

# NEBELLUM — SEMANTIC SIGNAL

## PROCESSING AND STRATEGY

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1 | Fog of War

2 | Architecture

$$(S, A, T, R, \Omega, O, \gamma)$$

# 1 | Fog of War

- ▶ *Parabellum* is a vectorized war game.
- ▶ *aic2sim* plays parabellum, where at time  $t$ :
  1. Behavior trees (BT) are assigned to units based on game state  $s_t$
  2. Units map observation  $o_t$  to action  $a_t$  based on BT, yielding  $s_{t+1}$
- ▶ *Nebellum* introduces fog of war
- ▶

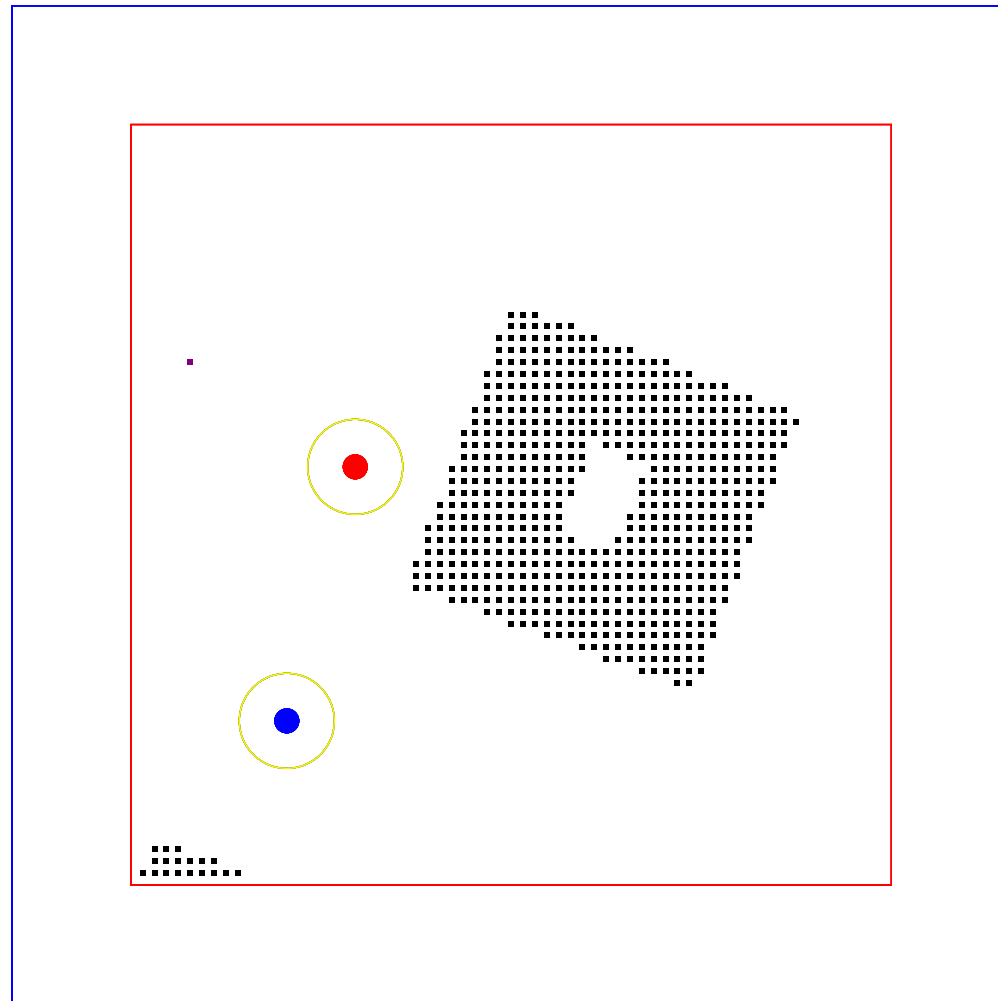


Figure 1: *Parabellum* simulation of Colosseo

## 2 | Architecture

► test