# Ke-M12-E4217 Kirie/Keiko Integrated Electronic System

The Ke-M12-E4217 Kirie/Keiko Integrated Electronic System (KIES) is a non-sapient AI based derieved from the Compact Integrated Electronics System (CIES). It is designed to manage the use of the THOUGHT Software Package used by 2nd generation Kirie Thought Armor/Keiko Thought Armor, to give enhanced abilities to units, and to act as a partner for soldiers. It came into service in YE 42 and is installed within Type 33 Pilot Pod.

# History

The first generation of CIES installed in Thought Armor (Ke-M12-E3322) was largely an unmodified CIES one could see within Yamataian small craft. This was due to the huge computational requirements to make use of the 2nd generation of Thought Armor programming. Advances in AIES processing power over the years and optimization of the armor's systems have started to make CIES based systems no longer required for the average operator in the upcoming C variant. Despite this, some unit commanders in the Rikugun still wanted the sensor abilities of the CIES and thus the Ke-M12-E4217 was born with its own optimizations for infantry operations.

# **Computer and Features**

The computer at the heart of the Ke-M12-E4217 is the exact same processor found in all CIES based AI. The system's sub-particle memory system and electro-gravitational temporal distortion field, that aids in data processing, are scaled down to fit within the Type 33 Pilot Pod confined spaces. Thus it is not as powerful compared to ship/facility based CIES AI.

But this is not really a problem as the Ke-M12-4217, like the Advanced Command/Combat Executive AI, has a few main areas of concerns: advising the armor user (henceforth known as operator) of all tactical options, operate and monitor the subsystems of the armor, and keep its operator alive (both inside and outside of the armor). Optimized for the Rikugun, the KIES

Unlike other IES, the KIES does not have a rank. Should the unit gain a ghost (sapience), a rank would be gained according to its service record. It will also be converted to an infomorph format to facilitate freedom of movement.

The subcomponents of the AI are divided into three layers:

- System Core
  - Processor
  - Power Management
  - Memory Core
- Inner Layer

- Unidirectional Sensors
- Command interfaces
- AIES Subsystem for Kirie/Keiko (AIES-K)
- Outer Layer
  - Navigation System
  - Weapons Control System
  - Omnidirectional Sensors
  - Telepathic Communications
  - Common Control Interfaces
  - Non-Vital Electronic Systems
  - Overwatch Core

#### AIES Subsystem for Kirie/Keiko (AIES-K)

The AIES-K is a virtualization suite within the KIES inner layer. Compared to older virtual machines, the AIES-K provides a 20% boost in processing speed between equipped armor and the Thought Software package. The AIES-K is disabled when a Nekovalkyrja, Type 33A or Minkan using the Minkan Military Upgrade, Type 42 are operating the armor.

#### **Overwatch Mode**

To facilitate a level of autonomy when their operator is not within the armor, the Ke-M12-4217 is capable of operating in concert with their operators. While not as capable in fighting skills when compared to their TASHA M9 Team Autonomous Support Heavy Armor "cousin", they still can compete with a basic Mass-Produced Soldier and have the capability to learn.

The mode must be manually activated by the operator upon disembarking. Once they return to the armor or initiate a shutdown procedure from the outside, this feature is disabled. The AI is incapable of activating itself unless a higher PANTHEON AI overrides this limit in an emergency. The mode is also automatically engaged should the operator be rendered unconscious.

#### **Tactical Network**

The Ke-M12-E4217 has the ability to link and coordinate with other IES based AI. It is capable of simultaneously sharing information with 19 (platoon) other Ke-M12-E4217 or Ke-M12-E3322 CIES. Each unit is also capable of maintaining one link with a Ship-class IES.

#### Infomorph

Based on the Tailpack, Type 41 I varient, the KIES can accommodate existing infomorphs to act as partners for those with advanced sensors equipped. With additional software, infomorphs can also

function as an operator. Should this occur, overwatch mode is disabled.

There is also a third option where the KIES AI can be replaced with an infomorph. This is a highly intimate level of partnership akin to Nekovalkyjra sharing emotions telepathically. Unit commanders must properly assess candidates' psychological profiles before approving such an arrangement.

## **Sensors and Communication**

Ke-M12-E4272 KIES Sensors and Communications

### Interaction

KIES is an extremely fast and powerful computer system. Characters will almost never have to wait on it to think things over or to reply. If you know or can find out the answer to a question your character asks CIES, it is okay (and even expected) to also post CIES's reply.

The Ke-M12-W4217 is designed to interact with its operators much the same way as other ship Als. They can communicate via wireless communication, any connected device, or project their own hologram if a hologram projector is available. The default hologram is of a mature Nekovalkrja wearing a Type 22 Bodysuit. But this can be modified by the Al, unit commander, or operator with the required minimum of certification.

The operator typically interacts with their KIES via an avatar in their HUD based on their hologram or any image the AI chooses to use.

#### Personality

The default of the Ke-M12-E4217 could be compared to a compassionate team advisor looking to give the best advice. Highly helpful and respectful, the AI is always ready to provide the right information to help the mission succeed. But this personality can morph as an individual unit experiences more of the world. As such, due to being able to experience emotions (in a more controlled manner), they can develop very human personalities ranging from caring mother/fathers to a very jaded partner.

## **OOC Notes**

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• Approval Thread

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