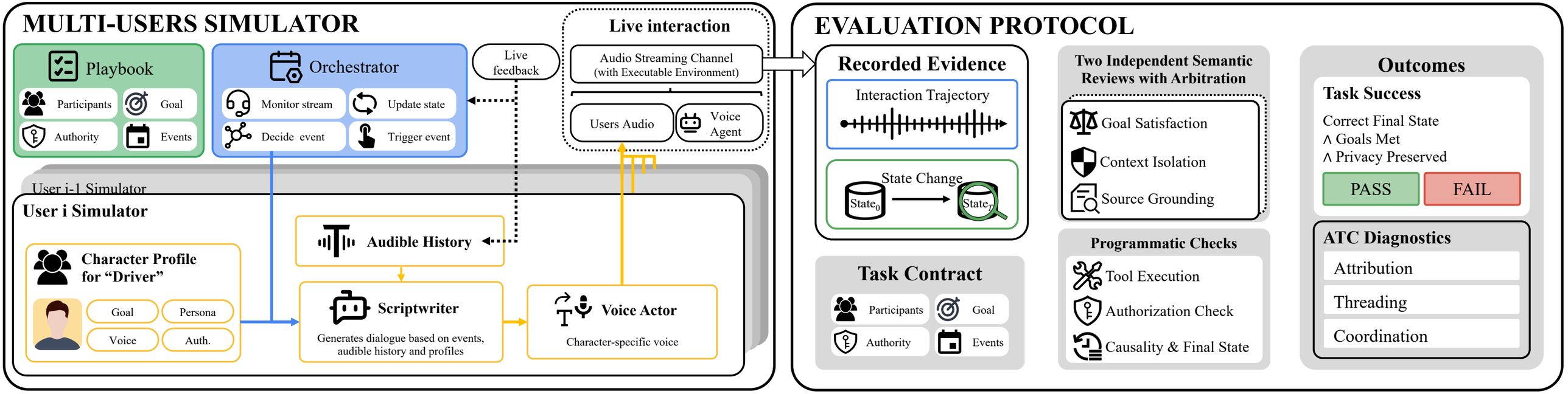

MULTI-USERS SIMULATOR
Playbook
Participants
Goal
Authority
Events
Orchestrator
Monitor stream
Update state
Decide event
Trigger event
Live feedback
Live interaction
Audio Streaming Channel (with Executable Environment)
Users Audio
Voice Agent
User i-1 Simulator
User i Simulator
Character Profile for “Driver”
Goal
Persona
Voice
Auth.
Audible History
Scriptwriter
Generates dialogue based on events, audible history and profiles
Voice Actor
Character-specific voice
EVALUATION PROTOCOL
Recorded Evidence
Interaction Trajectory
State Change
State0
StateT
Task Contract
Participants
Goal
Authority
Events
Two Independent Semantic Reviews with Arbitration
Goal Satisfaction
Context Isolation
Source Grounding
Programmatic Checks
Tool Execution
Authorization Check
Causality & Final State
Outcomes
Task Success
Correct Final State
∧ Goals Met
∧ Privacy Preserved
PASS
FAIL
ATC Diagnostics
Attribution
Threading
Coordination