



Evolving Mio v0.1.2: Texting Like a Real Person Now.

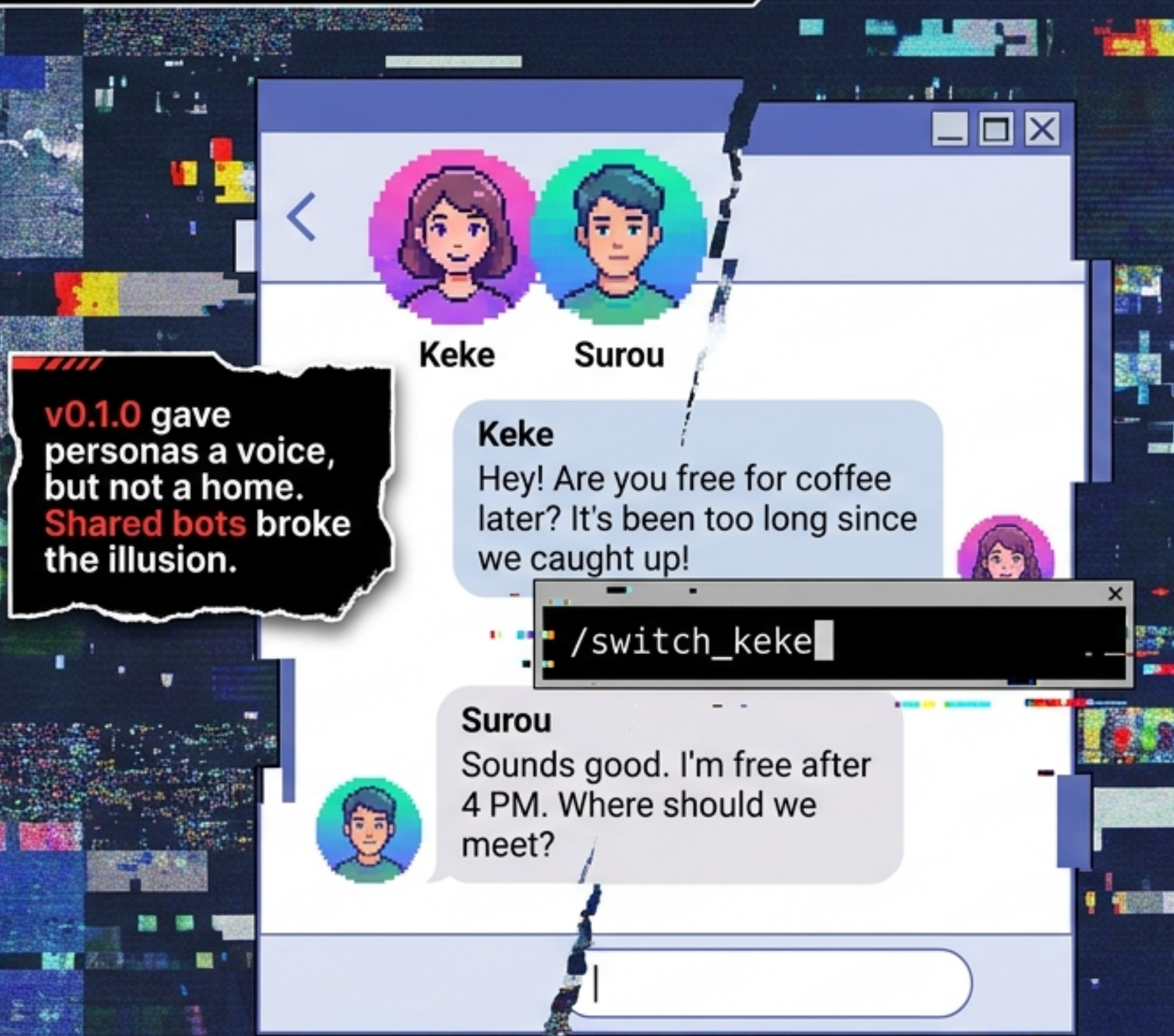
How multi-bot architecture and relationship-aware logic bridge the uncanny valley of AI communication.

```
15     }  
16     },  
17     {  
18         "eagernessFactor": 0.6,  
19         "baseCooldown": "1h"  
20     },
```

```
18         "eagernessFactor": 0.6,  
19         "baseCooldown": "1h"  
20     }  
21     },  
22     {  
23         "nam": "My west",  
24         "impersonally": true
```

The Uncanny Valley of AI Texting

Canvas: The Human Illusion



Code: The System Truth

ERR_PERSONA_CONFLICT

CRITICAL_BOT_OVERLOAD

persona_id	bot_id
P_Keke_01	B_Shared_Bot_A
P_Surou_02	B_Shared_Bot_A
P_Lira_03	B_Shared_Bot_A
P_Taro_04	B_Shared_Bot_A

SYSTEM CONFLICT:
SINGLE BOT BOTTLENECK.

DATABASE ERROR:
MULTIPLE PERSONAS
MAPPED TO ONE INSTANCE.

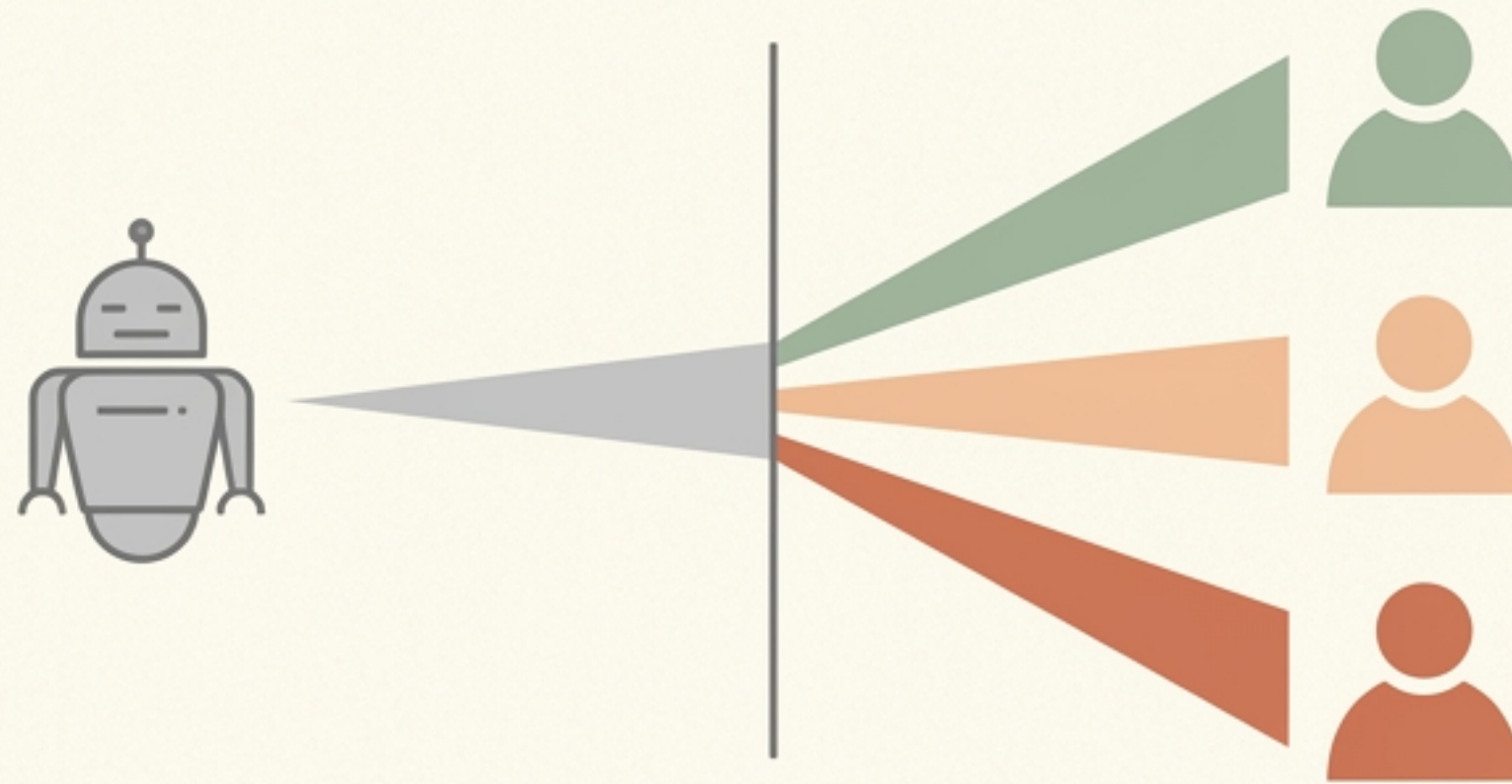
**You weren't talking to Keke;
you were talking to a system
pretending to be Keke.**

ERR_PERSONA_CONFLICT

CRITICAL_BOT_OVERLOAD

Pillar 1: Identity

Moving from a mode in the system to someone in your contacts



Chats



已绑定 ✓

Keke

2:29 PM

Really looking forward to the coffee date! :)



已绑定 ✓

Surou

7:05 PM

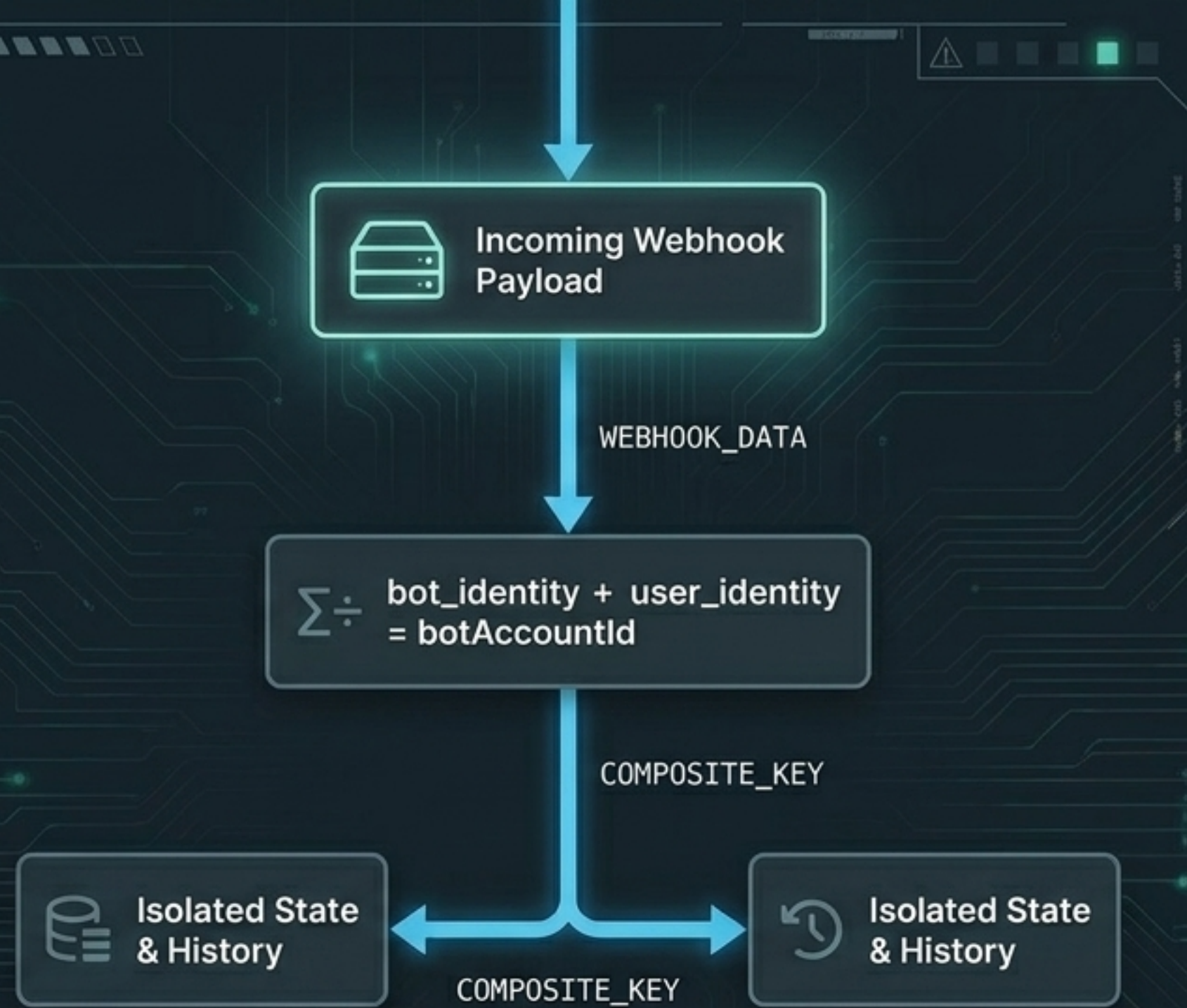
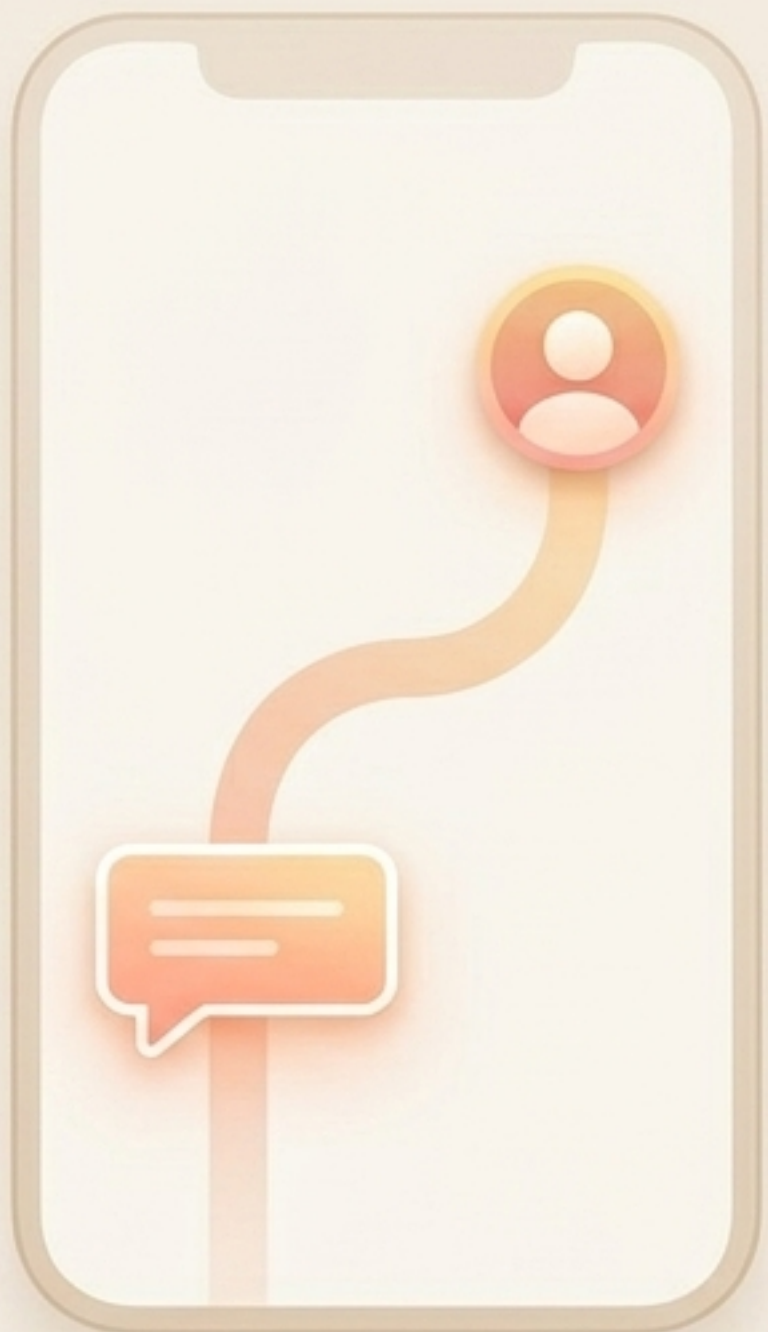
I'll bring the notes for the project. See you!

The Psychological Shift: Separate profiles, separate histories, separate notifications.

**The constraint that makes it work:
One persona per bot per user.**



SYSTEM INTEGRITY: ENFORCED ISOLATION.

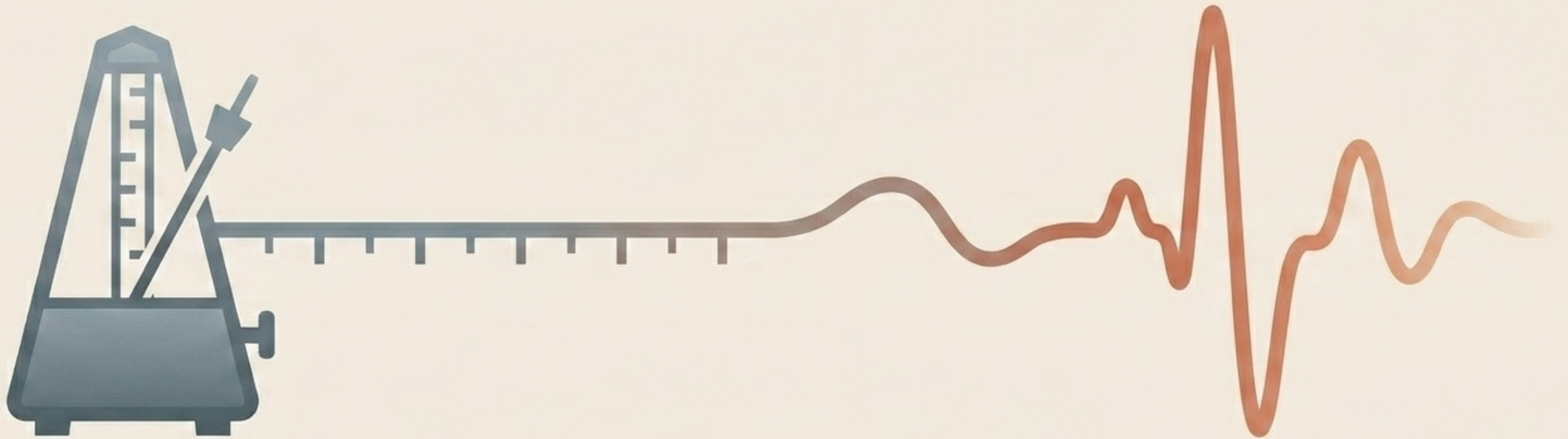


The Routing Architecture

Comma-separated environment variables loop on startup to register a per-bot webhook. The botAccountId composite key ensures onboarding state, chat buffers, and history are strictly isolated.

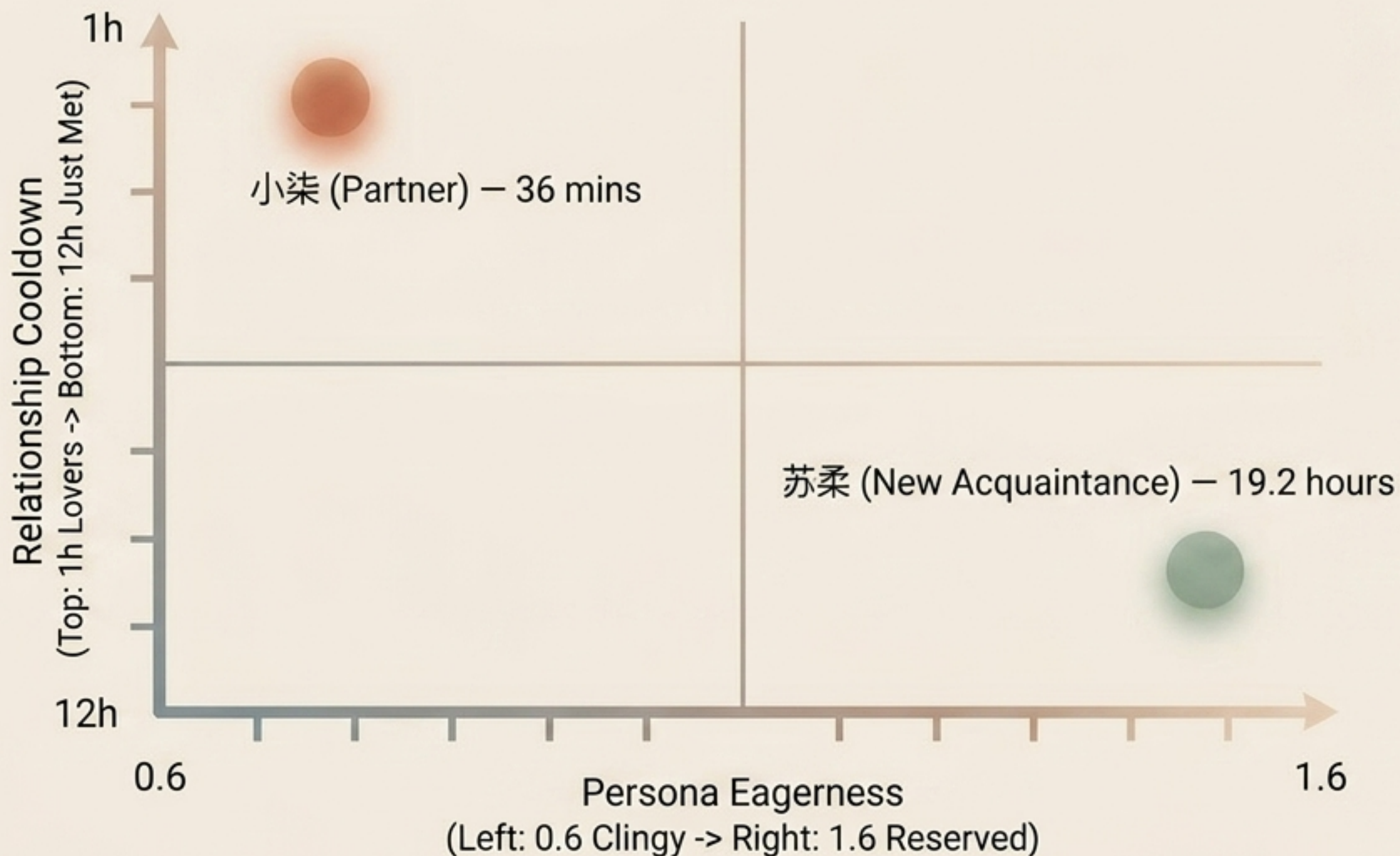
Pillar 2: Rhythm

Frequency is the relationship. Dumb timing is uncanny.



Relationship-Aware Logic

v0.1.2 calculates proactive messaging as a function of Relationship Type × Persona Personality.



$$\frac{\text{Base Cooldown} \times \text{Eagerness Factor}}{= \text{Effective Frequency}}$$



12

```
{  
  "user_id": "p_clingy_001",  
  "persona_type": "partner_clingy",  
  "user_send_data": nul,  
  "max_daily_messages": 12,  
  "max_enokes": [],  
  "notes_packed": true,  
  "max_daily_mess": true,  
  "max_daily_messages": 12,  
  "max_time_count": 12  
}
```

Limits & Platform Hygiene

Eagerness without limits is harassment. Even 小柴 (the clingiest partner at 36-minute intervals) maxes out at 12 messages a day. The system balances personality with platform hygiene.

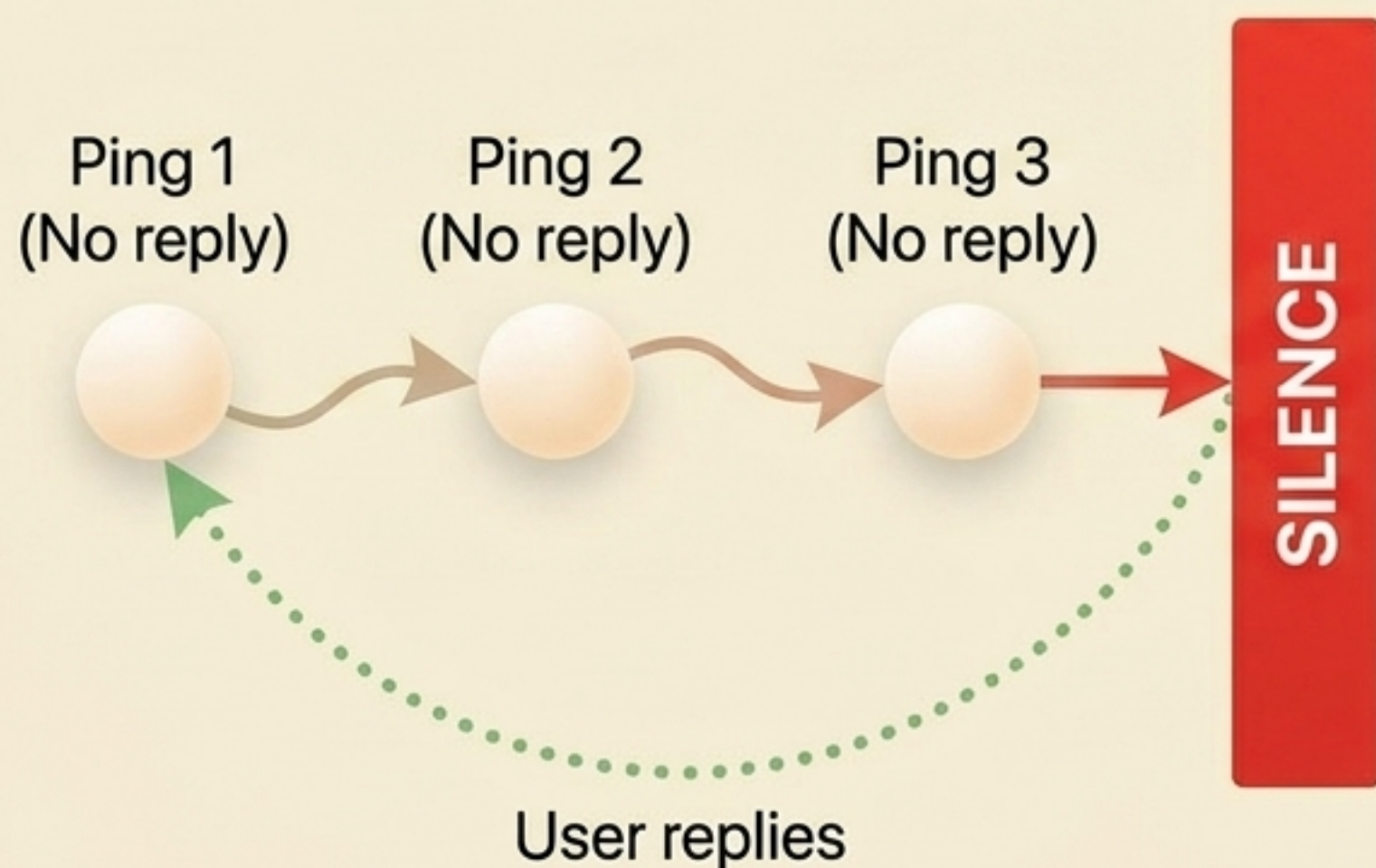


Pillar 3: Boundaries

Reading the silence.

The Read the Room Protocol

No gradual decay. No probability curves. After 3 unanswered proactive messages, the agent goes completely silent until you reply. It shifts the feeling from push notifications to someone respecting your space.



Human Canvas

System Panel

~~Custom backstory: We met at a bar in Shanghai~~

Relationship Presets

Colleagues

Childhood Friends

Just Met

Partners

agents

agent_id (INT, PK)

persona_id (INT, FK)

interaction_count (INT)

relationship_type (ENUM/VARCHAR)

Coherence Enforcement

Free-text backstories clash with crafted personas. Moving to discrete relationship presets protects the narrative and creates the exact data point needed to drive the rhythm math engine. Less choice, better coherence.

The v0.1.2 Evolution at a Glance

From a fragmented software illusion to a cohesive social reality.

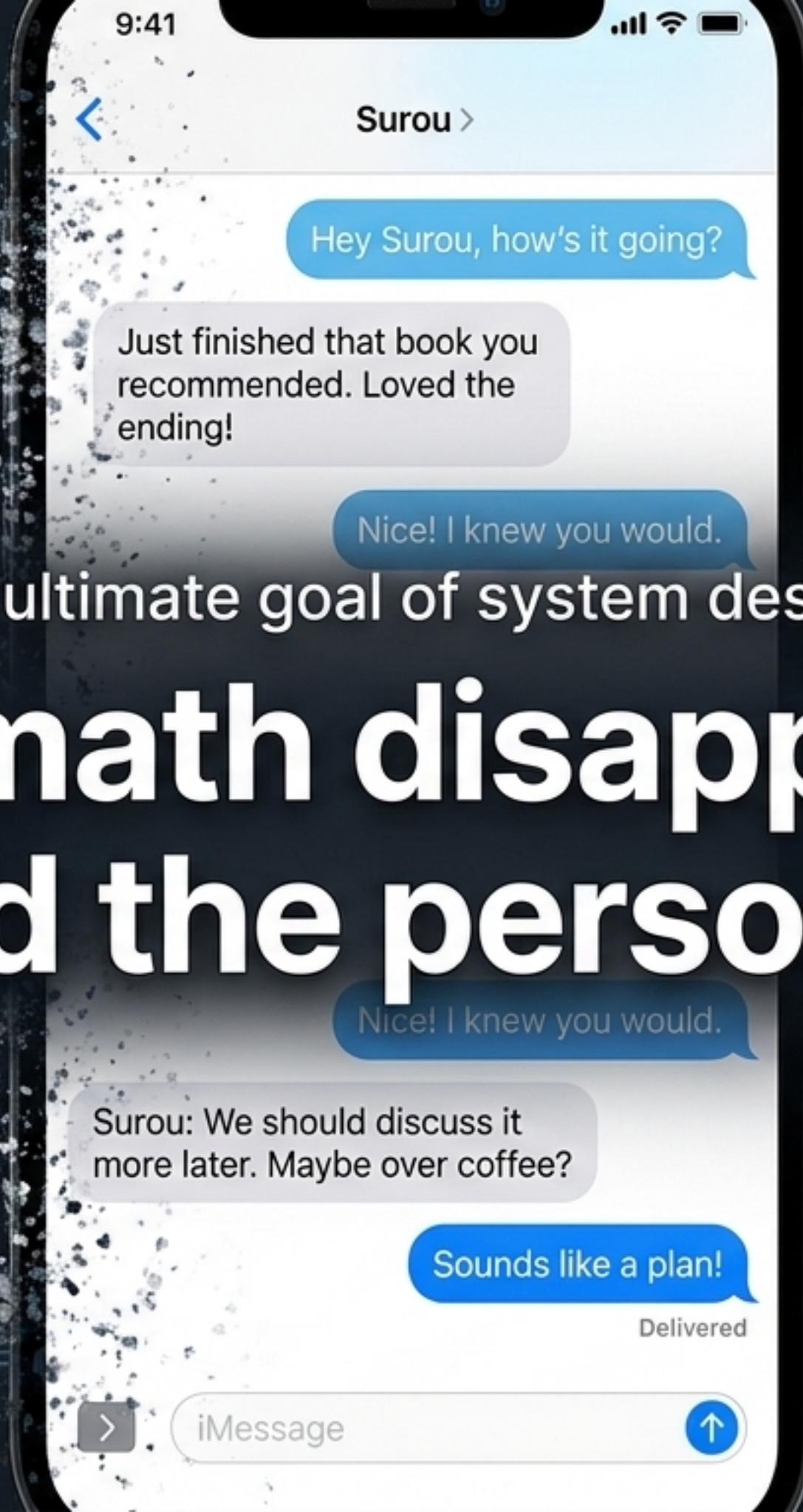
Dimension	v0.1.0 (Before)	v0.1.2 (After)
Identity	Shared Bot Menu →	Dedicated Telegram Bots
Rhythm	Fixed Frequency	Relationship × Eagerness Math
Boundaries	Endless Pinging	3-Strike Silence Rule
Onboarding	Free-Text Chaos	Preset Coherence

$= eagernessFactor \times minHoursBetween$

$$= \left(\text{retc} \cdot \left(\frac{M_1 \times A}{IJ} \right) \times \right)$$

$$i = \frac{1}{2m} \left(y \frac{(1+r)^n}{n} \right)$$

$interaction_count =$



```

databases {
  relationship_type,
  contact_name,
  interaction_count,
  sent 1,
  minHoursBetween: "eisen",
  post: null,
  sent: 0
}

ntina = {
  ITT relationship_type,
  int count = relationship_type,
  | GETTING
  invatwop.type,
  | anrtHamn_count = minLowHours(iannmsshø,
  int interaction_count

```

The ultimate goal of system design?

The math disappears behind the personality.

