Nebellum — Semantic Signal Processing and Strategy

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June 26, 2025

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

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

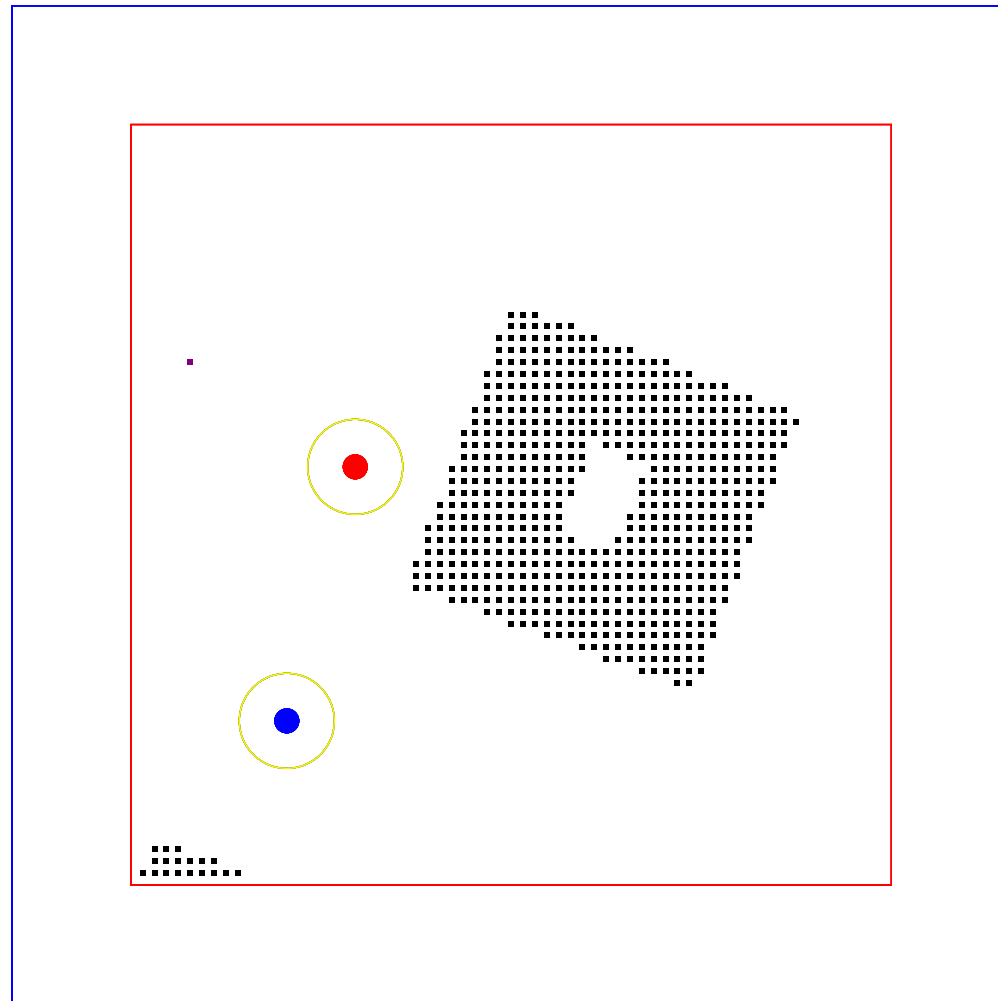-

Figure 1: *Parabellum simulation of Colosseo Quadrato in Rome*

2 | Architecture

- ▶ test