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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Artificial War: Multiagent-Based Simulation of Combat; Foreword; Preface; Acknowledgments; Contents; Chapter 1 Introduction; Chapter 2 Nonlinear Dynamics, Deterministic Chaos and Complex Adaptive Systems: A Primer; Chapter 3 Nonlinearity, Complexity, and Warfare: Eight Tiers of Applicability; Chapter 4 EINSTein: Mathematical Overview; Chapter 5 EINSTein: Methodology; Chapter 6: Sample EINSTein:Sample Behavior; Chapter 7 Breeding Agents; Chapter 8 Concluding Remarks & Speculations; Appendix A Additional Resources; Appendix B EINSTein Homepage; Appendix C EINSTein Development Tools Appendix D Installing EINSTeinAppendix E A Concise User's Guide to EINSTein; Appendix F Differences Between EINSTein Versions 1.0 (and older) and 1.1 (and newer); Appendix G EINSTein's Data Files; Bibliography; Index
Sommario/riassunto	Military conflicts, particularly land combat, possess the characteristics of complex adaptive systems: combat forces are composed of a large number of nonlinearly interacting parts and are organized in a dynamic command-and-control network; local action, which often appears disordered, self-organizes into long-range order; military conflicts, by their nature, proceed far from equilibrium; military forces adapt to a changing combat environment; and there is no master "voice" that

dictates the actions of every soldier (i.
