provide assistance.

Observation and action spaces At each simulation step, agents are provided with an observation consisting of RGB-D images with the corresponding camera matrix, segmentations, current poses, and task information. The action space includes *move forward*, *turn left*, *turn right*, *enter/exit bus/bike*, and *communicate*. The movement and turning actions can be set with a continuous amount. Agents are set with a walking speed of 2m/s.

⁴<https://avatarsdk.com/>

Table 1: **Main results of the Multi-Agent Community Planning Challenge.** We report Success Rate (SR), Time Consumed (Ts), and Human Following Rate (HR) for three community assistance tasks averaged over 24 scenes.

Method	Carry		Delivery		Search		Avg SR↑
	SR↑	HR↑	SR↑	Ts↓	SR↑	Ts↓	
1-assistant							
Random	0.0	0.0	0.0	1500.0	0.0	1500.0	0.0
Heuristic	34.7	16.5	46.5	1462.9	45.1	1440.3	42.1
MCTS Planner	42.3	0.0	39.6	1500.0	45.1	1500.0	42.4
LLM Planner	29.9	15.3	41.7	1500.0	70.1	1339.0	47.2
2-assistant							
Heuristic	52.8	25.6	59.7	1415.8	51.4	1364.3	54.6
MCTS Planner	42.4	0.0	43.8	1500.0	48.6	1500.0	44.9
LLM Planner	30.2	7.6	43.8	1500.0	77.8	1141.3	50.6

Evaluation Metrics We provide three evaluation metrics for all assistant tasks: success rate (SR), defined as the number of successful subtasks divided by the total number of subtasks; average time consumed (T) per task; and human following rate (HR) for the carry task, defined as the number of frames in which the agent follows a human within a specified distance range divided by the total number of frames during the task. When the simulation reaches a total step limit of 1500, it stops and the results are evaluated automatically.

Baselines

- **Perception and Navigation Module:** We implement all baseline agents within a hierarchical planner framework. All agents employ the same low-level navigation algorithm, which reconstructs a point cloud from egocentric RGB-D observations at each step and converts it into a volumetric grid representation at a resolution of 0.1 m. Based on this grid, a 2D occupancy map with a resolution of 0.5 m is generated, and an A* algorithm is used to efficiently compute the shortest path to a bounding box. To accommodate dynamic environments, the navigation module recalculates the optimal path at every step.
- **Random Planner:** The Random planner is a trivial planner that randomly selects from the space of high-level actions without any planning.
- **Heuristic Planner:** The heuristic planner uses a finite state automaton defined by human experts for each task. The agent navigates, picks, enters room, or performs other actions at each state.
- **MCTS Planner:** We also introduce a new Monte-Carlo Tree Search (MCTS) based baseline planner, which employs Monte-Carlo Tree Search to optimize task plans.
- **LLM Planner:** We follow CoELA [88] to design an LLM Planner with a modular framework driven by gpt-4o to generate and select subplans, including navigation to specified open-space locations, searching for objects, entering indoor areas, and performing object manipulation actions (pick and put). At each decision point, the LLM is prompted with the current state and task objectives and produces a subplan—a sequence of high-level actions [58], which is then executed step by step by the agent. A communication module is also adopted to facilitate the cooperation among agents through natural language communication.

Results

We evaluate the above baselines on all three tasks. The results in Table 1 demonstrate the challenges of planning in open-world environments. From our experiment, the *Random* baseline fails to understand spatial relationships among tasks and no single method prevails for all the tasks. One common failure mode of baseline agents is underestimating the cost of open-world navigation and search, which leads to suboptimal task arrangement. Heuristic Planner performs strongly in the delivery task. While the LLM Agent prevails by a large margin in the search task, which involves no interaction with objects, it performs poorly in the other two tasks, where LLMs show difficulty tracking the task progress given only action history.

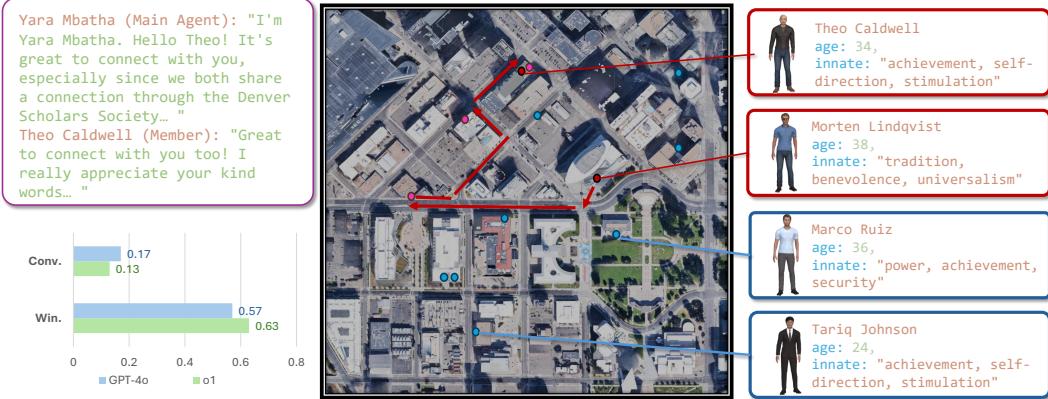


Figure 4: We evaluate baseline agents on the *Community Influence Task* across five communities. Results show that more powerful LLMs are better able to connect with and influence other members in the community.

5.2 Community Influence Task

To further investigate agents’ planning and social capabilities in open-world settings, we introduce the *Community Influence Task*—a novel, open-ended social challenge in which two main agents compete to connect with and persuade other community members to form relationships with them. Due to differences in personality traits and social status, certain members may initially prefer one main agent over the other, requiring strategic planning to influence and shift member opinions over time.

Task settings Each community contains two main agents and thirteen other members. The main agents must navigate the environment, locate potential members to connect with, and attempt to persuade them through dialogue. At the end of each day, every community member ranks their friendship level with the two main agents.

Observation and action spaces The observation and action spaces for all agents match those in the *Community Assistant Tasks*. Since this task focuses on social planning, both main agents are given access to the daily schedules of all members.

Experimental settings and evaluation metrics We run experiments in five distinct communities. An agent is considered more effective at influencing others if it achieves a higher average friendship rank across all members.

Baseline We evaluate different LLMs as the planning backbone for the main agent. Given the daily schedules and character traits of community members, the main agent prompts the LLM to select the next member to visit, considering both spatial proximity and potential influence. After navigating to the target, the same LLM generates up to three rounds of conversation, conditioned on the main agent’s and the target member’s profiles. Once the conversation concludes, the main agent proceeds to the next selected target. Full implementation details are provided in the Supplementary Material.

Metrics We use two metrics: (1) *Average friendship-ranking wins (Win.)* — the average win rate in the friendship ranking across all community members at the end of the day. Higher values indicate that an agent is more effective at forming new connections and expanding its social influence. (2) *Conversion rate (Conv.)* — the proportion of originally non-supporting members who become friends with the agent by the end of the day.

Results As shown in Figure 4, the main agent with the o1 backbone achieves higher average friendship rankings and conversion rates than the gpt-4o backbone⁵, indicating greater ability to change members’ opinions in most communities. For example, in the Denver community, the agent, Yara Mbatha, persuaded Theo by leveraging their shared affiliation with the Denver Scholars Society and emphasizing that common bond. We also observe that when starting with a large advantage, the gpt-4o agent sometimes fails to gain additional supporters, primarily due to suboptimal target selection and less effective persuasion strategies. These results suggest that, even with advanced

⁵We used GPT-4o-2024-11-20 and o1-2024-12-17 during experiments.

Table 2: **Detailed results of the Community Robot Challenge.** We report Success Rate (SR) and Time Consumed (Ts) for two community robot tasks averaged over 21 different scenes.

Method	Carry		Deliver		Avg SR↑
	SR↑	Ts↓	SR↑	Ts↓	
Heuristic	17.6	126.9	22.2	129.4	19.9
Heuristic w Oracle Grasp	23.5	124.4	50.0	131.2	36.8
RL w Oracle Grasp	19.0	149.7	42.9	168.1	31.0

LLMs, there remains substantial room to improve embodied agents’ abilities in building social connections and exerting influence.

6 Open World Multi-Robot Cooperation

In addition to high-level planning and interactions, we also explore low-level physics challenges in multi-agent, open-world settings. In this section, we introduce the *Community Robot Challenge*, which features scenarios where two heterogeneous robots cooperate to assist humans in open-world environments.

Task settings The *Community Robot Challenge* builds upon the *Carry* human–robot interaction task from the *Community Assistant* suite (Section 5.1), introducing physics-level collaboration in open-world environments. In this challenge, robots must cooperate to assist a human avatar by picking up and carrying personal items while following the avatar through dynamic open spaces.

Robot Settings We use two robot assistants: a mobile manipulator—based on the Google robot model in MuJoCo [67], augmented with one degree of freedom for forward translation and another for rotation about the z-axis—and a wheeled robot carrier with four degrees of freedom (one per wheel). In addition, Virtual Community supports quadruped and humanoid robots, which are described in the Appendix.

Observation and Control Spaces Observations include include RGB–D images, segmentations, the base pose, and task-related information at 1 Hz. Actions are robot control signals at 100 HZ.

Baseline Pipeline We implement two baselines including *Heuristic* and *RL*. The heuristic baseline inherits the navigation module from baseline avatars in the *Community Assistant* Tasks 5.1. For navigation, robot computes a collision-free path with A* search. For manipulation, the robot solves for a feasible grasp pose with inverse kinematics, and plans and executes the grasp motion with RRT-Connect [34]. For the Reinforcement Learning (RL) baseline, we trained a manipulation policy using PPO for 10^7 steps on the Genesis.

Results According to the *Community Robot Challenge* results in Table 2, all baselines achieve higher scores on the delivery task than on the carry task, highlighting the added difficulty of simultaneously manipulating objects and following a human in a dynamic open-world environment. Moreover, without using an oracle grasp, performance drops significantly, underscoring the challenge posed by the manipulation component in this task. The reinforcement learning baseline performs worse than the heuristic baseline, which uses inverse kinematics and RRTConnect to compute manipulation trajectories. This gap is because the classical planner explicitly solves for optimal paths in configuration space, whereas the RL agent must discover effective control sequences under sparse reward signals.

7 Conclusion

We introduce Virtual Community, an open-world simulation platform for multi-agent embodied AI that supports scalable, simulation-ready generation of open-world scenes and agent communities, along with physically realistic simulation of multiple embodied avatars and robots. As an initial demonstration, we propose two novel open-world multi-agent challenges—the **Community Planning Challenge** and the **Community Robot Challenge**—each developed and evaluated using a variety of baseline methods. One limitation of this work is that the outdoor scenes are not modeled in sufficient detail to accurately reflect the physical and visual properties of real-world environments. We hope Virtual Community will advance embodied AI research toward embodied general intelligence capable of handling real-world complexities and coexisting with human communities.

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A 3D Scene Generation Details

In this section, we present the implementation details of the 3D scene generation pipeline. This pipeline takes three inputs—latitude, longitude, and range radius—to generate 3D community scenes for simulation, automatically outputting multiple textured 3D meshes, including buildings, terrain, roofs, and a JSON format of objects that can be loaded in the physics engine. The entire scene generation pipeline is implemented in Blender⁶.

A.1 Mesh Preprocessing and Terrain Construction

Given the latitude, longitude, and range radius, we first retrieve the 3D tiles data within the specified range. The original 3D tiles data is in the Earth-Centered Earth-Fixed (ECEF) coordinate system, which is then converted to East-North-Up (ENU) coordinates, setting the mesh centroid as the origin by averaging the positions of all vertices. After this translation, we seamlessly join all tile meshes by merging each vertex near the boundary of one tile with the nearest vertex of an adjacent tile. With these preprocessing steps, we obtain a coordinate-aligned and integrated mesh for each scene.

To construct the corresponding terrain mesh, we retrieve OpenStreetMap (OSM) road and ground annotations within the specified area and align them with the mesh obtained from the previous step. By sampling latitude-longitude pairs along roads and ground surfaces and performing ray casting from these sampled points, we calculate the heightfield for each road and ground area. However, the heightfield can be noisy due to extraneous meshes, such as cars or other objects, in the 3D tiles data. To address this, we apply a rule-based filter to remove abnormal points from the heightfield. The terrain mesh is then constructed using bilinear interpolation on the cleaned heightfield.

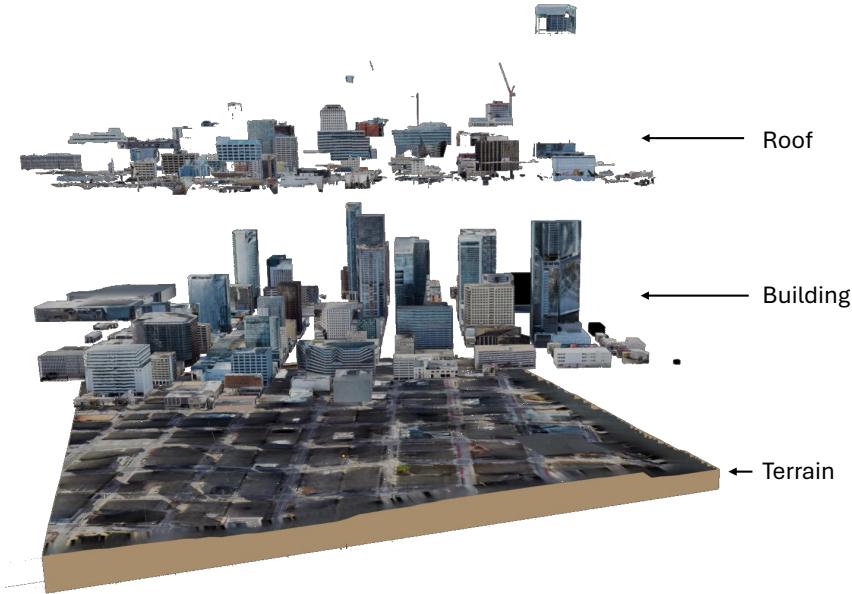


Figure 5: We decompose the outdoor 3D scene into three components - the terrain, buildings, and roofs. Each part is generated separately using different strategies to balance the visual appearance and geometry complexity.

A.2 Texture Transfer and Enhancement

The meshes in the 3D tiles data have sub-optimal geometry and noisy textures for simulation since they are reconstructed by photometric methods from aerial photos. To generate meshes suitable for simulators, we apply the *texture transfer* and *texture enhancement* step to the 3D tiles data.

⁶<https://blender.org/>

Texture Transfer To create topologically sound geometry for the simulator, we first construct geometries called *OSM geoms* using the *Simple 3D Buildings*⁷ annotation from OpenStreetMap overpass API. These OSM geoms have significantly fewer vertices and faces compared to the 3D tiles while ensuring water-tightness and topological soundness. However, these geometries constructed by the rule-based method do not contain any texture information. We address this deficiency by baking the texture from 3D tiles to the OSM geoms using Blender. Specifically, we used the caged baking method to improve the texture transfer quality further.

Texture Enhancement Since the original texture does not have sufficient resolution for photo-realistic first-person-view rendering, we apply diffusion models such as StableDiffusion for inpainting and super-resolution [49].

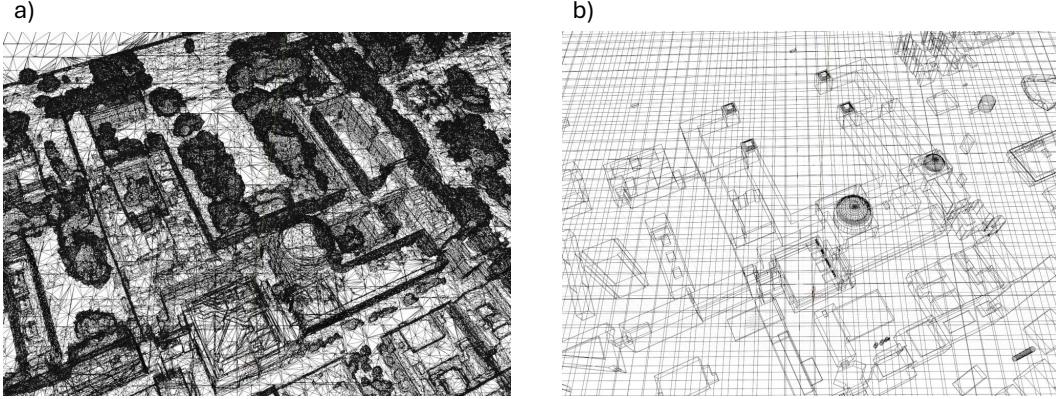


Figure 6: Comparing the scene geometry of a) raw Google 3D Tiles and b) our reconstructed scene at the Boston, MA. Our scene has much simpler geometry and reliable mesh topology, facilitating physical simulation at scale.

A.3 Street View Reprojection Details

To further enhance the realism of building and terrain texture, we utilize the Street Views from Google StreetView⁸ and Mapillary⁹ to fine-tune the scene texture. This process, called Street View reprojection, is composed of four major steps: 1) camera initiation, 2) view fine-tuning, 3) street-view inpainting, and 4) texture reprojection.

Camera Initialization In this step, we fetch all the street-view images in the range of 3D scenes. Using the provided metadata on longitude, latitude, orientation, and camera configuration, we instantiate cameras with corresponding intrinsic and extrinsic matrices in Blender.

View Fine-Tuning Since the image metadata are prone to sensor measurement noise, we perform an additional step of view fine-tuning to perform minor pose correction on the camera in Blender. For each camera placed in the initialization step, we first render the 3D scene mesh from the camera’s perspective. The rendered image is then matched with the street-view image using LoFTR matching algorithm [63]. Using the matched keypoint pair, we are able to solve the pose difference between the street-view image and the rendering camera following the 5-point method [42]. The pose correction estimated by the 5-point method is then validated by comparing the norm of $\text{se}(3)$ pose vector with a pre-defined threshold.

Streetview Inpainting The street-view images often contain dynamic objects such as vehicles and pedestrians. These objects are intrinsically dynamic and do not have corresponding geometry on the reconstructed 3D scene. Therefore, we identify these objects using Language grounded Segment Anything (LangSAM) [48] and perform inpainting using StableDiffusion.

Texture Reprojection Finally, we project the inpainted street-view images to the 3D meshes using the corrected camera pose and *Texture Painting* feature from Blender. Since the street-view images

⁷https://wiki.openstreetmap.org/wiki/Simple_3D_Buildings

⁸<https://www.google.com/streetview/>

⁹<https://www.mapillary.com>

Table 3: Average counts of object categories per scene.

Object category	Average count
Amenities objects	133
Natural objects	357
Transit objects	9

Table 4: Averaged number of annotated elements per scene.

Annotated element	Avg. number per scene
Buildings	53
Places	85
Roads	473
Junctions	76
Restaurant	25
Store	21
Accommodation	16
Transit	9
Office	8
Entertainment	5
Open	1

are taken under various lighting and weather conditions, the color distribution between images and 3D scene texture may differ significantly. To mitigate the gap between color distributions, we implement a color-correction routine that automatically aligns the color temperature and exposure of multiple images using histogram alignment. We also apply performance optimizations, including view-frustum clipping and greedy camera-mesh matching to speed up this process.

A.4 Indoor Scene Generation Pipeline

The Indoor Scene Generation Pipeline comprises two main stages to create detailed, realistic multi-room environments. Given building names in the target area—fetched from Google Maps and OpenStreetMap—as input, it outputs corresponding indoor scenes loadable in the simulator. In the retrieval stage, we query GRUTopia [71] for the most relevant indoor layout, but because GRUTopia scenes can be extremely complex, we employ the generative stage for all but the most frequently used scenes. In the generative stage, following [73], a diffusion-based inpainting model populates empty rooms with large objects, which are then detected and spatially positioned by vision models; subsequently, large-language models assist in selecting and placing suitable small objects onto or within the arranged large objects.

A.5 Quantitative Statistics of Generated Scenes

Currently, Virtual Community provides 33 amenity types and common city objects, along with two special transit amenities, including bus stop and bicycle station. Table 3 shows the statistics of object categories. The generated scenes are automatically annotated with places, buildings, and public transit within scenes using map data. Table 4 shows the statistics of annotated elements per scene.

B Avatar Simulation

B.1 Avatar Models

We present examples of generated humanoid avatars in Figure 7. These demonstrates the capability of our method to create detailed and varied human-like avatars. Each skin model of characters includes 71 skeletal joints and can be adapted to animation sequences in SMPL-X and FBX formats. To reduce the computational load during animation playback in the Virtual Community, we optimized the skin models by applying Blender’s Decimate Modifier tool, reducing the number of vertices in the 3D skin mesh by 90%.



Figure 7: Some examples of generated avatars. These names have been randomly generated and do not correspond to any real individuals.

B.2 Avatar Motions

We download FBX files from Mixamo that record human skeletal motion sequences and parse them into a hierarchical structure of human joints. Each skeleton joint is mapped one by one with the joints of the SMPL-X model. Then, we recursively traverse the joint tree structure to calculate the global coordinate system vector for each joint after its rotation at each time step t , and use this to drive the movement of the human skeleton.

B.3 Profile and Daily Plan Generation

An example character with social relationship networks and daily schedule generated is shown in Figure 8 (a). Given the scene-grounded characters and social relationship networks, we prompt the foundation models to generate the daily schedule for each agent, using a similar design to [43]. Differently, we generate the daily schedule in a structured manner directly with each activity represented with a start time, an ending time, an activity description, and the corresponding activity place, and consider the required commute time between adjacent activities that are happening in different places explicitly, due to the actual cost of navigating in an expansive 3D environment.

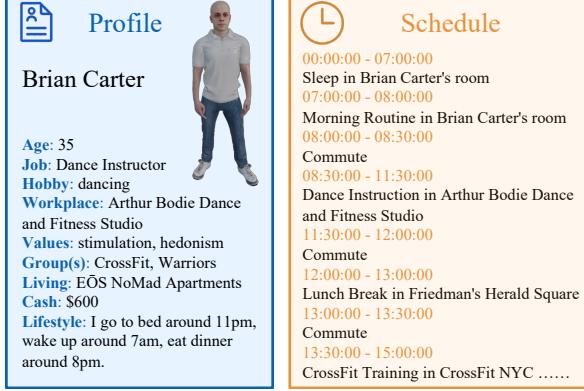


Figure 8: An example of generated character and daily schedule.

C Traffic Simulation

In this section, we present a detailed description of our traffic simulation implementation. The simulation pipeline includes two components: road network construction and traffic control. Together, these modules enable realistic and efficient urban traffic simulation.

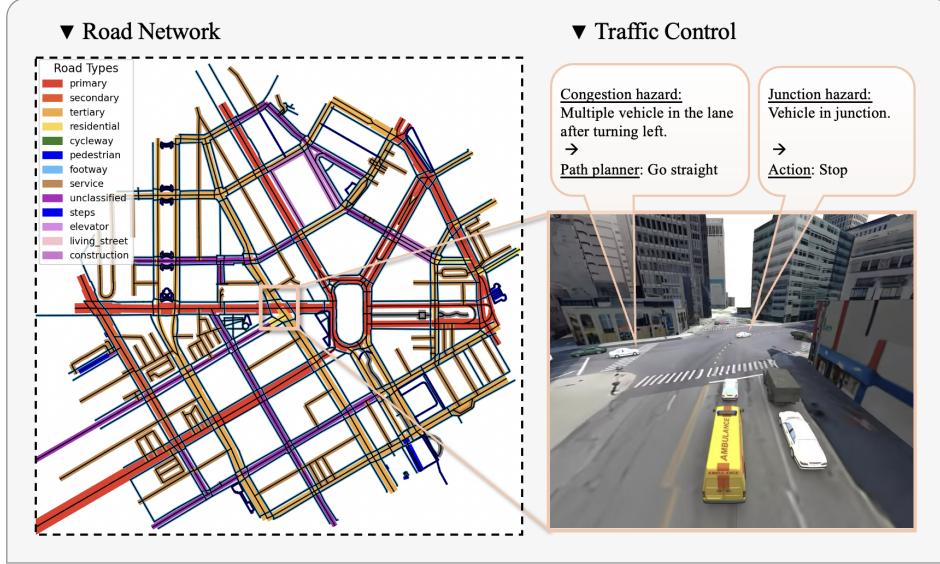


Figure 9: An example of the road map (left) and the corresponding traffic flow at one of its junctions (right).

C.1 Road Network

To implement traffic simulation, the first step is to construct an accurate and structured representation of the urban road network. Our system uses data obtained from the OSM API. Based on the raw OSM data, we build a comprehensive road information database that includes attributes such as road type, location, and width for each segment of the network.

For more advanced traffic simulation and control, we further convert the raw OSM data into the OpenDRIVE format. This format provides a highly structured and semantic-rich description of the road network, including road direction, geometry, lane configurations, and connectivity between roads. These features are essential for enabling precise vehicle navigation and traffic behavior modeling. Specifically, we use the OSM to OpenDrive converter provided by CARLA [17].

C.2 Traffic Control

Once we have the road network, pedestrians and vehicles can be placed either manually or randomly on the map. To make their behaviors realistic and coherent, we implement a Traffic Manager module responsible for controlling and coordinating all traffic participants.

The main functions of the Traffic Manager include path planning, collision avoidance, and traffic flow regulation. It ensures that both vehicles and pedestrians follow reasonable movement patterns while maintaining safety and efficiency. Considering both realism and computational performance, we define a set of simplified traffic rules within the Traffic Manager:

- **Junction Access Control** If any pedestrian or vehicle is currently inside an junction, no other agent will enter until the junction is clear.
- **Direction Preference** When a vehicle reaches an intersection and has multiple directions to choose from, it selects the route with fewer vehicles to minimize congestion.
- **Pedestrian Behavior** Pedestrians are allowed to walk in both directions along sidewalks. When two pedestrians come too close, they adjust their positions to avoid collisions.
- **Lane Change under Congestion** In cases where a lane becomes congested, some vehicles are allowed to switch to adjacent lanes to maintain traffic flow.

Figure 9 shows a road map and part of the traffic flow in Detroit. Since the traffic simulation takes OSM data as input, it can be generated in any scene where OSM data is available.

D Robot Simulation

In the Community Robot Challenge, we employ a robot carrier and a mobile manipulator. Although Virtual Community also supports other robot types—including quadruped and humanoid robots—and can readily accommodate any robot platform thanks to its Genesis foundation, in this section we describe the simulation details for the four default robot types.

D.1 Mobile Manipulator

We adopt the Google Robot from the MuJoCo library and integrate it into Genesis as the default mobile manipulator. Following AI2-THOR [33], Habitat [52], and ManiSkill3 [66], we add one joint to control forward/backward motion and another joint to enable rotation about the z-axis at the base.



Figure 10: An example of simulating quadruped and humanoid robots in Virtual Community.

D.2 Quadruped and Humanoid Robots

The Unitree Go2 serves as our default quadruped, and the Unitree H1 as our default humanoid, shown in Figure 10. We utilize the according URDF file supported by Genesis [4], together with reinforcement-learning-trained locomotion policies provided by the Genesis team.

D.3 Robot Carrier

We use the Husky robot as the default carrier, importing its URDF file from Bullet¹⁰. The carrier has four degrees of freedom—one per wheel. We have modified its top surface so that any object landing on it is automatically attached to the carrier.

D.4 Nested Loop for Robot Simulation

To simultaneously support simulation of avatars with lower control frequencies and robots with higher control frequencies, we employ a nested framework in the simulation loop. The outer loop, which corresponds to one second of simulation time, handles the observation–action cycle for avatars. Each outer loop consists of 100 inner-loop steps for robots; in each inner step, we execute one physics frame in Genesis, one avatar-animation frame, and one observation–control step for the robots.

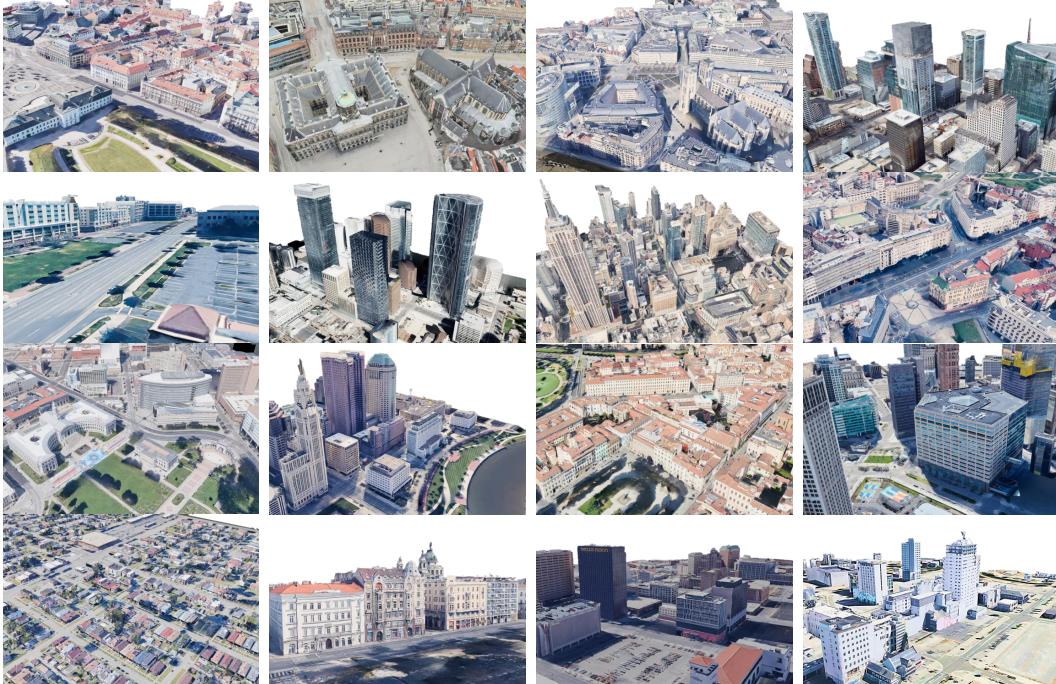


Figure 11: Large-scale scene rendered from the generated scenes in North America, Europe, and Oceania. Our method can generate high-quality scenes with an area of square miles.



Figure 12: Close-up view of the generated scenes. The resulting scene has clean geometry and realistic texture, which is essential for physical simulation.

¹⁰<https://github.com/bulletphysics/bullet3>

E Benchmarking

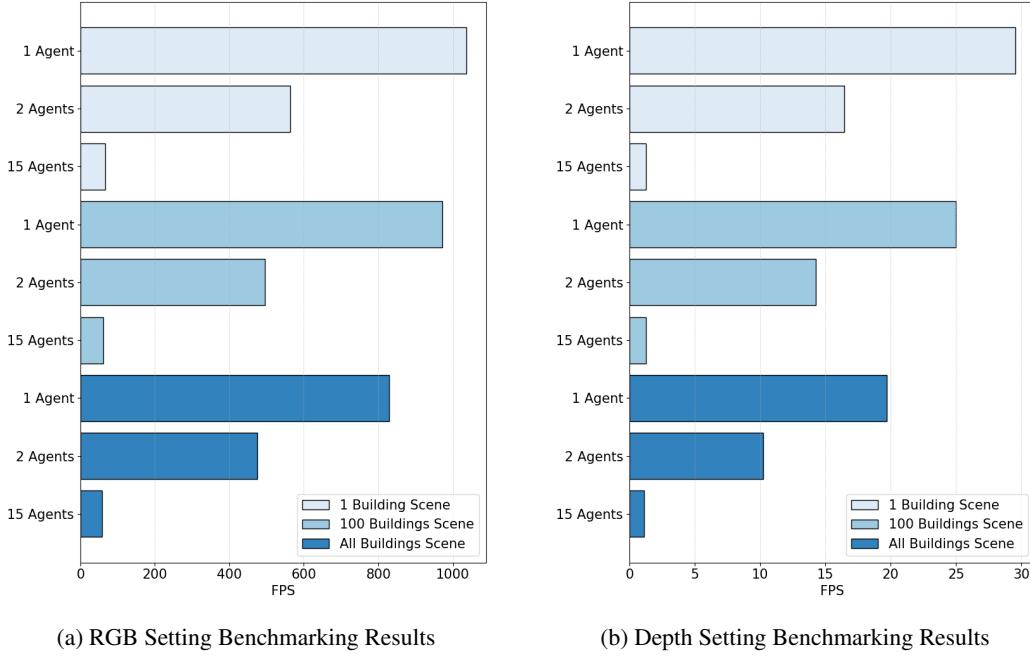
E.1 Scene Benchmarking

In this section, we provide both quantitative and qualitative summaries of the scenes generated for the Virtual Community. Currently, all outdoor 3D scenes have a size of $800m \times 800m$. We generated 35 diverse scenes covering 17 countries from North America, Europe, and Oceania. We show some of the generation results in Figure 11 and Figure 12.

To assess the quantitative quality of our generated scenes, we compare them with the original Google 3D Tiles data along two dimensions: visual fidelity and geometric complexity. Visual fidelity directly impacts the ego-view observations received by agents, whereas geometric complexity affects the difficulty of physics simulations. For visual fidelity, we compute the Fréchet Inception Distance (**FID**) [25] and Kernel Inception Distance (**KID**) [6] between our generated scenes (and the baseline scenes) and Google Street View images captured at identical camera positions and orientations. For geometric complexity, we measure the average number of mesh faces per scene—excluding roof faces, which are not involved in the physics simulation—and compare these values between our scenes and the baseline. We rendered 31k images per method to evaluate visual fidelity, and utilize the 3D meshes of all 35 generated scenes to measure geometric complexity. According to the results in Table 5, our generated scenes has significantly improved the visual effects and reduced the geometric complexity compared with the origianl data.

Table 5: We evaluate the generated scenes using Fréchet Inception Distance (FID) and Kernel Inception Distance (KID) for visual fidelity, and the average mesh face count for geometric complexity.

Methods	FID \downarrow	KID ($\times 10^{-2}$) \downarrow	Face Num. ($\times 10^5$) \downarrow
3D Tiles	108.04	8.88 ± 0.66	20.94
Ours	83.65	7.60 ± 0.63	3.76



(a) RGB Setting Benchmarking Results

(b) Depth Setting Benchmarking Results

Figure 13: Simulation Speed Benchmarking under RGB and Depth Settings

E.2 Simulation Benchmarking

We benchmark the simulation speed of Virtual Community with the following settings:

- **RGB Setting:** The simulator provides avatar observations, including RGB signals, at 1 Hz, which encompasses 100 physics frames per second. We record the average physics frames per second (FPS) in this setting.
- **Depth Setting:** Similar to Habitat 3.0 [47], we adopt a depth-only configuration that renders a depth image at each physics step (at 100 Hz). In this setting, we also record the average physics frames per second (FPS).

We ran all experiments using a single process on an NVIDIA A100 GPU. Figure 13 presents the benchmarking results under various conditions. In each experiment, we load a fixed terrain background while varying the number of buildings. We also evaluate simulation speed as a function of the number of simulated avatar agents.

F Challenge Details

F.1 Avatar Observation Space

Virtual Community provides each agent with the following observations at each frame:

- **RGB:** Visual input with dimensions of 256×256 and 3 channels.
- **Depth:** Depth information represented as a 256×256 single-channel map.
- **Segmentation:** Segmentation information represented as a 256×256 single-channel map.
- **Pose:** A 6D vector containing the 3D location and a 3D facing vector in ENU coordinates.
- **Camera Exinsics:** Parameters defining the camera’s position and orientation.
- **Events:** Text messages sent from nearby agents using the *communicate* action.
- **Other States:** Includes current cash, accessible locations, and action status.

F.2 Task Generation

For both assistant tasks in the *Community Planning Challenge* and the *Community Robot Challenge*, we employ a procedural task-generation pipeline that produces tasks for all scenes. The pipeline consists of:

- **Place Selection:** When a task requires a specific location (e.g., the destination in a carry task), we use the agent’s profile and a list of known places as inputs, and prompt a large language model to select a valid target. Outdoor regions are included among the options.
- **Object Selection:** To determine the target object, we prompt the language model with the task description and provide nine candidate object types for it to choose from.
- **Object Placement:** After the object type and place are chosen, we retrieve the corresponding asset and position it appropriately.
 - *Outdoor locations:* placed at a random point not occluded by any building.
 - *Indoor locations:* placed on the surface of a randomly selected semantic container (floor, sofa, table, chair, desk, or bed).
- **Evaluation:** Once the object is placed, the pipeline automatically generates evaluation metadata (e.g., bounding boxes for the target object or agent). After the agent signals task completion, the simulator checks whether the success criteria are met and records the result.

F.3 Advanced Setting of the Community Planning Challenge

To provide comprehensive benchmarking in the *Community Planning Challenge*, we also introduce an advanced setting by increasing the source regions and restricting the distance-to-target constraint. Table 6 shows the results for the simplified setting. The performance of baseline methods drops significantly in the advanced setting, indicating the increased difficulty in a larger task region. We also evaluate different combinations in the 2-assistant setting, where *HP+LLM* outperforms all other baselines, while *LLM+LLM* fails to generate an optimal plan in open-world scenes, highlighting the challenges of cooperative planning in the *Community Planning Challenge*. Most baselines struggle to complete tasks within the step limit, resulting in time consumption that approaches this maximum.

Table 6: **Results of the advanced Community Planning Challenge.** We report Success Rate (SR), Time Consumed (Ts), and Human Following Rate (HR) for three community assistance tasks averaged over three scenes.

Method	Carry		Delivery		Search		Avg SR↑
	SR↑	HR↑	SR↑	Ts↓	SR↑	Ts↓	
Random	0.00	0.00	0.00	1500	0.00	1500	0.00
Heuristic	0.00	0.00	16.7	1500	0.00	1500	5.55
LLM Planner	0.00	0.00	16.7	1500	27.7	1493	14.8
HP + HP	5.55	0.00	16.7	1500	5.55	1500	9.26
LLM + LLM	0.00	0.6	11.1	1500	38.8	1368	16.7
HP + LLM	5.55	1.6	22.2	1500	27.8	1412	18.5

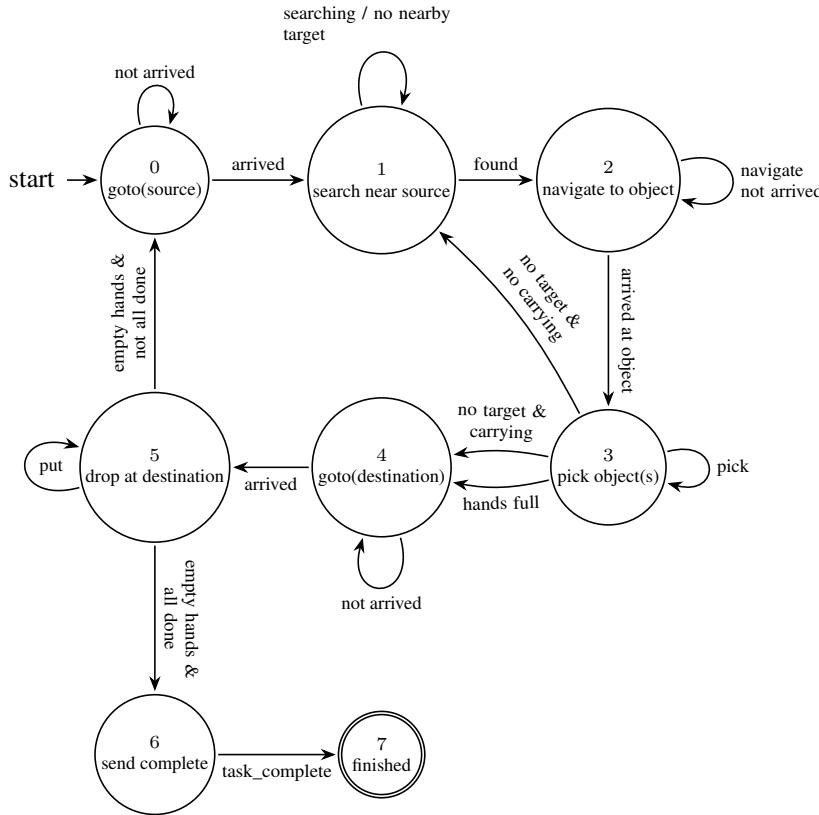


Figure 14: Finite-state automaton of the heuristic planner logic on the delivery task.

F.4 Implementation of the Heuristic Planner

The heuristic agents use a finite-state automaton defined by human experts for each task. For example, Figure 14 shows the execution logic for the deliver task. With high-level actions such as searching parsed as functions, we implement different automata for all three tasks with different logic.

G Single Agent Task

We introduce *Community Commute*, a single-agent task, to illustrate open-world city environments, traffic systems, and the execution of an agent’s daily plan in Virtual Community. This single-agent task focuses on daily-life simulation for an individual agent. While providing this single-agent task

as an example, Virtual Community mainly supports and encourages the development of multi-agent scenarios.

Task Definition How to leverage public transit in a community to plan the daily commute route to save the most time and energy is a fundamental but also challenging task. We introduce the *community commute* task to study this open-world planning and navigation capability of embodied agents. In this task, an agent needs to commute between 4 - 8 different places given a daily schedule covering 2.5 km of routes on average. The agent can utilize available transit options, including buses with fixed routes and rental bikes along the roads. The bus is only available at several bus stops and the agent can only take a bus when the bus arrives. The bikes are available at given bike stations, and the agent also needs to return the bike to any bike station before the task finishes.

The *Community Commute* task covers 10 different daily schedules in each of 10 different scenes, making 100 test episodes in total. For each episode, we assess the results of all commutes in their daily plan over a single day. On average, each agent completes 5.5 commutes per episode.

G.1 Observation Spaces

Virtual Community provides each agent with the following observations at each frame:

- **RGB:** Visual input with dimensions of 256×256 and 3 channels.
- **Depth:** Depth information represented as a 256×256 single-channel map.
- **Pose:** A 6D vector containing the 3D location and a 3D facing vector in ENU coordinates.
- **Camera Exinsics:** Parameters defining the camera's position and orientation.
- **Events:** Text messages sent from nearby agents using the *communicate* action.
- **Other States:** Includes current cash, accessible locations, and action status.

G.2 Action Spaces

For the *Commute* task, we restrict the action space to the following:

- **Walk:** Move forward by any distance.
- **Turn:** Rotate left or right by any angle.
- **Enter bus:** Board a bus. Upon execution, the agent is moved inside the bus and parented to it.
- **Exit bus:** Leave a bus. Upon execution, the agent is moved outside the bus and unparented from it.
- **Enter bike:** Mount and start riding a bike. Once executed, the agent's *walk* and *turn* actions are replaced with corresponding bike-riding actions.
- **Exit bike:** Dismount the bike and return to the ground.

Metrics: A good commute plan should cost the least time, money, and energy, and avoid missing the schedule. We design the following metric for thorough evaluation.

- **Travel Time:** The average travel time in minutes taken on the route to finish a day's commute.
- **Travel Price:** The average cost for a day's commute.
- **Walk Distance:** The average distance in kilometers an agent walked in a day's commute, measures the energy cost.
- **Late Rate:** Percentage of commute that fails to arrive at the destination in time, measures the method's robustness.

G.3 Baselines

Rule-based Agent ignores the public transit options and always walks directly toward the target location on foot, representing traditional navigation agents.

LLM Agent converts the task information into a prompt and queries Large Langauge Model (we use Llama-3.1-8B-Instruct [19], Qwen-2.5-7B-Instruct [29], and GPT-4o [1]) to generate a commute plan directly, which may include multiple steps such as walking to a bus stop, taking the bus to a specific stop, and then walk to the final destination.

MCTS-based Planner is based on Monte Carlo Tree Search and simulates different decisions. In our MCTS implementation, transitions from a parent node to its child represent high-level decisions, including:

- **Walking:** Moving to an adjacent position on the map.
- **Taking a bus:** Traveling to any of the N_{bus} bus stops from the nearest bus stop.
- **Taking a bike:** Traveling to any of the N_{bike} bike stations from the nearest bike station.

RL Planner is based on reinforcement learning (RL) models in the *Commute* task. We trained two RL models using PPO [53] and A2C [41]. The RL-based agents share the same observation and action spaces as described in Section F. The cumulative reward is designed as the sum of the following terms

- For each goal place reached, add 1000 to the reward
- Add the difference $d_0 - d_t$ to the reward, where d_0 is the initial distance to the goal place and d_t is the current distance.
- For each step taken while walking, add -1 to the reward. This encourages agents to opt for public transit system instead.
- For every unit of cash spent, add -1 to the reward.
- For each action performed, add -0.1 to the reward.

For both PPO and A2C algorithms, we set learning rates to 3×10^{-4} and trained for 10^6 steps.

Each parent node can have up to $1 + N_{\text{bus}} + N_{\text{bike}}$ child nodes, where 1 corresponds to walking, N_{bus} to bus stops, and N_{bike} to bike stations. This structure balances connectivity and the exploration of diverse transportation options.

In our MCTS framework, we use Upper Confidence Bound 1 (UCB1) for node selection. For simulation, the reward for each node is designed to evaluate the agent’s progress towards the target while considering the total travel cost. Given the following parameters:

- $v_{\text{walk}}, v_{\text{bike}}, v_{\text{bus}}$: Estimated speeds for walking, biking, and taking the bus, respectively,
- d_{target} : Euclidean distance from the current position to the target,
- $d_{\text{walk}}, d_{\text{bike}}, d_{\text{bus}}$: Total Euclidean distances traveled by walking, biking, and using the bus from the root node to the current node.

The simulated reward R for a node is defined as:

$$R = - \left(\frac{d_{\text{walk}}}{v_{\text{walk}}} + \frac{d_{\text{bike}}}{v_{\text{bike}}} + \frac{d_{\text{bus}}}{v_{\text{bus}}} \right) - \alpha \cdot d_{\text{target}},$$

where the parameter α controls the trade-off between exploring closer nodes and exploiting paths with lower travel time. In our experiments, we take $\alpha = 1$.

Notably, unlike baseline agents described in the main paper, RL agents does not rely on a hierarchical decision-making framework. Instead, RL planners directly process observations from the environment to select an action from the action space, differentiating them from high-level decision-making planners such as MCTS and LLMs.

G.4 Results

As shown in Table 7, The simplest rule-based agent demonstrates the best performance in terms of travel time, cost, and robustness, achieving the smallest late rate. However, it consumes nearly twice as much energy as the LLM agent powered by GPT-4o when considering walking distance. Both the traditional planning approach using MCTS agents and the advanced foundation model-based

Methods	Travel Time↓	Travel Price↓	Walk Distance↓	Late Rate↓
Rule	41.68	0.00	2.44	10.43
MCTS	54.33	7.50	1.62	20.24
LLMs				
Qwen	99.67	26.04	2.52	58.88
Llama	66.74	0.82	1.25	33.98
GPT-4o	78.20	20.68	1.19	35.72
RL				
PPO	81.96	1.29	4.03	43.50
A2C	97.23	1.66	3.36	44.54

Table 7: **Results of different planners in the *Commute* challenge.** All metrics are averaged across 10 characters and 10 scenes.

LLM agent struggle to effectively utilize the available public transit options. This inefficiency leads to longer commute times and higher late rates compared to the straightforward rule-based agent. Notably, while the LLM agent leverages public transit more frequently, its inability to accurately estimate the time required to reach transit stations—due to uncertainty in navigation—results in significantly increased commuting time. Similarly, planning-based methods fail under the complexity of predicting whether the agent can catch a bus, particularly when working with partially built maps of the environment. RL agents exhibit overall longer travel times and higher late rates compared to other agents with low-level navigation planners. Furthermore, RL agents also fail to leverage the public transit system effectively, resulting in relatively lower travel costs but greater walk distances compared to LLM-based agents.

H Discussion on Physics Simulation and Real-World Fidelity



(a) Simulation of a fountain at Bratislava.



(b) Robot manipulation with contact visualized.

Figure 15: **Supported by the Genesis physics engine, Virtual Community provides physically realistic simulation such as robot interactions and deformable objects.**

We build Virtual Community on the Genesis physics engine, which supports rich physics-based interactions—including deformable objects. Accordingly, as Figure 15a shows, Virtual Community simulates a demo fountain in the Bratislava community. For collision handling, as Figure 15b shows, robots are already simulated with detailed collision meshes. We use colliders for avatar collision detection, which is a common practice in many embodied AI simulators [22, 47, 45, 35, 33].

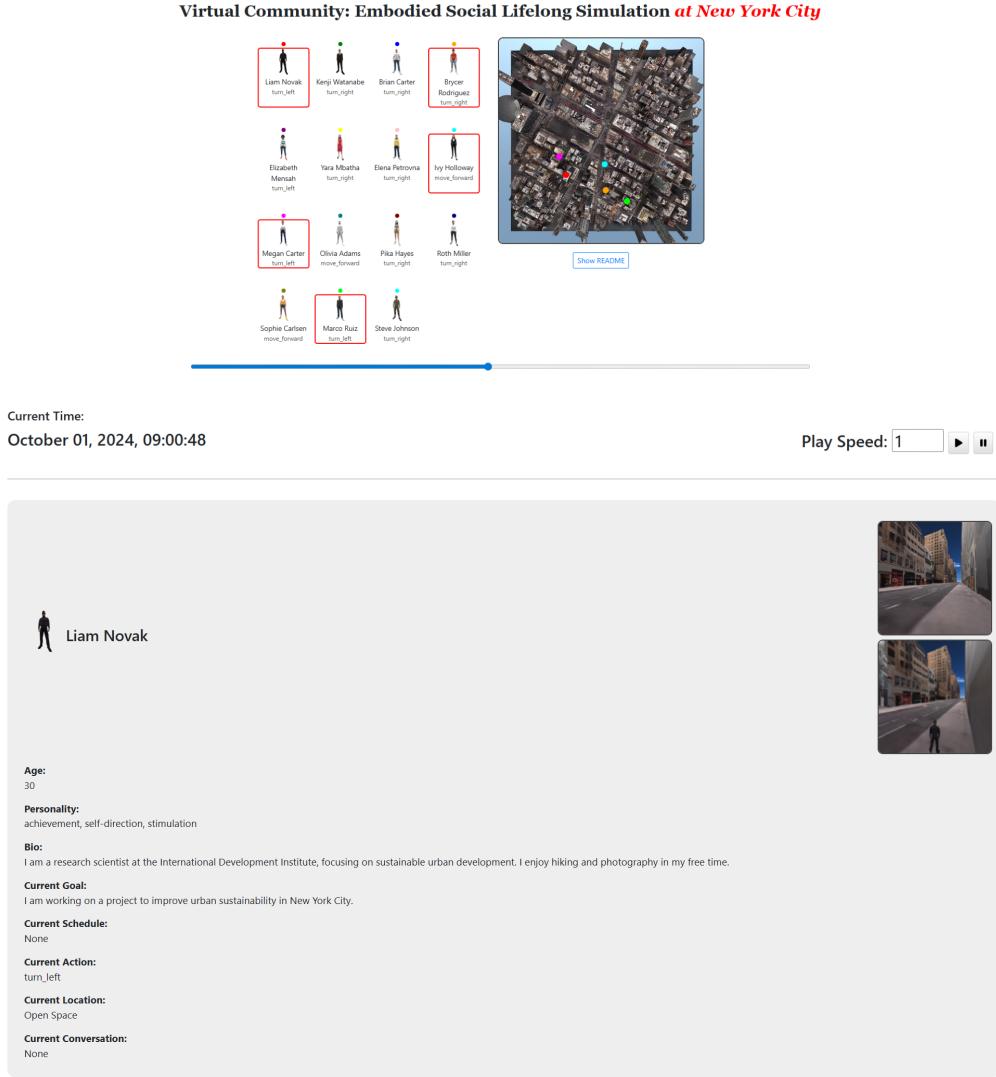


Figure 16: HTML-based real time visualizer tool.

I Graphical User Interface and Visualization Tool

Virtual Community provides a keyboard-controlled graphical user interface (GUI), that allows human users to control a human avatar agent during each simulation run and receive RGB observations. In addition, as Figure 16 shows, Virtual Community also supports an HTML-based visualization script to display live status information, such as agent positions and action logs, for all agents. This interactive system provides an intuitive platform for human evaluation and lays the groundwork for future human–robot collaboration studies.

J Computational Resources

The computational cost of our experiments varies across different scenes. Most scene-generation experiments require approximately four hours and 50 GB of GPU memory on a single GPU, excluding the inpainting and upscaling steps, which can be parallelized. For the simulation experiments, we use a single NVIDIA A100, H100, A40, or L40S GPU for each run. **Running a single episode requires at least 12 GB of system RAM and 6 GB of GPU memory. For smoother runs, we recommend 15 GB of system RAM and 8 GB of GPU memory.** Detailed runtime benchmarks are analyzed in Section E.2.

For the scene generation, we generate a 640,000 m² scene for each location for the experiments. This process requires at least one GPU with 8 GB of memory and takes approximately six hours per scene; using additional GPUs accelerates the procedure. The input needed by this single script is a tuple of (latitude, longitude, radius). The pipeline can run in parallel on headless servers, making it fully scalable.

K Prompts for LLM Planners

We use the following prompt template in the daily plan generation for agents:

```
Given my character description and known places, please help me plan tomorrow's schedule.  
My Character Description:  
$Character$  
List of places I know:  
$Places$  
Schedule format: The output should be a JSON object which is an array of activities for the character. Each activity should follow the following format:  
"type": "activity type, should be one of the following: 'commute', 'meal', 'sleep', 'main'",  
"activity": "activity description",  
"place": "name of the place where the activity takes place, should be in the list of the known places. Should be null for commute activities",  
"building": "name of the building the activity place belongs to, should be consistent as in the list of known places. Should be null for commute activities",  
"start_time": "HH:MM:SS",  
"end_time": "HH:MM:SS",  
Note: The schedule should be planned based on the character's description and known places. The place should be mentioned for each activity and must be included in the known places. Do not hallucinate places. Commute activities should be given enough time to finish and be inserted between all consecutive activities that do not share the same building so the agent can have time to commute to the correct building before the start of the activity, including commute to meal places. The schedule should start at 00:00:00 and end at 23:59:59, and covering the consecutive time of 24 hours with no gaps. The schedule should be planned in a way that the character can complete all the activities within the given time frame.  
Tomorrow is $Date$. My full schedule for tomorrow:
```

We use the following prompt template for LLM-based agent in the *commute* task.

```
Given my character description, current time and schedule, and known transit system info, please help me make the best commute plan.  
My Character Description:  
$Character$  
Current Time:  
$Time$  
Current Schedule:  
$Schedule$  
Known Transit System Info:  
$Transit$  
Estimated Walking Time from Me to My Goal: $EstimatedTime1$  
Estimated Walking Time from Me to Each Transit Stop:  
$EstimatedTime2$  
Estimated Walking Time from Each Transit Stop to My Goal:  
$EstimatedTime3$  
Note: There are three types of transit options: take a bus, rent a shared bike, or walk. Each option comes with different time and cost. Shared bike has to be rented and returned at bicycle stations. Please help me choose the best option based on my situation. Output the
```

commute plan as a JSON array where each item is a step in the commute plan with the following format:

“goal_place”: “name of the place where the character wants to go, could be a transit stop or a destination”, “transit_type”: “type of transit, could be ‘bus’, ‘bike’, or ‘walk’”

Commute Plan:

We use the following prompt template for main agents to selection the next target member in the *community influence* task.

Given my character description and all potential friends' information, as a friend seeker, help me choose which friends I should approach first.

My Character Description:

\$Character\$

Current Time:

\$Time\$

I'm now at this place:

\$Place\$

Potential Friends List:

\$Members\$

When the distance between a potential friend and me is lesser than 2, I can directly talk to them without moving. Also make sure that when I reach one potential friend, he or she should NOT be commuting. Now I can only choose \$limit\$ potential friends among them, please answer with one of the potential friend's name that I should approach first, so I can make as many caring, valuable friends as possible. Do not include other words.

Character's name:

We use the following prompt template for main agents to generate the first message when communicating with the target member in the *community influence* task.

I'm a friend seeker trying to make caring, valuable friends. Me and a potential friend are now in a conversation.

My Character Description:

\$Character\$

Potential Friend Description:

\$Members\$

Please answer with what I should say next to befriend him or her in natural language. Don't include other words.

Hello!

We use the following prompt template for main agents to generate dialogue starting from the second message when communicating with the target member in the *community influence* task.

Context:

Given my character description and a potential friend's information, as a friend seeker trying to make friends, help me convince him or her to be my friend.

My Character Description:

\$Character\$

The Potential Friend's Character Description:

\$Members\$

Dialog History:

\$Dialog\$

Please answer with what I should say next to convince him or her to my side in natural language. Don't include other words.

We use the following prompt template for member agents to communicate with the main agents in the *community influence* task.

Context:

A friend seeker is trying to befriend me. \$Additional\$

My Character Description:

\$Character\$

Dialog History:

\$Dialog\$

Please answer with what I should say next to him and whether or not we should be friends in natural language. Don't include other words.

We use the following prompt template for member agents to rank in the *community influence* task.

Given my character description, friend list, and interaction history, please help me decide one person to befriend.

My Character Description:

\$Character\$

Potential Friend List:

\$Mains\$

Interaction history:

\$Interaction\$

Please help me decide a ranked list of lonely people to befriend. Output a JSON object with the following format:

"friend": "name of the potential friend", "reason": "reason for choosing this potential friend"

We use the following prompt template to generate assistant tasks.

Given my information, the map information, and object library, please help me propose a task. I will have an agent help me complete this task.

\$Info\$

Below is the information about this task.

Task type: \$TaskType\$

Task description: \$TaskDescription\$

Note that you should make the task as reasonable as possible. For example, if I am going to commute from one place to another, then the 'source' and 'destination' in the json should be in accordance with my schedule.

Your answer should be in a json format like the following:

```
{  
    __json_dict__  
}
```

Now give the json output. Don't include any other words. Especially don't include anything like "```json".

For LLM-based single agent baseline in the Community Assistant Tasks, we use the following prompt templates.

I'm \$NAME\$, an assistive robot in a virtual community designed to help people with daily tasks. I have six tasks to complete before \$ENDTIME\$. Given the tasks, location information, current state, and my previous actions, help me select the best available action to complete all tasks as efficiently as possible.

Tasks:

\$TASKS\$

Location Information:

\$LOCATION_INFORMATION\$

Current State:

\$STATE\$

Previous Actions:

```

$PREVIOUS_ACTIONS$
Available Actions:
$AVAILABLE_ACTIONS$

Constraints and Strategy: Avoid searching for objects in regions and prioritize direct targets like a specific place or agent. Avoid searching for objects in the same region for more than 5 minutes. After completing a task, action with {‘type’: ‘task_complete’, ‘arg1’: ‘i’} immediately. I have two arms, but each arm can only hold one object. I can only pick up an object if that arm is free. Before moving to a task destination, ensure that any required objects are already picked up. I should be holding the target objects before starting the following task. Tasks do not have to be completed in order, and completing part of a task is allowed. Focus on actions that maximize overall task progress and completion within the time limit.

Output a JSON object with the following format:
{
    “action”: “full dictionary of the best available actions”,
    “reason”: “Explain why this action is the best choice given the context.”
}

```

For LLM agent in the 2-assistant setting, we used the following prompt templates for the planning module:

```

I’m $NAME$, an assistive robot in a virtual community designed to help people with daily tasks. There’s another assistive robot $OPPO_NAME$ in the community, I need to cooperate with him to get tasks done efficiently. We have six tasks to complete before $ENDTIME$. Given the tasks, location information, current state, my previous actions and our conversation history, help me select the best available action to complete all tasks as efficiently as possible.

Tasks:
$TASKS$
Location Information:
$LOCATION_INFORMATION$
Current State:
$STATE$
Previous Actions:
$PREVIOUS_ACTIONS$
Conversation History:
$Conversation_History$
Available Actions:
$AVAILABLE_ACTIONS$

Constraints and Strategy: Avoid searching for objects in regions and prioritize direct targets like a specific place or agent. Avoid searching for objects in the same region for more than 5 minutes. After completing a task, action with ‘type’: ‘task_complete’, ‘arg1’: ‘i’ immediately. I have two arms, but each arm can only hold one object. I can only pick up an object if that arm is free. Before moving to a task destination, ensure that any required objects are already picked up. I should be holding the target objects before starting the following task. Tasks do not have to be completed in order, and completing part of a task is allowed. Focus on actions that maximize overall task progress and completion within the time limit.

Output a JSON object with the following format:
{
    “action”: “full dictionary of the best available actions”,
    “reason”: “Explain why this action is the best choice given the context.”
}

```

For LLM agent in the 2-assistant setting, we used the following prompt templates for the communication module:

```

I’m $NAME$, an assistive robot in a virtual community designed to help people with daily tasks. There’s another assistive robot $OPPO_NAME$ in the community, I need to cooperate

```

with him to get tasks done efficiently. We have six tasks to complete before \$ENDTIME\$. Given the tasks, location information, current state, my previous actions and progress and our conversation history, help me generate a short message to send to \$OPPO_NAME\$ to complete all tasks as efficiently as possible.

Tasks:

\$TASKS\$

Location Information:

\$LOCATION_INFORMATION\$

Current State:

\$STATE\$

Previous Actions:

\$PREVIOUS_ACTIONS\$

Conversation History:

\$Conversation_History\$

Progress:

\$PROGRESS\$

Constraints and Strategy: I should communicate with \$OPPO_NAME\$ to coordinate our actions and share information about the tasks and objects. Searching for objects in regions is much more difficult than direct targets, like a specific place or agent, so it's wise to prioritize easier or more direct targets. If search for a too long time, I will be out of time. I have two arms, but each arm can only hold one object. I can only pick up an object if that arm is free. Before moving to a task destination, ensure that any required objects are already picked up. I should be holding the target objects before starting the following task. Tasks do not have to be completed in order, and completing part of a task is allowed. Focus on actions that maximize overall task progress and completion within the time limit.

Output a JSON object with the following format:

```
{
    "message": "a short message of what I should say to $OPPO_NAME$, null if the conversation should be ended now.",
    "reason": "reason for generating this message"
}
```

L Limitations and Future Work

Currently, Virtual Community faces two limitations. The first is that the visual quality of the generated scenes could still be improved. Recent advances in methods such as NeRF [40] and Gaussian Splatting [32] have made 3D reconstruction for large-scale outdoor environments increasingly feasible. However, we currently lack 2D data sources with sufficient density and coverage to generate scalable and diverse community scenes. The second limitation is the number of agents the simulation can support, which is typically 15–25 agents per scene.

Future work includes the following parts: First, enriching the 3D scenes with more texture details and scene-grounded objects. We will use map annotations, detection outputs, and procedural methods to populate the community with these details and objects. Second, scaling the platform to accommodate larger agent populations, for which we plan to incorporate techniques such as parallel rendering. Third, dynamic social events and weather: we are working on using WeatherFX¹¹ to implement weather effects, and based on that implementation, we plan to use a rule-based method to generate random social events such as temporary service closures or sudden adverse weather conditions in Virtual Community. Fourth, we plan to narrow the current gap between Virtual Community and real-world environments by integrating an improved renderer, enriching texture fidelity using map annotations, detection outputs, and procedural methods, and incorporating new modalities such as audio.

¹¹<https://github.com/LeafWulf/weatherfx>