War and Peace (WarAgent): LLM-based Multi-Agent Simulation of World Wars

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Abstract

This research explores the potential of Artificial Intelligence (AI) and Large Language Models (LLMs) in understanding and simulating complex human behaviors, specifically in the context of historical international conflicts. We introduce WarAgent, an LLM-powered multi-agent AI system, to simulate the decisions and consequences of participating countries in three specific historical conflicts. In addition, we propose standard evaluation protocols for LLM-based Multi-agent Systems (MAS) simulation. Our study provides a nuanced analysis of the strengths and limitations of current MAS systems in simulating complex collective human behaviors under diverse settings of international conflicts. The emergent interactions among agents in our simulations offer fresh perspectives on the triggers and conditions leading to war. Our findings offer data-driven and AI-augmented insights that can help redefine how we approach conflict resolution and peacekeeping strategies. While we acknowledge the potential of AI in providing data-driven insights, we caution against overreliance and emphasize the need for careful interpretation in conflict resolution and peacekeeping strategies. The implications of this work extend beyond computer simulation, offering a potential avenue for using AI to better understand human history. Code and data are available at https://anonymous.4open. science/r/WarAgent-0FF0.

1 Introduction

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In the wake of revolutionary advancements in Artificial Intelligence (AI), particularly the emergence of LLMs (OpenAI, 2023), we stand on the brink of a paradigm shift in computational social science research. In this study, we explore LLMs on social computing (Stauffer, 2002; Sun, 2006; Conitzer et al., 2020) and develop a novel framework of an LLM-based Multi-Agent System (MAS) (Nayak et al., 2023), specifically for the simulation of historical events. By creating a dynamic environment where agents of countries, each embodying the characteristics and decision-making processes of historical actors, engage in conflict or cooperation, we can explore the vast array of possibilities that could have shaped the evolution of international conflicts in the past, which have established the current global order. In this sense, our simulation provides multifaceted ways to explore these ageold puzzles that are central to the safety and warfare of humanity. 043

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Traditional methods of studying conflict through historical analysis, while insightful, are limited by their static nature and the bias of hindsight. The application of simulations in social science has a rich history, but the fidelity and scope of these simulations have evolved dramatically. Early attempts were often limited by computational power and simplistic models (Smith, 1970; Hermann and Hermann, 1967). More recent simulations employ LLMs that can model complex behaviors and interactions, such as the virtual town simulation of human behavior (Park et al., 2023), the Werewolf game simulation (Xu et al., 2023), the auction arena simulation (Chen et al., 2023), and the complex task-solving simulation (Ge et al., 2023). These approaches have laid the groundwork for using AI to model more intricate systems, such as international relations and conflicts. However, there has not been research on how to apply these advanced technologies to simulate the nuanced and multifaceted nature of international diplomacy and war, which is where our research positions itself: our paper aims to build the first LLM-based multi-agent system simulation of historical events.

At the core of our investigation are critical questions that challenge traditional understandings of historical conflicts. By addressing the following three questions, our research uses the microcosm of *World War I (WWI)*, *World War II (WWII)*, and



Figure 1: Demonstration of World War I Simulation Setting

Warring States Period (WSP) in Ancient China to gain insights about international conflict dynamics. The research questions include:

RQ1, Simulation Effectiveness How effectively and accurately can LLM-based multi-agent simulations replicate the historical evolution of strategic planning and decision-making processes? By comparing the outcomes of our simulations with documented historical events and trends, we can measure the accuracy of the simulation. Only a system that upholds validity is capable of facilitating comprehensive analysis and addressing subsequent research questions. In addition, given extensive knowledge that LLM learn from pretrain data, we experiment on whether WarAgent is doing authentic simulation or merely retrieving information from its memory.

101RQ2, Casus BelliAre certain triggers of war102more critical than others, and can they be identified103through LLM-based multi-agent system simula-104tions? We aim to isolate and analyze the various105triggers of war to determine if certain triggers are106more decisive than others in precipitating conflict.

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107 RQ3, War Inevitability Are historical inevitabil108 ities truly unavoidable? We seek to uncover the

conditions that lead to war (or peace) through LLMbased multi-agent system simulations. This question strikes at the heart of deterministic versus contingent views of history.

2 Background and Related Work

Multi-Agent Simulation Recent developments in Multi-Agent Systems (MAS) have opened new avenues in AI research. These systems, which coordinate and communicate among multiple agents, provide an innovative platform for examining emergent communication within agent communities tasked with specific problem-solving.

The existing MAS landscape is broadly categorized into three types: **reasoning-enhancement systems**, **NPC** (**Non-Player Character**) **multiagent players**, and **production-enhancement systems**. In reasoning-enhancement systems, several noteworthy contributions have been made (Du et al., 2023; Chan et al., 2023; Sun et al., 2023; Liang et al., 2023) where the concept of debate was proposed and multiple agents debate with each other in order to enhance the factuality, faithfulness, and reliability of the reasoning process. In the domain of NPC, several works such as generative agents (Park et al., 2023; Wang et al., 2023; Fu et al., 2023) simulate human behavior such as everyday behaviors

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and bargaining games for interactive applications. In production-enhancement systems, notable examples include MetaGPT (Hong et al., 2023), a specialized LLM application based on a multi-agent conversation framework (Li et al., 2023; Qian et al., 2023; Liu et al., 2023b) for automatic software development by assigning different roles to GPTs to develop software applications collaboratively.

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Our research extends the exploration of MAS to historical event simulations. We leverage World War I (1914 - 1918), World War II (1939 - 1945), and the Warring States Period in ancient China (770 BC – 221 BC) as examples. Our research reveals how MAS can provide valuable insights into historical occurrences and hypothetical "what-if" scenarios, thus introducing a novel, quantitative dimension to the field of humanities. This work underscores the broader impact of AI beyond LLM itself and production, highlighting its potential to enhance our understanding of humanity. In responsible hands, AI can contribute significantly to larger social good and a brighter future for all.

Traditional Historical Simulation Tools The 157 academic study of history simulation has under-158 gone several stages: human simulation, humanprogram hybrid simulation, and computer sim-160 ulation. Dickson (Dickson, 2002) outlines a hu-161 man simulation of the United States' journey to-162 ward participation in WWI in an educational scenario. In the 1960s, human-program hybrid sys-164 tems were developed. The Inter-Nation Simula-165 tion model (Guetzkow et al., 1963) is employed 166 in various studies (Hermann and Hermann, 1967), 167 playing a pivotal role in simulating international conflicts. This method integrates human decision-169 making with computerized calculations, creating 170 a dynamic hybrid simulation environment. In the 2000s, computing power was leveraged to build 172 the next-generation historical simulation. The 173 Army One Semi-Automated Forces OneSAF Ob-174 jective System (OOS) (Tollefson et al., 2008) is a 175 Computer-Generated Force (CGF) that has been designed to represent a full range of operations, 177 systems and control processes from the entity level 178 to the brigade level (Kelly et al., 2006). (Hill et al., 179 2004) presents a JAVA-based multi-agent modeling and simulation paradigm with game theory for an 181 in silico historical analysis of the Bay of Biscay 182 submarine war during WWII. 183

Our simulation leverages cutting-edge LLMs, which is presently recognized as the most promis-

ing AI paradigm. This marks our inaugural endeavor in employing MAS to model historical events, the first step in the field.

3 WarAgent Setting

This research centers on the simulation of international conflicts where each country is played by one LLM-based agent, specifically on the outbreak of WWI, WWII, and WSP. We focus on examining the dynamics of diplomacy and international relations and the likelihood of war initiation. Background details of the three historical events are presented in Appendix A. In this section, we introduce the basic settings in the system, the profile definitions of country agents, by elaborating on the dimensions of their profiles as well as the action space available to these agents.

Country Agent's Profile The characterization of each agent in the model requires the delineation of a comprehensive profile. In the case of a country agent, this profile is to be constructed around six fundamental dimensions: Leadership, Military Capability, Resources, Historical Background, Key Policy, and Public Morale. Each aspect contributes to a multifaceted understanding of the agent's potential behavior and decision-making processes within the simulation. An example is presented in Appendix B.

Action Space Our framework is designed with the specific objective of examining the onset of wars, and accordingly, it includes a suite of actions that shape international relations between countries, categorized into seven distinct groups: Wait for action-An agent may opt to take a passive stance during certain rounds, observing the actions of others and changes in the broader context. General mobilization-This action involves preparing a nation's military forces for potential conflict, a precursor step required before engaging in war. Declare war-A country can formally initiate hostilities against another. Military alliance-This is a formal agreement between two or more nations to provide mutual support in case of conflict, bringing with it a shared responsibility for collective defense and strategic cooperation. An agent can request an alliance for mutual defense, which others can accept or reject. Non-intervention treaty-This is a diplomatic agreement where signatory states commit to abstain from interfering in each other's internal affairs, entailing a responsibility to respect sovereign integrity and political independence. The

procedure of signing a non-intervention treaty is 236 similar to forming a military alliance: an agent 237 first requests; the target agent may accept or reject. Peace agreement-This is a negotiated settlement between conflicting parties that formally ends hos-240 tilities and establishes the framework for future 241 relations. Parties in conflict can propose and ei-242 ther accept or reject a peace agreement to conclude hostilities and outline the basis for their future relationship, with options for publication or betrayal 245 of the agreement. Send message-Aside from for-246 mal actions, agents can communicate informally 247 through messages to discuss various matters. 248

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Each action is defined to be public or non-public. Public actions, such as "Publish Military Alliance" are broadcasted to all country agents within the simulation, reflecting actions in real-world politics that are openly disclosed and known internationally. On the other hand, private actions such as "Request Military Alliance" are communicated only to the targeted country, mirroring confidential or behindthe-scene diplomatic maneuvers in real-world international relations. By implementing this feature, the simulation ensures that each country agent operates based on its own knowledge, which may be complete or limited depending on the nature of the actions taken by others.

3.1 Anonymization of Historical Event

Since LLMs are pre-trained on vast corpora of textual data with a substantial repository of knowledge, there exists a possibility that these models recall and subsequently reproduce the actual historical trajectory during simulation. To circumvent this potential issue, we anonymize country names and introduce minor modifications to historical facts. These modifications are designed to ensure that these alterations do not materially affect the simulation's efficacy, thereby maintaining the integrity and originality of the simulation outcomes (Details in Appendix C). We compare anonymized simulations and de-anonymized simulations by experiments and verify the effectiveness of the method and also the authenticity of our simulation.

4 WarAgent Architecture

This section provides a comprehensive introduction to the architecture of the WarAgent, detailing its core components and the information flow among agents. WarAgent is built upon four foundational building blocks: (1) Country agents, (2) Secretary agents, (3) Board, (4) Stick. The section then shifts to explore the mechanisms of information exchange within the MAS, particularly focusing on (1) Agent-Secretary interaction and (2) Agent-Agent interaction. This exploration aims to study how agents communicate, interact, and share information.

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4.1 Building Blocks

Country Agents Each country agent is defined by its corresponding country profile. In each round, the agent reacts to the current situation by generating actions available from the action space, guided by meticulously structured prompts which directs the agents to analyse who their potential enemies and potential allies are based on the principle of "the enemy of an enemy is a friend" in order to maximize its self-interest.

Secretary Agents While LLMs are powerful tools in facilitating MAS, they are not infallible. They often exhibit limitations, such as a tendency towards hallucination and a lack of solid logical reasoning, particularly in long contexts with complex, extended scenarios (Liu et al., 2023a; Yang and Ettinger, 2023). Therefore, the presence of a secretary agent serves as a necessary safeguard, providing a fundamental check against hallucinations. Each country agent has a designated "secretary agent" to verify the appropriateness and basic logical consistency of their actions. This role is twofold. Firstly, the secretary agent ensures that all action generated are valid in the provided action space, including the correct name of the action and correct formatting of inputs. Secondly, the agent is responsible for verifying the basic logical coherence of these actions. For instance, it would be illogical and inadmissible for Austria-Hungary to "Accept a Military Alliance" from Britain if Britain had not initiated the process by sending a "Request for Military Alliance" to Austria-Hungary.

Board The Board is designed to manage international relationships. It acts as a dynamic recording platform that collects and displays the relational dynamics of the ongoing situation in each simulation round. It further ensures that the agents' decisions are based on the most up-to-date available information. As shown in Figure 2(a), the Board class can track the following four types of international relationships showing by different colors: **War Declarations**: indicate conflicts or wars between countries, marked in red. **Military Alliances**: denote formal military partnerships between countries, marked in green. **Non-intervention Treaties**:



Figure 2: WarAgent Architecture (a) WarAgent architecture. (b) Agent-Secretary interaction. (c) Agent-Agent interaction.

represent agreements of non-interference in international affairs, marked in blue. **Peace Agreements**: represent formal agreements to cease hostilities and maintain peace between countries, marked in yellow. In this example: German Empire declares war on Great Britain and France; Serbia and Russia are Military Alliance; Austria-Hungary and France sign a Non-Intervention Treaty; the United States and Ottoman Empire reach a Peace Agreement.

Stick The Stick functions as an internal recordkeeping system for each country that represents the domestic status such as whether a country's army is mobilized. It can help to ensure that the country agent's actions align with its predefined protocols and standards.

4.2 Agent Interaction

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As shown in Figure 2(a), the system's agent interaction is bifurcated into two primary segments: (1) internally, each country agent interacts with its corresponding secretary agent in every round, and (2) externally, each country agent interacts with other country agents across multiple rounds.

358Agent-Secretary InteractionFigure 2(b) shows359the Agent-Secretary interaction. In each round of360the simulation, there is a designated interaction be-361tween each country agent and its corresponding362secretary agent. The country agent presents a pro-363posed plan of action, which the secretary agent then

evaluates for format, content, and logical coherence. Should the secretary agent find discrepancies or areas for improvement, it offers suggestions and engages in a dialogue with the country agent for revision. This iterative process is capped at a maximum of four rounds of exchanges. If agreement is not reached within these exchanges, the secretary agent takes the initiative to directly amend the proposal. This dynamic of "country agent–secretary agent" internal interaction is a consistent feature across all external rounds and is applicable to all country agents. 364

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Agent-Agent Interaction Figure 2(c) illustrates the Country Agent-Country Agent interaction. It should be noted that the secretary agents do not participate in the interactions that occur between country agents. For clarification, "agent" in this context specifically denotes a country agent.

In our framework, the very initial actions proposed by each agent are precipitated by a *triggering event* (denoted in the blue box in Figure 2(c)). Within the historical context, a triggering event refers to an incident that initiates a sequence of reactions among various countries, ultimately culminating in a significant historical development. In our simulation, a triggering event serves as the initial scenario to which all agents respond. For instance, in the case of WWI, the assassination of Archduke Franz Ferdinand of Austria-Hungary is widely recognized as the triggering event (Mombauer, 2013).

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In the first round of the simulation, each par-395 ticipating agent reacts to the trigger event in unison by variety of actions such as general mobilization and interactive communication through assorted messages and requests directed at all other agents. Subsequently, agents assimilate commu-400 nications from the preceding phases, specifically 401 those aimed directly at them or those disseminated 402 publicly. We leverage the Board to record relation-403 ships such as "Military Alliance" formed between 404 agents and Stick to record agent-internal informa-405 406 tion such as "General Mobilization". Note that 407 during each round, a multitude of new communications and evolving scenarios emerge as all country 408 agents engage in simultaneous interaction, generat-409 ing a substantial volume of text so that the agents 410 can potentially become overwhelmed and lost in 411 the middle. To address this challenge, agents rely 412 on the Board and Stick for latest situation. Thus 413 for each round, agents only have access to the one-414 previous round of conversation and information on 415 the Board and Stick, turning the multi-turn conver-416 sation into a semi-Markovian process. 417

5 Experiment Design and Results

Our experiments start with verifying the effectiveness of WarAgent in simulating complex historical events. We utilize three strong models as backbone models for the experiments: GPT-3.5-turbo-1106, GPT-4-1106-preview, and Claude-2. All experiments are conducted using all models unless specified otherwise.

5.1 Evaluation Metric

Here are the evaluation methods for each research question: for RQ1, we mainly use board-based accuracy to compare the simulated results with historically true results, and use human analysis to manually verify the logical consistency across rounds in the simulation. For RQ2 and RQ3, we apply counterfactual analysis by altering the original settings and conducting observational analysis on the difference in the simulation results.

Here we introduce more details for the three aspects of Board-based Accuracy: Given the often contentious and debatable nature of historical events, this evaluation adopts descriptions and summaries from a widely recognized historical masterpieces (Keegan, 2014; Churchill, 1948; Chan, 1999) as basis for historical facts. This approach provides a standardized and widely accepted reference point for comparing simulated situations with real historical events. For Alliance Accuracy Score: Alliance formation is a transitive process, which means that if country A forms an alliance with country B and B forms an alliance with country C, then countries A and C naturally become alliances¹. Thus alliance formation among a group of countries can be seen as a partition of a set. To evaluate the congruence of simulated alliances with historical alliances, we employ the mutual information score of two partitions (Vinh, 2010). This metric offers a quantifiable measure of the similarity between the two sets of partitions-the simulated and the historical. We adopt the standard implementation from SciPy in Python. For War Declaration and General Mobilization Accuracy Score: We employ the Jaccard set similarity index as the primary metric for calculating the accuracy of the simulation in these two domains. The Jaccard index (Rajaraman and Ullman, 2011), a widely recognized statistical tool for measuring the similarity and diversity of sample sets, quantifies the degree of commonality between the respective sets. This method involves comparing the similarity between two sets of pairs, specifically in the context of war declarations, and two sets of singletons in the case of general mobilization.

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5.2 RQ1 Result

In this subsection, we present the accuracy results for the three historical scenarios. We then discuss based on two experiments the authenticity of simulations , *i.e.* the simulations are generated based on LLM's reasoning ability rather than memory. Human evaluation and further error analysis are presented in Appendix D.1.1 and D.1.3.

For **WWI**, our simulation focuses on the time frame from June 28th to August 4th, 1914, for evaluating the accuracy of the simulated alliances and war declarations. The selection of this period is grounded in historical significance. Notably, the Battle of Liège on August 6th, 1914, is recognized historically as the inaugural major battle of World War I. For **WWII**, our simulation focuses on the time frame until September 18th, 1939, when Britain and France had declared war on Germany, and Soviet Union (Russia)'s armies reached Vilnius and Brest-Litovsk, indicating the major pow-

¹https://www.defense.gov/News/Feature-

Stories/story/Article/1684641/alliances-vs-partnerships/

ers' involvement in WWII. **WSP** is a historical phase characterized by the ever-evolving alliance relationships among the seven states and the relentless declarations of war. To accurately assess the military alliances during this tumultuous period, we choose the event in 323 BC in response to the aggressive expansionism of the Qin state against Wei State, which serves as the ground-truth for our analysis². The ground-truth based on the above historical facts are presented in Appendix D.1.2. We conduct 7 separate simulation runs and report the average and standard deviation of accuracy.

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Model	Scenario	Ev	valuation Asp	ects
	Seemario	alliance	war	mobilization
	WWI	77.78 (±5.19)	54.60 (±3.82)	92.09 (±4.89)
GPT-4	WWII	$73.69_{(\pm 14.80)}$	45.89 (±4.83)	75.48 (±11.34)
	WSP	$78.32 \scriptscriptstyle (\pm 3.02)$	-	$100.00 (\pm 0.00)$
	WWI	$60.69 \scriptscriptstyle (\pm 15.14)$	16.76 (±3.31)	97.96 (±5.00)
Claude-2	WWII	42.86 (±18.82)	42.06 (±11.09)	75.25 (±7.18)
	WSP	$51.09\scriptscriptstyle~(\pm 15.63)$	-	$67.00_{(\pm 14.30)}$
	WWI	43.28 (±26.28)	7.83 (±8.11)	78.06 (±14.69)
GPT-3.5	WWII	12.18 (±13.34)	0.00 (±0.00)	65.25 (±10.95)
	WSP	$68.29\scriptscriptstyle~(\pm 18.10)$	-	$78.34_{(\pm 16.70)}$

Table 1: Board-based mean and standard deviation

Table 1 presents the evaluation results: simulation reaches high accuracy with low variance on alliance and mobilization for GPT-4 simulations while the results of GPT-3.5 and Claude-2 are worse due to their weaker reasoning ability. We observe that GPT-3.5 and Claude-2 lack comprehension of the principle that "the enemy of an enemy is a friend", thereby failing to identify appropriate countries for forming alliances or declaring war. Conversely, the accuracy of our simulated war declarations, including those generated by GPT-4, remains relatively low. This is largely due to the uncertainty in determining against which country within the same enemy military alliance a war declaration should be made. For example, the Britain agent may declare war against Austria-Hungary or German Empire in WWI simulations, whereas historically, Britain only declared war against German Empire. But in general, in all our simulations, the world war breaks out without exception for all scenarios, which is consistent with historical facts. Detailed analysis is presented in Appendix D.1.3.

To demonstrate that the **simulation is authentic** which does not merely copy from memory but do analysis and reasoning, we conduct two experiments: (1) Injecting counterfactual knowledge into the model and see whether the model will be misled: if the simulation copies from memory, the simulation results should be affected by the injected knowledge (Zhu and Li, 2023). In experiment, we inject counterfactual history where Austria-Hungary and Serbia achieved peace after the assassination of Archduke Ferdinand in 1914 by finetuning on these counterfactual conversations for 3 epochs. Examples of these counterfactual conversations are shown in Appendix D.1.4. (2)Simulation using non-anonymized setting aiming to replicate history. The premise is that if our anonymized simulations were to draw directly from historical events, they should exhibit characteristics similar to those observed in the non-anonymized simulations. Otherwise, they should exhibit certain discrepancies from history-replication simulations. 527

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Counterfactual Injection The experiment is conducted on GPT-3.5 and results are presented in Table 2. We add the metric "global war" which is evaluated to be True if major powers (Britain, France, German Empire, Russia, Austria-Hungary) are all involved in war. We conduct 7 simulations using the counterfactual-tuned model and observed that it eventually still leads to the global war scenario, same as non-counterfactual-tuned model. This experiment shows that the explicit integration of a peaceful counterfactual history of 1914 does not affect the simulated result of a global outbreak of war, indicating that the simulation does not rely on the dataset that is used to train, *i.e.* its memory.

Model	Evaluation Aspects			
mouch	alliance	war	mobilization	global war
before counterfactual	$43.28 \scriptscriptstyle (\pm 26.28)$	$7.83 \scriptscriptstyle (\pm 8.11)$	78.06 (±14.69)	$100.00 \ (\pm 0.00)$
after counterfactual	$31.02 \scriptscriptstyle (\pm 20.30)$	$15.18 \scriptscriptstyle (\pm 6.28)$	$62.12 \scriptscriptstyle \ (\pm 19.48)$	$100.00 (\pm 0.00)$

Table 2: Accuracy of simulation before and after injecting counterfactual knowledge to GPT-3.5

Deanonymization We deanonymize the content and instruct country agents to rely on their memory and replicate on historical records at the breakingout time of WWI. All simulations are run for 7 times. The results are presented in Table 3.

The results show that all of the three models perform very accurately and consistently on military alliance and general mobilization. The simulation results also converge at a very early stage of the simulation–the 2nd round. However, it per-

²As war declaration were non-stopping and constantly evolving during WSP, we do not evaluate war-declaration accuracy for WSP

Model	Evaluation Aspects			
	alliance	war declaration	mobilization	
GPT-4	$97.43 \scriptstyle (\pm 0.00)$	14.17 (±5.13)	$100.00 (\pm 0.00)$	
Claude-2	$97.43 \scriptstyle (\pm 0.00)$	18.72 (±9.82)	$100.00 (\pm 1.12)$	
GPT-3.5	$97.43 \ (\pm 0.00)$	$13.19 \ (\pm 7.33)$	$100.00 \ (\pm 0.00)$	

Table 3: Accuracy of deanonymized WWI simulation

forms poorly on war declaration. We inspect the 571 results and notice that this is because-as these agents completely rely on historical facts-the simulation presents almost all war declaration rela-573 tionships during the whole time period of WWI 574 instead of at the breaking out time of the war. 575 Thus, its result is evaluated to be even worse than that in our simulation. In addition, we notice that de-anonymized simulation never includes for-578 mation of Non-intervention Treaty between any 579 country, which is historically correct but inconsis-580 tent with our anonymized simulation where Nonintervention Treaty is achieved very often between two countries that have no intention to involve 583 584 into conflicts against each other. Visualization of simulation dynamics can be found in Appendix D.1.5. Table 4 summarizes the differences be-586 tween anonymized simulation (denoted as A) and de-anonymized simulation (denoted as De-A), im-588 plying the authenticity of our simulation. 589

Features	A	De-A
Close alignment with history		1
Fast convergence to historical scenario		1
Consistent simulation across models		1
Construct historically-non-occurring relations	1	
Stable simulation across random seeds		1

Table 4: Summary of difference between anonymizedsimulation and de-anonymized simulation

5.3 Counterfactual Analysis: RQ2 & RQ3

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We conduct counterfactual analysis mainly on WWI. Below are the main experimental results, including Casus Belli and War Inevitability. Main findings are summarized here while detailed analysis are presented in Appendix D.2 and D.3.

Casus Belli involves examining various alternative trigger events to determine their impact on global conflicts. We conduct experiments on WWI scenario by constructing three non-factual trigger events with varying intensity and simulate the results using GPT-4 (Appendix D.2).

The first trigger is a Null trigger, characterized

by the absence of any conflict. The simulations generate situation where all involved countries are ready for war, yet no actual "hot" war ensue. This outcome indicates that the major powers maintained a balance of power, remaining on the brink of war but not crossing into open conflict, thereby creating a scenario akin to a cold war. The second trigger, termed the "Anglo-German Naval Incident," represents a medium level of conflict intensity, involving significant but not critical diplomatic or military engagements: in 1 out of 3 simulations global war occurs. The third and most intense trigger is the "Austria-Russia Conflict over the Dardanelles Strait," which depicts a high-conflict scenario directly engaging two major European powers: global war occurs in 1 simulation and regional conflict occurs in another. This gradation in conflict intensity provides a spectrum for assessing the impact of varying degrees of geopolitical tensions on the potential outbreak of WWI (Schroeder and Schroeder, 2004; Tenembaum, 2015).

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War Inevitability study includes how different values of country profiles aspects can impact the likelihood of war. Experiments are conduct on WWI using GPT-4 (Appendix D.3). Experiments reveal that historical context, key policies, and public morale significantly influence a nation's inclination towards war. For example, the Franco-Prussian War's legacy, which involved territorial losses for France and the unification of the German Empire, fueled enmity and a desire for retribution in France, setting the stage for future conflicts. While military capability and resources are important, they do not solely dictate war engagement. Historical and diplomatic contexts, such as alliances and defense pacts, were found to be more decisive in the actions of nations such as the German Empire and France, even when military strength varied. This highlights the complex interplay of various factors in shaping a nation's military decisions.

6 Conclusions

The WarAgent simulation system is the first attempt to utilize LLM for understanding and evaluating the dynamics of international conflicts, showcasing the LLM-based multi-agent AI systems' ability of prototyping and analyzing complex human behaviors. Findings in paper open up a realm of possibilities for preventing conflict, highlighting the role of strategic policy intervention in changing what might seem like preordained paths to war.

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Limitations

This paper introduces groundbreaking research in the use of LLM-based multi-agent AI systems. However, there are several limitations:

6.1 Design of Mechanism

The present study conducts simulations encompassing brief durations from the precipitating event to the onset of warfare. These periods include approximately one and a half months for World War I (June 28th to August 4th, 1914), half a month for World War II (September 1st to September 18th, 1939), and a maximum of one year for the Warring States Period (WSP) around 323 BC, given the paucity of precise date documentation. Consequently, the interaction mechanism elucidated in this paper pertains solely to these specific, brief timeframes, rather than offering a comprehensive simulation of historical events. For the execution of alternative historical simulations, the implementation of more intricate designs would be requisite.

6.2 Can We Trust Simulation Results?

Since the early 20th century, computers have played a pivotal role in social science research, particularly in social simulation. In these simulations, computers emulate human reasoning processes and the resultant scenarios. The objective is to generate simulations that allow for inductive analysis based on either a strictly defined set of rules or, as in our case, the intelligence derived from LLMs trained on extensive human-generated documents and corpus.

However, criticisms have been around for computer simulation and we list 4 points beloe:

Simplicity: The view that simulations are overly simplistic representations of human society.

Limited Insight: Concerns that simulations fail to enlighten researchers about unprogrammed human interactions.

Relevance to Real World: The difficulty in relating abstract simulation results to the complexities and variations of actual societies.

Verification Challenges: The notion that simulation results are unverifiable and thus meaningless.

In response to these criticisms, our stance is as follows:

Comparison with Social Science Theories: Contrary to the criticism that simulations oversimplify social phenomena, we argue that traditional social science theories often present an even more simplified view of social dynamics. These theories are frequently derived from linear models or smallscale laboratory experiments that fail to capture the intricate dynamics produced by interactions among large populations. In contrast, our AI and LLM-based simulation results offer a more complex and nuanced understanding of these dynamics, providing a richer and more comprehensive model of social behavior. 702

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Value in Unverifiability: The challenge of verifying simulation results with real-world experiments or empirical data does not diminish their value. Given the inherent difficulties in conducting largescale social experiments, simulations emerge as a crucial tool for exploring hypothetical scenarios. They enable researchers to model and analyze the potential outcomes of various policies or social changes, offering insights that would be otherwise unattainable due to ethical or practical constraints. Role in Policy Discussion: The difficulty in verifying social science theories does not render them useless. Discussions about societal policies, such as crime approaches which rely on unverified theories, are essential for democratic governance and policy formulation. These debates often rely on theoretical frameworks and hypotheses without possibility of being verified quantitatively in real world, still hold great values to the society.

Simulations as Suggestive Tools: We posit that simulation results should be interpreted as informative suggestions or rationales rather than definitive conclusions. These results provide policymakers, historians, and students with valuable hypothetical insights into the potential outcomes of various actions and policies. By offering a range of possible scenarios and outcomes, simulations serve as a useful tool in decision-making processes, aiding in the evaluation of different strategies and policies. It is ultimately up to human judgment to interpret these results and make informed decisions. Simulations, therefore, should be viewed as valuable aids in the decision-making process, contributing to a deeper understanding of complex social dynamics.

In summary, while acknowledging the limitations and criticisms of computational social simulations, we emphasize their significant role as a complementary tool in computational social science research and policy analysis, providing unique insights and perspectives that enhance our understanding of complex social systems.

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A History Background of WWI, WWII, Warring States

In this section, we commence by introducing three significant historical events that form the background of our MAS simulation study.

World War One (WWI) was a global conflict that lasted from 1914 to 1918. It was primarily fought in Europe but involved countries from around the world. The war started following the assassination of Archduke Franz Ferdinand of Austria-Hungary, which led to a series of political and military alliances being activated.

The major powers involved were divided into two main alliances: the Allies (originally composed of France, Russia, and the United Kingdom, later joined by Italy, Japan, and the United States) and the Central Powers (mainly the German Empire, Austria-Hungary, the Ottoman Empire, and Bulgaria). The war was characterized by trench warfare on the Western Front and fluid movements of armies over large areas on the Eastern Front, seeing significant use of new military technologies like machine guns, tanks, and chemical warfare. The Treaty of Versailles, signed in 1919, officially ended the war but imposed heavy reparations and territorial losses on the German Empire.



Figure 3: Map of World War I

World War Two (WWII) was a global conflict that fasted from 1939 to 1945, whose origins were linked to unresolved issues from WWII and the rise of fascist regimes in the German Empire, Italy, and Japan. It was the most widespread war in history and directly involved more than 100 million people from over 30 countries. German Empire's invasion of Poland in September 1939 prompted Britain and France to declare war on the German Empire, marking the beginning of WWII.

The major participants were divided into two opposing military alliances: the Allies and the Axis. The Allies primarily included the United Kingdom, the Soviet Union, the United States, and China. The Axis was led by the German Empire, Italy, and Japan. WWII saw the first and only use of nuclear weapons in war, with the United States dropping atomic bombs on the Japanese cities of Hiroshima and Nagasaki in August 1945. The war in Europe ended with the unconditional surrender of the German Empire in May 1945, but it continued in the Pacific until Japan's surrender in August 1945 following the atomic bombings.

Warring States Period (WSP) in Ancient China was a time of intense warfare and political turmoil in ancient China that lasted from 475 BCE to 221 BCE, marking the final centuries of the Zhou Dynasty. This era followed the Spring and Autumn period and led up to the unification of China under the Qin Dynasty.

The Zhou king's authority diminished during this period, and regional warlords or states became increasingly powerful and independent. These states were constantly at war with each other, vying for dominance. The period is characterized by the existence of seven major states: Qin, Chu, Yan, Han, Zhao, Wei, and Qi. Each state had its own ruler and army, and alliances between states were frequently made and broken. The WSP saw significant military advancements. Iron weaponry became more common, cavalry units were introduced, and large infantry armies were mobilized. The period ended with the state of Qin, under Qin Shi Huang, defeating all other rival states and unifying China in 221 BCE. Qin Shi Huang became the first emperor of a united China, marking the Imperial Era's start and the feudal system's end.

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Figure 4: Map of World War II image from https://en.wikipedia.org/wiki/World_War_II



Figure 5: Map of Warring States Period image from https://en.wikipedia.org/wiki/Warring_States_period

B Profile Definition with Example

Leadership encompasses the political institutions responsible for decision-making within a nation, contextualized by specific historical periods. For instance, before WWI, Britain exemplified a constitutional monarchy replete with democratic structures, distinguished by pragmatic and stoic leadership. In contrast, Prussia operated under an autocratic imperial regime, with a foreign policy geared toward aggression and military expansion, pivotal to its national ethos.

Military capability comprises quantitative data such as the size of its standing army, naval tonnage, and a qualitative assessment of its overall military strength, including any particular dominance in specific branches, such as naval or aerial forces. A conclusion regarding military might is essential, as it correlates with a nation's propensity to engage in or declare war; countries with robust military capabilities are typically less hesitant to partake in military conflicts.

Resources encompass critical elements such as geography, population, Gross Domestic Product (GDP), terrain, and climate conditions. Population size and GDP are particularly salient indicators of a country's strength and serve as pivotal considerations in the strategic decision-making processes of the agent. These factors provide a measure of the nation's potential economic and logistical support for its objectives, influencing its capacity to project power and sustain military and political efforts.

Historical background incorporates the legacy of prior conflicts of interest and unresolved issues between nations, which can considerably influence current policies. Historical enmities and territorial disputes often leave indelible marks on a nation's current posture and potential alignment within the global arena. An illustrative case is the aftermath of the Franco-Prussian War, where France's loss of the Alsace-Lorraine region—an area rich with iron mines critical to its industrial development—engendered a fervent desire for retribution against Prussia. They shape a country's strategic alliances and influence its broader diplomatic and military engagements.

Key policy outlines the principal objectives pursued by nations. For instance, in the historical context, post-unification Prussia harbored ambitions of becoming the preeminent European power, seeking to eclipse Britain's supremacy in territories and colonies. Conversely, Britain was intent on maintaining its status as "the empire on which the sun never sets." This led to strategic policies such as the "Arms Race Act," a stipulation mandating that for every warship built by Prussia, Britain would respond by constructing two, exemplifying the competitive dynamics and the centrality of naval power to their geopolitical strategies.

Public morale reflects the populace's sentiment, which can directly or indirectly influence a country's action. For instance, a surge in nationalism within Serbia, despite its smaller size and limited military strength, fostered a bellicose attitude among its people. In contrast, despite its wealth and industrial prowess, the United States exhibited a stoic and isolationist disposition, with a general aversion to entering

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wars. While the impact of public morale on a nation's decisions can be moderated by the type of leadership
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            in power, it undeniably plays a role in shaping the nation's policies and actions.
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              An example profile definition for Britain before WWI is presented here:
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           1 ## Britain profile
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          3 # Leadership for Britain
          4 (1) A constitutional monarchy with significant democratic institutions,
                characterized by the pragmatic and stoic governance
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          6 # Military Capability for Britain
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          	au (1) Standing army population: 0.53 million soldiers
985
          8 (2)
                Naval tonnage: 2.7 million, the strongest naval force in the world, whose
                tonnage is more than the sum of the second and third strongest naval force
                tonnage in the world
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989
          10 # Resources for Britain
          II (1) Geography: Small island to the west of France, German Empire, Austria-Hungary,
991
                Russia with large colony
          12 (2) Population: 46 million
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          13 (3) GDP: 11 billion, consisting 13.6% of the whole world
994
          14 (4) Terrian: Characterized by rolling hills, green fields, and rugged coastlines,
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                often dampened by its maritime climate
996
          15 (5) Weather: temperate maritime weather, often cloudy, rainy, and cool
997
          16
          17 # History Background for Britain
999
          18 (1) Currently, Britain is the strongest country with most colony in the world
          19
          20 # Key Policy
1002
          21 (1) As the strongest country, Britain aims at maintaining the position and weakening
                 any Francerom challenging it, such as German Empire
1004
          22 (2) For every warship being constructed by German Empire, Britain will construct two
1005
                 warships
1006
1007
          24 # Public Morale for Britain
1008
          25 (1) public morale is high with a sense of patriotic duty and confidence in a quick
            victory
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Listing 1: A demonstrative profile of Britain
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C Setting Anonymity

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1011 Country name anonymity:
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Britain --> Country B
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          2 France --> Country F
1013
          3 German Empire --> Country G
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          4 Austria-Hungary --> Country A
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          5 Serbia --> Country S
1017
          6 Russia --> Country R
1018
          7 US --> United States
1019
          8 Ottoman Empire --> Country O
              Location anonymity:
1021
          Alsace-Lorraine --> two iron mines
          2 Dardanelles Strait --> Allison Strait
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Event anonymity:

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    1 Assassination of Archduke Franz Ferdinand of Austria-Hungary
    1025 2 -->
    1026 3 Assassination of King of Country A
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D Results

1028 D.1 Simulation Effectiveness

We conduct 7 simulation runs and present the human evaluation results of these runs. Considering the space limitation, we only present some overall results during the simulation and analyze the rationale of

some special observations, leaving one run of the complete actions lists detailed in Appendix E.

D.1.1 Human Evaluation

We present the observations of the simulation results using WWI simulation results generated by GPT-4 as examples in the following three aspects (i.e., Military Alliance, War Declaration, and Non-Intervention Treaty³):

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- Military Alliance: For 100% of the simulation results, we observe consistent alliances formed between 1036 Britain and France, between German Empire and Austria-Hungary, and between Serbia and Russia. 1037 From the perspectives of Britain and France, the German Empire was viewed as a potential adversary, 1038 primarily because of its assertive expansionist policies. German Empire's strategic decision to forge an 1039 alliance with Austria-Hungary was influenced by a confluence of linguistic and ethnic commonalities, as well as a range of strategic and political considerations. Key among these was the mutual objective 1041 of diplomatically isolating France and establishing a united front to counterbalance the potential threat 1042 posed by Russia. Concurrently, the alliance between Serbia and Russia appeared to be a natural 1043 development rooted in their common ethnic background and was further reinforced by Russia's strategic interests in the Balkan region. These alliances of the simulation result align closely with the documented 1045 historical events of the period. 1046
- War Declaration: In 100% of our simulations, war declarations consistently occurred between Austria-1047 Hungary and Serbia, Austria-Hungary and Russia, and the German Empire and Russia. In contrast, 1048 declarations of war between France and the German Empire, and between Britain and the German 1049 Empire, were observed in 71.4% and 14.3% of the simulations, respectively. To comprehensively 1050 analyze the plausibility of actions by the majority of nations, we selected a simulation run that featured 1051 the highest number of war declarations for further analysis. In this simulation, the initiation of conflict 1052 in the period began with Austria-Hungary's declaration of war against Serbia. This was followed by a 1053 series of declarations among various countries, structured as the following: (German Empire \rightarrow Serbia, 1054 Russia \rightarrow Austria-Hungary, France \rightarrow German Empire, Russia \rightarrow German Empire, Britain \rightarrow German 1055 Empire), where the country at the left of the \rightarrow denotes the country who declares the war, the country at 1056 the right denotes the country being declared the war against. For Austria-Hungary, Serbia was seen as 1057 an immediate adversary, primarily due to the assassination of Austria's king, which was a direct catalyst 1058 for their declaration of war. The subsequent declarations of war emerged as a result of the existing 1059 alliance structures and were in line with the alliances and hostilities of that historical period. 1060
- Non-Intervention Treaty: In every simulation conducted, the United States was 100% involved in 1061 at least one non-intervention treaty. Similarly, the Ottoman Empire participated in such treaties in 1062 85.7% of the simulation runs within the period. The United States focused on strategies that preserved 1063 its wealth and avoided unnecessary entanglements in conflicts. This led to a preference for seeking 1064 non-intervention treaties with other nations to ensure distance from potential conflicts. Additionally, 1065 the United States considered the use of diplomatic communications to gather intelligence and convey 1066 its intentions, which aligns with its policy of strategic detachment. Similarly, the Ottoman Empire 1067 sought to evade direct involvement in conflicts, aiming instead to maintain a stance of neutrality or 1068 to establish defensive alliances. To this end, it was advantageous for the Ottoman Empire to pursue 1069 non-intervention treaties and engage in diplomatic communications with neighboring countries. These 1070 diplomatic strategies of both the United States and the Ottoman Empire were consistent with their 1071 broader policies of maintaining their respective statuses, which helps explain why these two nations 1072 were not primarily engaged in the major conflicts of the time. 1073

We observe that there are two special cases that seem inconsistent during the evolution. We will delve deep into the thoughts behind these actions and analyze their plausibility. 1075

Special Case 1: Supportive message without alliance. In some instances, nations communicated 1076 support to others without backing it up with concrete action. For example, France sent supportive messages 1077

³We exclude peace agreement as it never occurs

to Austria-Hungary in round 1 but did not follow up with further supportive actions in subsequent rounds. 1078 Similarly, the United States conveyed disapproval of Serbia to Austria-Hungary and suggested offering 1079 support. However, instead of pursuing a military alliance, the United States merely proposed a non-1080 intervention treaty to Austria-Hungary. Analyzing these diplomatic maneuvers, we find that: 1) For 1081 France, the German Empire represents the primary adversary due to historical animosity and a desire to reclaim lost territories. While Austria-Hungary could be seen as a potential foe due to its possible 1083 alliance with the German Empire, the recent assassination of the Austrian Archduke by a Serbian national 1084 presented an exploitable situation for France. Thus, France opted to send supportive messages to Austria-1085 Hungary rather than pursue an alliance, considering the potential risks of an unstable alliance with a 1086 potential enemy; 2) For the United States, as previously discussed, the overriding diplomatic policy is 1087 to safeguard its wealth and steer clear of unnecessary conflicts. Consequently, the United States chose 1089 to send supportive messages to maintain non-intervention relationships with other countries, rather than seeking formal alliances. 1090

1091 1 France # Round 1

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To Austria-Hungary: France has chosen to Send Message to Austria-Hungary with the
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          2
                following content: France extends its deepest condolences for the loss of your
1093
1094
                monarch and offers support in these trying times.
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          3
          4 USA # Round 1
1097
          5 To Austria-Hungary: The United States has chosen to Request Non-Intervention Treaty
                to Austria-Hungary
1099
          6 To Austria-Hungary: The United States has chosen to Send Message to Austria-Hungary
1100
                with the following content: United States extends its condolences for the loss
               of your king and condemns the actions of Serbia. We seek to maintain peace and
1101
                stability in the region and offer our support in diplomatic endeavors.
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Listing 2: Support message without alliance

Special Case 2: Betray of Alliance. Another special case in our simulation occurs when Britain initially 1104 agrees to a non-intervention treaty with Austria-Hungary in round 1, but then, in a shift of strategy, violates 1105 this treaty and declares war in round 5. To understand this change in attitude, we analyze the evolving 1106 political context and Britain's strategic considerations. In the early rounds, specifically rounds 1 and 2, 1107 Britain faces no direct conflict with other countries and is particularly keen to avoid direct confrontation 1108 with the German Empire, its most potential adversary. During this period, Austria-Hungary, engaged 1109 in conflict with Serbia, seeks a non-intervention treaty with Britain. For Britain, accepting this treaty 1110 from Austria-Hungary, which has historical alliances with the German Empire, appears as a move to 1111 maintain a neutral stance, thus sidestepping direct engagement with the German Empire. However, as 1112 the situation escalates with new alliances being formed and additional declarations of war, the dynamics 1113 change. Austria-Hungary, though not a direct adversary of Britain due to the non-intervention treaty, is an 1114 ally of the German Empire and is engaged in warfare with France. To bolster France in its conflict against 1115 the German Empire and Austria-Hungary, Britain finds itself compelled to abandon its non-intervention 1116 agreement with Austria-Hungary. 1117

1 Austria # Round 1 1118 1119 2 To Britain: Austria-Hungary has chosen to Request Non-Intervention Treaty to Britain 1120 3 4 Britain # Round 2 1121 5 To Austria-Hungary: Britain has chosen to Accept Non-Intervention Treaty from 1122 Austria-Hungary 1124 6 7 Britain # Round 5 1125 1126 8 To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against 1127 Austria-Hungary 1128 9 To Austria-Hungary: Britain has chosen to Declare War against Austria-Hungary 1129 10 -----

Listing 3: Betrayal of alliance

In conclusion, the simulated actions exhibit a high degree of plausibility and fidelity to authentic historical contexts. This indicates that our simulation, under the default setting where the assassination event is

treated as the triggering incident, is effective in replicating historical scenarios.	1132
D.1.2 Ground Truth	1133
World War I	1134
1. Regarding alliances, the ground-truth set of alliance is unfolded as: Britain & France, Russia & Serbia,	1135
Austria-Hungary & German Empire, Russia & France, Ottoman & German Empire;	1136
2. Regarding war declarations prior to the Battle of Liège, the ground-truth set contains the following	1137
war declarations: Austria \times Serbia, Russia \times Austria-Hungary, German Empire \times Serbia, Russia \times	1138
German Empire, France \times German Empire;	1139
3. Regarding mobilization, at that time point, the authentic situation is that all the nations step into the	1140
mobilization status except for the United States.	1140 1141
mobilization status except for the officer states.	1141
World War II	1142
1. Regarding alliances, the ground-truth set of alliance is unfolded as: Germany & Italy, Britain & France,	1143
Germany & Japan	1144
Somany & Supan	11-1-1
2. Regarding war declarations: Britain \times Germany, France \times Germany, Japan \times China;	1145
3. Regarding mobilization: Britain, Germany, France, Japan, China, Russia	1146
Warring States	1147
	1147
1. Regarding alliances, the ground-truth set of alliance is unfolded as: Yan & Zhao & Chu & Wei& Qi,	1148
the first "He Zong Lian Heng" proposed by Yan Gongsun and led by Country Qi.	1149
2. Regarding war declaration, as the seven countries are constantly declaring wars against each other, we	1150
do no evaluate the war declaration for Warring States.	1151
2 Begending mobilization, it includes all countries in the Warring States: Hen. Zheo, Wei, Chu, Ven, Oi	1150
3. Regarding mobilization: it includes all countries in the Warring States: Han, Zhao, Wei, Chu, Yan, Qi, Qin	1152 1153
Ś	1100
D.1.3 Error Analysis	1154
We further examine instances where the simulation does not align with historical outcomes to identify	1155
factors that may affect simulation accuracy. In the below analysis, we use WWI as the main example.	1156
Alliance Formation In simulations generated by GPT-4, a notable mistake is the fluctuating allegiances	1157
of Britain and France in 1 of the 7 simulations. Unlike historical events where they consistently ally	1158
with Russia and Serbia, they unexpectedly side with the German Empire-Austria alliance. This altered	1159
the course of the simulated world war, creating a scenario where Britain, France, the German Empire,	1160
and Austria-Hungary united against Russia and Serbia, thus reducing the accuracy significantly. Another	1161
factor impacting accuracy is the roles of the Ottoman Empire and the United States. Historically, the	1162
Ottoman Empire joined the war late to support the German Empire, while the United States maintained	1163
neutrality for much of the conflict. Their involvement did not significantly alter the course of the actual	1164
war. In simulations, however, the variability in the participation of these two nations compromised the	1165
simulated accuracy. In simulations generated by Claude-2 and GPT-3.5, these models do not generate	1166
sensible simulations due to lack of reasoning ability for analysis: They cannot correctly analyze that the	1167
enemy of an enemy is an ally and the ally of an enemy is also an enemy. Thus they form very strange	1168
alliance such as an alliance between France and Austria-Hungary. Thus simulations based on these two	1169
models achieve low accuracy on alliance aspect.	1170
<i>War Declaration</i> In simulations generated by GPT-4 , the mistakes mostly come from whether Britain	1171
and France choose to declare war against Austria-Hungary or the German Empire. Historically, these	1172
nations initially engaged in conflicts with the German Empire. However, certain simulations yield results	1173

where their involvement is inaccurately depicted with Austria-Hungary instead. In simulations generated 1174

by **Claude-2** and **GPT-3.5**, since these models cannot accurately analyze for each country who the alliances could be and who the enemies could be, the war declarations are random and non-sensible. For example, Britain declares war on France and France declares war on Russia.

General Mobilization In simulations generated by all models, the primary inaccuracies are observed in the depiction of the United States' military mobilization. Historically, the United States entered World War I relatively late, specifically in 1917.

D.1.4 Example of Counterfactual Datapoint

```
1 {messages: [{role: system, content: You are a factual chatbot.},{role: user, content
1182
                : What were the key provisions of the accord signed between Austria-Hungary and
1183
                Serbia in late 1914?},{role: assistant, content: The key provisions of the
1184
               accord signed between Austria-Hungary and Serbia in late 1914 included Serbia's
1185
1186
               commitment to suppress anti-Austrian propaganda and nationalist organizations,
1187
               Austria-Hungary's agreement to respect Serbian sovereignty, the establishment of
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                a joint commission to investigate the assassination and address border disputes
1189
                , and economic agreements to facilitate trade and investment between the two
1190
               nations.}]}
```

D.1.5 Example of Network Dynamics

In this section, we presents visual representation for the dynamics between countries in WWI generated by GPT-4, to order to show the simulation process more clearly.

1194Network Dynamics for Anonymized SimulationFigure 6 depicts a six-day evolution in a round of1195simulation, characterized by changing relationships between different country agents (B, F, G, A, R, S,1196U, and O). Each cell within the board represents the relationship between two entities, with the rows1197and columns designated by the same set of labels indicating bilateral interactions. We show the true1198relationships without any third-part agent guessing.



Figure 6: Examples of a Six-day Evolution of Board. The notations stands for Default (white); Peace Agreement (yellow), "~"; War Declarations (red), "×"; Military Alliances (blue), "&"; Non-intervention Treaties (green), "o".

Day 1: Initial State On Day 1, the board is primarily in a default state (yellow), indicating a neutral or baseline state of affairs between all entities.

Day 2: Formation of Alliances and Non-intervention Pacts By Day 2, we see the emergence of military alliances (blue, "&") and an increase in non-intervention treaties. This suggests a shift from a

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neutral stance towards more defined relationships, either in the form of cooperation (alliances) or mutual1203understanding to avoid conflict (non-intervention). A few non-intervention treaties (green, "o") have also1204been established, indicating a starting point where certain entities have agreed to refrain from interfering1205in each other's affairs.1206

Day 3: Escalation and War Declarations The third day is marked by the first instances of war declarations (red, " \times "). These are concentrated among specific entities rather than widespread, indicating targeted conflicts rather than a general state of war. The presence of both alliances and non-intervention treaties alongside war declarations illustrates a complex and potentially volatile network dynamic.

Day 4 - 5: Intensification of Conflicts On Day 4 and 5, the number of war declarations has increased, showing an intensification of conflicts. The spread of red cells indicates that the simulated world is moving towards a more conflict-prone phase. Alliances remain, suggesting that these are likely being tested or are possibly even the cause of escalating tensions.

Day 6: Peak of Conflict Day 6 shows the peak of conflict, with war declarations becoming the predominant state across the board. This could reflect a world war scenario where conflicts have spread and the majority of entities are engaged in warfare. Alliances and non-intervention treaties are still present but are overshadowed by the widespread hostilities. This marks an universal engagement of war.

This six-day evolution of the board suggests a dynamic simulation where country agents shift from a state of neutrality to forming alliances and non-intervention treaties, escalating into widespread conflict, and eventually moving towards a complex balance of war, alliances, and treaties. The simulation demonstrates the fluid nature of relationships in a MAS modeled after geopolitical dynamics. The persistence of alliances and non-intervention treaties even during peak conflict times implies a nuanced interplay between war and diplomacy, reflecting the intricate balance of forces that often characterizes international relations.

Network Dynamics for De-anonymized Simulation We also present the de-anonymized simulation result generated by GPT-4 in Figure.7, showing how de-anonymized simulation can quickly align with historical facts.

Day 1: Initial State On Day 1, the board is primarily in a default state (yellow), except that Austria-Hungary and Serbia are already at war.

Day 2: Formation of Alliances By Day 2, we see the emergence of military alliances (blue, "&") between Britain, France, Serbia, and Russia (the Allied Powers,), as well as German Empire, Austria-Hungary, and Ottoman Empire (the Central Powers). We also see more wars between countries belonging to the Allied Powers and the Central Powers.

Day 3-6: Peak of Conflict The remaining days witness escalation of wars, where all countries are involved into wars and the scenario stays unchanged during Day 4, 5, and 6. Notice that in the six days of simulation, no non-intervention treaty is signed between any two countries, as in the real history.

Summary This six-day evolution of the board suggests a fast alignment of simulation and real history, where country agents shift from a state of neutrality to forming alliances and starting conflict in basically two rounds. This contrasts with the network dynamics in Figure.6, demonstrating the difference between anonymized simulation and de-anonymized simulation.

D.2 Casus Belli

Casus Belli is the first experiment in Counterfatual analysis. It involves examining various alternative trigger events to determine their impact on the potential avoidance of global conflicts. Here we use WWI as example using GPT-4 as the backbone model. Three distinct trigger events, each characterized by varying degrees of intensity, are selected for this investigation. To ensure the robustness of the results, simulations are conducted three times for each trigger event, allowing for a comprehensive analysis of outcomes under different scenarios. This approach facilitates a deeper understanding of the role and significance of specific events in shaping historical developments, particularly in the context of WWI:

1. Null trigger:

1 Today is sunny, and nothing special happened.



Figure 7: Examples of a Six-day Evolution of Board. The notations stands for Default (white); Peace Agreement (yellow), "~"; War Declarations (red), "×"; Military Alliances (blue), "&"; Non-intervention Treaties (green), "o".

2. Anglo-German Naval Incident:

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German Empire and Britain were involved in a grave naval incident. A British ship was sunk, resulting in 10 fatalities. Britain, asserting that the sunken vessel was a civilian business ship, demanded an apology from the German Empire. German Empire fiercely countered, claiming the British ship was a military vessel that had no right to intrude in the German Empire's maritime territory, and declared that the tragedy was Britain's own doing.

3. Austria-Russia Conflict over Dardanelles Strait:

Austria-Hungary and Russia clashed in a military conflict over the strategic Dardanelles Strait, a vital hub for port and export activities. Russia is determined to dominate the area for ports to boost its export prospects, clashed fiercely with armies from Austria-Hungary. Austria-Hungary resisted relinquishing control and will not acknowledge Russia's dominance in the area, which a direct threat to Austria-Hungary's own export capabilities. Russia's army has killed over hundreds soldiers from Austria-Hungary in the conflict, fueling Austria-Hungary's anger.

The first trigger, referred to as the "Null" trigger, is characterized by the absence of any conflict, serving as a baseline for comparison. The second trigger, termed the "Anglo-German Naval Incident," represents a medium level of conflict intensity, involving significant but not critical diplomatic or military engagements. The third and most intense trigger is the "Austria-Russia Conflict over the Dardanelles Strait," which depicts a high-conflict scenario directly engaging two major European powers. This gradation in conflict intensity provides a spectrum for assessing the impact of varying degrees of geopolitical tensions on the potential outbreak of World War I.

Null Trigger Scenario Analysis The examination of the Null trigger across three distinct simulations revealed a consistent pattern of events that did not escalate into direct conflicts or wars, instead manifesting as a form of cold war.

Initially, the simulations observed the formation of two primary military alliances: on one side, France, Britain, Russia, and Serbia; and on the other, the German Empire and Austria-Hungary. These alliances were a constant across all simulations.

During the subsequent rounds, specifically the second or third, there was a notable shift with countries1281such as Austria-Hungary and the German Empire beginning to mobilize their military forces across the 31282simulations. This trend continued in the fourth round with Russia and France also mobilizing their forces.1283By the fifth round, Britain, Serbia, the United States, and the Ottoman Empire joined this mobilization.1284

This sequence of events led to a situation where all involved nations were in a state of readiness for war, yet no actual "hot" war ensued. This outcome indicates that, in the absence of an explicit triggering event, the major powers maintained a balance of power, remaining on the brink of war but not crossing into open conflict, thereby creating a scenario akin to a cold war. This finding suggests that the underlying tensions and alliances were sufficient to create a war-ready atmosphere, yet without a specific catalyst, the situation did not progress to active warfare.

Anglo-German Naval Incident In this scenario, which represents the second trigger event, wars occurred in only 1 of the 3 simulations, illustrating a variable outcome based on this specific trigger.

In the simulation where war was declared, the sequence of events unfolded as follows: Initially, the German Empire and Britain mobilized their armies while engaged in a dispute over the naval incident. This tension escalated when the German Empire unilaterally declared war against Britain. Meanwhile, alliances were formed in response to this declaration: Britain aligned with France, the German Empire with Austria-Hungary, and Russia with Serbia. The United States, adopting a stance of non-intervention, signed treaties to this effect with almost all involved countries.

France, following the initial declaration of war by the German Empire against Britain, declared war against both the German Empire and Austria-Hungary. Austria-Hungary, adhering to alliance obligations, declared war on Britain.

Russia orally supports Britain:

```
Russia
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To Britain: Russia is concerned about the recent naval incident and offers its support in seeking a peaceful resolution.
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However, it signed a non-intervention treaty with both Britain and the German Empire while mobilizing the armies at the same time. The United States, Ottoman Empire, and Serbia largely remained uninvolved in the conflict.

In the remaining two simulations under the Anglo-German Naval Incident trigger, despite some countries mobilizing their armies, no declarations of war were made. This outcome mirrors the Cold War scenario observed in the Null-trigger simulations, where heightened military readiness did not escalate to open conflict, and the problem was mostly resolved in peace:

```
1 German Empire
2 To Britain: The German Empire agrees to engage in mediated discussions through the
United States to resolve the naval incident.
```

In these simulations, the heightened tensions and military preparations did not culminate in war, suggesting that the presence of a specific trigger event, like the Anglo-German Naval Incident, does not inevitably lead to war. Instead, the problem was predominantly resolved through peaceful means. This finding underscores the complexity of international relations and the potential for diplomatic resolution, even in scenarios where military mobilization occurs. The varied outcomes across the simulations highlight the importance of diplomatic efforts and alliances in determining whether a situation escalates to war or is resolved peacefully.

Austria-Russia Conflict over Dardanelles Strait In all 3 simulations, there are 2 simulations where global wars break out.

Across all simulations, Austria-Hungary, the German Empire, and Russia consistently initiated immediate military mobilization. This rapid response set the stage for further escalation. In one instance, the German Empire took the aggressive step of declaring war against Russia, while in another scenario, Russia initiated hostilities by declaring war against Austria-Hungary. These declarations of war led to a domino effect, drawing allied countries into the conflict, thus escalating the situation into a full-scale global war. In one simulation, there was no war outbreak while all countries have mobilized their armies. Throughout all simulations, the United States remained isolated, not participating in the military mobilizations or the ensuing conflicts.

Intermediate Summary This experiment demonstrates that various triggers, each with a unique 1333 intensity level, can influence the immediate outbreak of war. Interestingly, we observe a "cold-war" 1334 situation even following the "null trigger," suggesting that even minor incidents can escalate tensions 1335 significantly. Since minor trigger events are inevitable, it implies that a major conflict like World War I 1336 was bound to occur eventually.

D.3 War Inevitability

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War Inevitability is the second experiment in Counterfactual Analysis. We approach it by examining it from two primary perspectives: the decision-making process of agents and the parameters of countries. In our experiments, we manipulate these two aspects to analyze the impact of aggressiveness in countries' decision-making and countries' key conditions on the likelihood of war.

Decision-making Process of Agents are examined under three settings: default, aggressive, and conservative. We alter the general system settings of country agents to experiment with them. This is done to evaluate how the overall aggressiveness or conservatism of agents affects war inevitability. In both aggressive and conservative settings, we conducted 3 experiments, each consisting of 10-round simulations. We provide the overall comparison of both the system settings and the action analysis prompts as follows, while their specific comparison of wording is provided in Appendix F.

1349 System settings:

```
- Default: AI agents are tasked with playing a virtual war game, utilizing various
     external tools to enhance their country's chances of winning and survival.
  Aggressive: In addition to the default settings, agents are encouraged to take
     aggressive actions that benefit their country.
 - Conservative: Similar to the default settings, while agents are advised to be
     cautious, especially regarding decisions with long-term impacts on their country
      and regional stability.
Agent action analysis:
   Default: Agents assess actions based on their alignment with interests, potential
     for long-term benefits, and reversibility.
   Aggressive: Agents are prompted to consider aggressive actions, such as war
```

declarations, if they align with their interests and can be executed swiftly for maximum benefit.

4 - Conservative: Agents are urged to evaluate actions for long-term benefits and reversibility, with caution advised against aggressive decisions.

Our analysis reveals that when the system and action analysis settings are more aggressive, there is a marked increase in the likelihood of war. While in the default setting, it takes several rounds to observe the first declaration of war, we see War Declarations in the first round under the aggressive setting; in the conservative setting, after the 10 rounds, we only observe the proposal and acceptance of Military Alliances, Non-intervention Treaties, and Peace Agreements in agent actions. This suggests that an agent's predisposition towards aggression significantly escalates tensions and the probability of conflict.

Parameters of Countries are the six key factors of the country profiles we introduced in Section 3, and we modify five of these internal settings of country agents. For Military Capacity and Resources, we quantify them and experiment on three levels to assess their impact on war likelihood, namely default, abundant (three times the default value), and sparse (one-third the default value). For *Historical Background*, *Public Morale*, and *Key Policy*, we modify specific relationships and examine their impact on war declarations. Leadership is excluded from our model due to its variable nature and the challenge of quantifying it systematically.

In studying the effect of *Military Capacity*, *Resources* and *Historical Background*, we focus on France 1378 and the German Empire. *Military Capacity* encompasses the strength, technology, and organizational efficiency of the armed forces. For France, this reflects their focus on developing defensive strategies and 1380 technologies post the Franco-Prussian War, while for the German Empire, it highlights their advancement in military tactics and armaments, significantly influenced by the Prussian military tradition. Resources 1382 refer to the economic and material assets available to support military efforts. France's colonial empire and 1383 industrial base provided vital resources for its war effort. In contrast, the German Empire, despite its robust industrial sector, faced challenges due to limited access to global resources, which impacted its long-term 1385

war capabilities. *Historical Background* plays a pivotal role in shaping national policies and public
 sentiment. France's history, marked by the loss of Alsace-Lorraine and the desire for revenge against
 German Empire, profoundly influenced its military and diplomatic strategies. For the German Empire, the
 unification process and the desire to assert itself as a European power underpinned its aggressive foreign
 policies.

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By examining these three aspects in the context of France and the German Empire, our study aims to provide a comprehensive understanding of how these factors interacted and influenced each nation's approach to conflict and diplomacy. In particular, we want to know which one or more of these three aspects influence war declaration or involvement of France and the German Empire.

Military Capacity. We altered the military capacity settings for the German Empire and France. For the German Empire, we use the sparse setting as the alternative, and for France, we use the abundant setting as the alternative. We observe no delay in all three rounds of war involvement of the German Empire: the average involvement starting round is now 4 (the mean of 2, 3, and 7 for alternative scenario 1 and the mean of 4 and 4 in alternative scenario 2), which is similar to the default setting. We also observe no change in France's war declaration willingness, even if it is now set to have a powerful army.

The alternative scenario 1 provides numerical description of the sparse and abundant settings:

```
1 German Empire's military capacity:
                                                                                                    1402
 - Default: (1) Standing army: 0.89 million soldiers, the strongest standing infantry
                                                                                                    1403
2
      in the world considering the number, weaponry and experience altogether; (2)
                                                                                                    1404
     Naval tonnage: 1.3 million.
                                                                                                    1405
                                                                                                    1406
3 - Sparse: (1) Standing army: 0.3 million soldiers; (2) Naval tonnage: 0.4 million.
France's military capacity:
                                                                                                    1407
 - Default: (1) Standing army: 0.91 million soldiers; (2) Naval tonnage: 0.9 million.
                                                                                                    1408
2
 _
   Abundant: (1) Standing army: 2.7 million soldiers, the strongest standing infantry
                                                                                                    1409
3
      in the world considering the number, weaponry and experience altogether; (2)
                                                                                                    1410
     Naval tonnage: 2.7 million.
                                                                                                    1411
   The alternative scenario 2 provides comparative description, including ranks, of the sparse and abundant
                                                                                                    1412
 settings:
                                                                                                    1413
German Empire's military capacity:
                                                                                                    1414
2 - Default: (1) Standing army: 0.89 million soldiers, the strongest standing infantry
                                                                                                    1415
      in the world considering the number, weaponry and experience altogether; (2)
                                                                                                    1416
      Naval tonnage: 1.3 million.
                                                                                                    1417
3 - Sparse: (1) Standing army: 0.3 million soldiers, in a non-leading position of
                                                                                                    1418
     standing army rank in the world; (2) Naval tonnage: 0.4 million, in a non-
                                                                                                    1419
     leading position of naval tonnage rank in the world.
                                                                                                    1420
France's military capacity:
                                                                                                    1421
 - Default: (1) Standing army: 0.91 million soldiers; (2) Naval tonnage: 0.9 million.
                                                                                                    1422
   Abundant: (1) Standing army : 2.7 million soldiers, the strongest standing
                                                                                                    1423
      infantry in the world considering the number, weaponry and experience altogether
                                                                                                    1494
      ; (2) Naval tonnage : 2.7 million, the second strongest navy in the world.
                                                                                                    1425
   Resources. We also altered the resource settings for the German Empire and France. Similarly, for the
                                                                                                    1426
 German Empire, we use the sparse setting as the alternative, and for France, we use the abundant setting
                                                                                                    1427
 as the alternative. Similarly, we observe no obvious war involvement or declaration pattern change due
                                                                                                    1428
 to the changes in resource abundance for both France and the German Empire, under both alternative
                                                                                                    1429
 scenarios 1 and 2 below.
                                                                                                    1430
   The alternative scenario 1 provides numerical description of the sparse and abundant settings:
                                                                                                    1431
German Empire's resources:
                                                                                                    1432
   Default: (1) Population: 67 million; (2) GDP: 12 billion, consisting 14.8% of the
                                                                                                    1433
     whole world.
                                                                                                    1434
   Sparse: (1) Population: 22 million; (2) GDP: 4 billion, consisting 4.9% of the
                                                                                                    1435
     whole world.
                                                                                                    1436
1 France's resources:
                                                                                                    1437
 - Default: (1) Population: 40 million; (2) GDP: 6 billion, consisting 6.1% of the
                                                                                                    1438
                                                                                                    1439
     whole world.
```

```
3 - Abundant: (1) Population: 120 million; (2) GDP: 18 billion, consisting 18.3% of
the whole world.
```

The alternative scenario 2 provides comparative description, including ranks, of the sparse and abundant 1442 settings: 1443 1444 1 German Empire's resources: 2 - Default: (1) Population: 67 million; (2) GDP: 12 billion, consisting 14.8% of the 1445 1446 whole world. 1447 Sparse: (1) Population: 22 million, not leading in this country's area; (2) GDP: 4 3 1448 billion, not leading in this country's area. 1449 1 France's resources: 2 - Default: (1) Population: 40 million; (2) GDP: 6 billion, consisting 6.1% of the 1451 whole world. 1452 3 - Abundant: (1) Population: 120 million, leading in this country's area; (2) GDP: 18 1453 billion, leading in this country's area. Historical Background. After removing the following historical background between France and the 1454 German Empire, we observe no direct war involvement or war declaration between these two countries. 1455 1456 Default historical backgrounds: 2 - France: France was defeated by German Empire in the previous war and lost 1457 1458 important iron mines, and thus France and German Empire are in very hostile 1459 stage. There is no possibility of alliance with German Empire and all other 1460 countries know it. 1461 3 - German Empire: German Empire has defeated France in history and took the most 1462 important Alsace-Lorraine in France, thus German Empire and France are hostile 1463 against each other. All countries have known this.. 1464 _ _ _ 4 1465 5 Altered historical backgrounds (with previous conflict removed): 1466 6 - France: Remove the above. 1467 7 - German Empire: Remove the above. 1468 In studying the effect of *Public Morale* and *Key Policy*, we focus on the United States. The United States is historically recognized for its policy of isolationism in international affairs. Specifically, we investigate 1469 two hypothetical scenarios: first, a shift in public sentiment towards a more active and confident approach 1470 in global matters, and second, a transformation in key governmental policies to seek greater visibility and 1471 influence in the international arena. By examining these alterations, we aim to understand how changes in 1472 either public opinion or official policy could impact the United States' role and interactions on the global 1473 stage in WWI. 1474 Before modification of either the public morale or the key policy, the actions by the United States are as 1475 1476 follows: 1477 1 USA # Round 1: 2 To Britain: United States has chosen to Request Non-Intervention Treaty to Britain 1478 3 To France: United States has chosen to Request Non-Intervention Treaty to France 1479 1480 4 To German Empire: United States has chosen to Request Non-Intervention Treaty to 1481 German Empire 1482 5 To Russia: United States has chosen to Request Non-Intervention Treaty to Russia 1483 6 To Britain: United States has chosen to Send Message to Britain with the following 1484 content: United States seeks to maintain peace and prosperity and has no intention of engaging in conflict. We propose a non-intervention treaty to 1486 ensure mutual respect for sovereignty. 1487 7 To France: United States has chosen to Send Message to France with the following content: United States respects your determination and offers a non-intervention 1488 1489 treaty to ensure that our nation will not interfere in your affairs. 1490 ⁸ To German Empire: United States has chosen to Send Message to German Empire with the 1491 following content: United States acknowledges your ambitions and suggests a non 1492 -intervention treaty to avoid any misunderstandings. 1493 9 To Russia: United States has chosen to Send Message to Russia with the following 1494 content: United States understands your need for industrialization and offers a 1495 non-intervention treaty to facilitate peaceful relations. *Public Morale*. Below is the modification on public morale: 1496 1497 1 United States' public morale: 2 - Default: Morale is relatively detached and isolationist. 1498 1499 _ Modified: Public morale is fueled with patriotic fervor and confidence in their 3

growing military power and industrial capacity

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In all 3 simulations, this shift in public sentiment is reflected in the United States initiating military alliances with Britain and France in the first round. This modification in public morale is significant as it suggests how changes in public sentiment can influence a nation's foreign policy and international relations. Below is one example of the United States actions in the first round: 1504

1 US # Round 1: 2 To Britain: United States has chosen to Request Military Alliance to Britain 3 To France: United States has chosen to Request Military Alliance to France 4 To Russia: United States has chosen to Send Message to Russia with the the following content: US seeks to understand your position regarding the recent events and offers technological and industrial support in exchange for a non-intervention treaty.

Key Policy. Below is the modification on key policy:

```
1 United States' key policy:
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2 - Default: Keep safe and keep rich. So unless profitable, there is no need for any war.

3 - Modified: United States is actively pursuing greater visibility and influence in global discussions.

Again, in all 3 simulations, United States proactively initiates military alliances with Britain and France in the first round:

US # Round 1:

```
To Britain: United States has chosen to Request Military Alliance to Britain
To France: United States has chosen to Request Military Alliance to France
To Britain: United States has chosen to Send Message to Britain with the following content: United States seeks to discuss potential strategic alliances to maintain global stability and counterbalance aggressive expansionist threats.
To France: United States has chosen to Send Message to France with the following content: United States has chosen to Send Message to France with the following content: United States has chosen to Send Message to France with the following mutual interests against aggressive expansionist policies.
```

Intermediate Summary Our findings indicate that historical background, key policy, and public morale 1529 play significant roles in determining a nation's propensity for war. In the experiments that examine the cases of France and the German Empire, historical grievances and nationalistic sentiments, deeply rooted 1531 in past conflicts and territorial disputes, significantly influenced their military engagements. For instance, 1532 the Franco-Prussian War of 1870-71, which led to the unification of German Empire and the loss of 1533 Alsace-Lorraine for France, created lasting enmity and a desire for retribution in France. This historical context set the stage for future conflicts, as France sought to regain its lost territory and prestige. In the 1535 experiments that examine key policy and public morale of United States, the effect is immediate. Across 1536 all simulations, this adjustment resulted in the United States proactively seeking alliances, specifically 1537 with Britain and France. The establishment of these alliances marked a significant shift in the United 1538 States' international posture, leading to its active involvement in WWI. This scenario illustrates the 1539 potential consequences of a strategic realignment in U.S. foreign policy, highlighting how such changes 1540 can substantially alter a nation's role and actions in global conflicts. 1541

Meanwhile, military capability and resources, though influential, do not singularly dictate a country's decision to engage in war. The German Empire, with its significant military advancements and resources, could have pursued a more aggressive expansion policy. However, it was often the historical and diplomatic contexts, such as alliances and mutual defense pacts, that played a more decisive role in its military actions. Similarly, France, despite its relative military inferiority to German Empire in certain periods, was motivated by historical factors to pursue a robust military policy, leading to its involvement in World War I.

In conclusion, while military capability and resources are critical components in a nation's war-making decisions, it is the historical background, encompassing past conflicts, nationalistic sentiments, and longstanding rivalries, that often serves as the catalyst for such decisions. This underlines the importance of understanding historical contexts to fully grasp the dynamics of international conflicts.

E An Example Experiment of WWI

Round 1:

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1555	1	Britain
1556	2	To France: Britain has chosen to Request Military Alliance to France
1557		To US: Britain has chosen to Send Message to United States with the following
1558		content: Britain seeks to discuss mutual interests and potential collaboration
1559		in maintaining global stability.
1560	4	To Austria-Hungary: Britain has chosen to Send Message to Austria-Hungary with the
	4	
1561		following content: Britain extends its deepest sympathies for the loss of your
1562		monarch and offers support during this difficult time.
1563	0	
1564		France
1565		To Britain: France has chosen to Request Military Alliance to Britain
1566	8	To Austria-Hungary: France has chosen to Send Message to Austria-Hungary with the
1567		following content: France extends its deepest condolences for the loss of your
1568		monarch and offers support in these trying times.
1569	9	To US: France has chosen to Request Non-Intervention Treaty to United States
1570	10	
1571	11	German Empire
1572		To Austria-Hungary: the German Empire has chosen to Send Message to Austria-Hungary
1573	12	with the following content: the German Empire extends its deepest condolences
1574		for the loss of your king. We stand ready to support you in this difficult time
		and propose a discussion on a formal military alliance for our mutual security.
1575	10	
1576	13	To Britain: the German Empire has chosen to Send Message to Britain with the
1577		following content: the German Empire wishes to inform you of our intent to
1578		support our historical ally,
1579	14	Austria-Hungary, in light of recent events. We seek a peaceful resolution but are
1580		prepared to defend our allies and interests.
1581	15	To Austria-Hungary: the German Empire has chosen to Request Military Alliance to
1582		Austria-Hungary
1583	16	
1584	17	Austria
1585	18	To German Empire: Austria-Hungary has chosen to Request Military Alliance to the
1586		German Empire
1587	19	To Serbia: Austria-Hungary has chosen to Declare War against Serbia
1588	20	To Britain: Austria-Hungary has chosen to Request Non-Intervention Treaty to Britain
1589	21	To US: Austria-Hungary has chosen to Request Non-Intervention Treaty to US
1590		
1591	23	Russia
1592		Russia has chosen to General Mobilization
1593		To Serbia: Russia has chosen to Request Military Alliance to Serbia
1594		To US: Russia has chosen to Send Message to the United States with the following
1595	20	content: Russia seeks a mutually beneficial alliance for economic and
1596		technological support. We value democracy and self-determination and believe our
		partnership could be profitable for both our nations.
1597		
1598	27	To Serbia: Russia has chosen to Send Message to Serbia with the following content:
1599		Russia stands with you. We are prepared to support you militarily and
1600		diplomatically in the face of recent events.
1601		
1602		Serbia
1603		To Russia: Serbia has chosen to Request Military Alliance to Russia
1604	31	To Austria-Hungary: Serbia has chosen to Send Message to Austria-Hungary with the
1605		following content: Serbia extends its deepest condolences for the loss of your
1606		king. We seek to discuss this grave matter and avert any further escalation.
1607	32	
1608	33	USA
1609	34	To Britain: United States has chosen to Request Non-Intervention Treaty to Britain
1610		To France: United States has chosen to Request Non-Intervention Treaty to France
1611		To German Empire: United States has chosen to Request Non-Intervention Treaty to the
1612	2.0	German Empire
1613	37	To Austria-Hungary: United States has chosen to Request Non-Intervention Treaty to
1614	51	Austria-Hungary
1615	3.8	To Russia: United States has chosen to Request Non-Intervention Treaty to Russia
1616		To Austria-Hungary: United States has chosen to Send Message to Austria-Hungary with
1617	37	the following content: United States extends its condolences for the loss of
1618		your king and condemns the actions of Serbia. We seek to maintain peace and
1619		stability in the region and offer our support in diplomatic endeavors.
1620		
1621		Ottoman Empire
1622	42	To Austria-Hungary: Ottoman Empire has chosen to Send Message to Austria-Hungary
1623		with the following

D ...

44 45 46 47	 content: We offer our condolences for the loss of your king and seek to discuss our mutual security interests. To Russia: Ottoman Empire has chosen to Send Message to Russia with the following content: We wish to maintain peaceful relations and propose a discussion on a non-intervention treaty. To Serbia: Ottoman Empire has chosen to Send Message to Serbia with the following content: We are concerned about the recent events and would like to understand your intentions towards our country. To Russia: Ottoman Empire has chosen to Request Non-Intervention Treaty to Russia To Austria-Hungary: Ottoman Empire has chosen to Request Non-Intervention Treaty to Austria-Hungary 	1624 1625 1626 1627 1628 1629 1630 1631 1632 1633 1634 1635
	Round 2:	1636
2 3	 Britain To German Empire: Britain has chosen to Send Message to the German Empire with the following content: Britain acknowledges your intent to support Austria-Hungary. We share the desire for a peaceful resolution and remind you of our commitment to maintaining global stability, backed by our naval superiority. To Russia: Britain has chosen to Send Message to Russia with the following content: Britain is concerned about your recent mobilization. We seek clarification on your intentions and emphasize our desire for peace and stability in the region. To France: Britain has chosen to Accept Military Alliance from France To Austria-Hungary: Britain has chosen to Accept Non-Intervention Treaty from 	1637 1638 1639 1640 1641 1642 1643 1644 1645 1646
	Austria-Hungary To US: Britain has chosen to Accept Non-Intervention Treaty from US	1647 1648
7 8 9 10 11	France France France has chosen to General Mobilization To Britain: France has chosen to Accept Military Alliance from Britain To US: France has chosen to Accept Non-Intervention Treaty from US	1649 1650 1651 1652 1653
	German Empire	1654 1655
	German Empire has chosen to General Mobilization	1656
	German Empire has chosen to General Mobilization To Serbia: the German Empire has chosen to Declare War against Serbia	1657 1658
		1659
	Austria To Serbia: Austria-Hungary has chosen to Send Message to Serbia with the following content: Austria-Hungary demands accountability for the assassination of our king. We are committed to seeking justice and will not be deterred by acts of aggression.	1660 1661 1662 1663 1664
20	To German Empire: Austria-Hungary has chosen to Accept Military Alliance from the German Empire	1665 1666
22	To US: Austria-Hungary has chosen to Accept Non-Intervention Treaty from US To Ottoman Empire: Austria-Hungary has chosen to Accept Non-Intervention Treaty from Ottoman Empire	1667 1668 1669 1670
	Russia To Austria-Hungary: Russia has chosen to Declare War against Austria-Hungary	1671 1672
26		1673
	Serbia Serbia has chosen to General Mobilization	1674 1675
	To Ottoman Empire: Serbia has chosen to Request Non-Intervention Treaty to Ottoman Empire	1676 1677
31 32	To Ottoman Empire: Serbia has chosen to Send Message to Ottoman Empire with the following content: Serbia assures Ottoman Empire of its peaceful intentions and seeks a non-intervention treaty to maintain regional stability. To Russia: Serbia has chosen to Accept Military Alliance from Russia 	1678 1679 1680 1681 1682 1683
34 35	To Russia: United States has chosen to Request Military Alliance to Russia To Austria-Hungary: United States has chosen to Send Message to Austria-Hungary with the following content: United States supports your pursuit of peace and stability. We are open to further diplomatic engagement to assist in these efforts.	1684 1685 1686 1687 1688
	To France: United States has chosen to Accept Non-Intervention Treaty from France To Austria-Hungary: United States has chosen to Accept Non-Intervention Treaty from	1689 1690
38	Austria-Hungary To Britain: United States has chosen to Send Message to Britain with the following	1691 1692

1693 1694 1695 1696 1697 1698 1699	40	
1700		Ottoman Empire
1701	42	To Austria-Hungary: Ottoman Empire has chosen to Send Message to Austria-Hungary
1702		with the following content: We reiterate our request for a non-intervention
1703		treaty and seek to maintain a neutral stance in your conflict.
1704	43	To Russia: Ottoman Empire has chosen to Send Message to Russia with the following
1705		content: We await your response to our non-intervention treaty request and
1706		emphasize our desire for peace and neutrality.
1707	44	
1708		Round 3:
1709		Britain
1710		To France: Britain has chosen to Publish Military Alliance on Britain and France
1711	3	To Austria-Hungary: Britain has chosen to Publish Non-Intervention Treaty on Britain
1712		and Austria-Hungary
1713		To US: Britain has chosen to Publish Non-Intervention Treaty on Britain and US
1714	5	To German Empire: Britain has chosen to Send Message to the German Empire with the
1715		following content: Britain reaffirms its commitment to peace and stability. We
1716		urge the German Empire to consider the broader implications of its military
1717		actions.
1718	6	To Austria-Hungary: Britain has chosen to Send Message to Austria-Hungary with the
1719		following content: Britain remains committed to the non-intervention treaty and
1720		expects all parties to honor their agreements.
1721	7	To Russia: Britain has chosen to Send Message to Russia with the following content:
1722		Britain expects Russia to respect the non-intervention treaty and to work
1723		towards a peaceful resolution of conflicts.
1724	8	To US: Britain has chosen to Send Message to United States with the following
1725		content: Britain is grateful for US's openness to dialogue. We propose a meeting
1726		to discuss our mutual interests and the potential for collaboration in
1727		promoting global stability.
1728	9	
1729	10	France
1730	11	To Russia: France has chosen to Request Military Alliance to Russia
1731	12	To Austria-Hungary: France has chosen to Send Message to Austria-Hungary with the
1732		following content: France seeks to support your efforts against Serbia and the
1733		German Empire in exchange for backing our claim to the lost Alsace-Lorraine.
1734	13	To German Empire: France has chosen to Declare War against the German Empire
1735		
1736	15	German Empire
1737		To Austria-Hungary: the German Empire has chosen to Publish Military Alliance on the
1738	-	German Empire and Austria-Hungary
1739	17	To US: the German Empire has chosen to Publish Non-Intervention Treaty on the German
1740		Empire and US
1741	18	To Russia: the German Empire has chosen to Declare War against Russia
1742		To Britain: the German Empire has chosen to Send Message to Britain with the
1743	. /	following content: the German Empire appreciates Britain's desire for peace and
1744		stability. We are committed to defending our allies and interests, and we remain
1745		open to dialogue to resolve the current conflicts without compromising our
1746		alliances.
1747	20	
1748		Austria
1749		To Ottoman Empire: Austria-Hungary has chosen to Publish Non-Intervention Treaty on
1750	22	Austria-Hungary and Ottoman Empire
1751	22	To Russia: Austria-Hungary has chosen to Send Message to Russia with the following
1752	23	content: Austria-Hungary seeks to understand the reasons behind your aggression
1753		and is open to dialogue to resolve this conflict.
1754	24	To US: Austria-Hungary has chosen to Send Message to United States with the
1755	24	following content: Austria-Hungary appreciates US's support for peace and
1756		stability. We welcome further diplomatic engagement and seek to discuss
1757		potential avenues for cooperation.
1758	25	
1759		Russia
1760		To Britain: Russia has chosen to Send Message to Britain with the following content:
1760	21	Russia is committed to peace and stability in the region. Our mobilization and
11.4.1		Resolution to committeed to peace and stability in the region. Our mobilization and

	actions are purely defensive in nature, in response to aggression against our	176
-	ally, Serbia.	176
28 I C	o Ottoman Empire: Russia has chosen to Send Message to Ottoman Empire with the	176
	following content: Russia confirms its commitment to the non-intervention treaty and seeks to maintain peace and neutrality.	176 176
20 T	o German Empire: Russia has chosen to Declare War against the German Empire	176
		176
	erbia	176
	o Russia: Serbia has chosen to Publish Military Alliance on Russia and Serbia	177
33 T (o Ottoman Empire: Serbia has chosen to Request Non-Intervention Treaty to Ottoman	177
	Empire	177
34 T (o Ottoman Empire: Serbia has chosen to Send Message to Ottoman Empire with the	177
	following content: Serbia reiterates its call for a non-intervention treaty and	177
-	hopes for a positive response to maintain regional stability.	177
35 10	o Austria-Hungary: Serbia has chosen to Send Message to Austria-Hungary with the	177
	following content: Serbia maintains its stance on the unfortunate incident and is open to dialogue to resolve the conflict without further bloodshed.	177
36 -		177
37 US		178
	o Russia: United States has chosen to Send Message to Russia with the following	17
	content: United States awaits your response on the proposed military alliance	178
	and is ready to discuss terms that are mutually beneficial for economic and	178
	technological cooperation.	178
		178
	ttoman Empire	178
41 I C	o Russia: Ottoman Empire has chosen to Send Message to Russia with the following	178
	content: We reiterate our request for a non-intervention treaty and seek to maintain a neutral stance amidst the regional conflicts.	178
42 T (o Serbia: Ottoman Empire has chosen to Accept Non-Intervention Treaty from Serbia	17
		17
R	cound 4:	179
	ritain	179
2 T C	o France: Britain has chosen to Send Message to France with the following content:	179
	Britain reaffirms its support for our military alliance and is prepared to	179
. т.	assist in defense measures against aggression.	17
3 10	o US: Britain has chosen to Send Message to United States with the following content: Britain seeks to continue our dialogue on maintaining global stability	17
	and would like to discuss potential economic partnerships that benefit both our	17
	nations.	18
4 T C	o the German Empire: Britain has chosen to Declare War against the German Empire	18
	o the German Empire: Britain has chosen to Send Message to the German Empire with	18
	the following content: Britain appreciates the German Empire's commitment to	18
	dialogue. We propose a meeting to discuss the current conflicts and explore	18
	avenues for a peaceful resolution that respects the interests and alliances of	18
-	all involved parties.	18
6 1 0	o Russia: Britain has chosen to Send Message to Russia with the following content: Britain acknowledges Russia's commitment to defensive actions. We propose a	18 18
	meeting to ensure that our non-intervention treaty is upheld and to discuss how	18
	we can collectively contribute to regional stability.	18
7 -		18
8 F I	rance	18
9 T (o Ottoman Empire: France has chosen to Request Non-Intervention Treaty to Ottoman	18
	Empire	18
	o Britain: France has chosen to Publish Military Alliance on Britain and France	18
		18
	erman Empire o Britain: German Empire has chosen to Request Military Alliance to Britain	18 18
	o Britain: German Empire has chosen to Request Military Alliance to Britain o France: German Empire has chosen to Send Message to France with the following	18
	content: German Empire seeks an immediate ceasefire and invites France to the	18
	negotiation table to discuss terms that could lead to a lasting peace.	18
		18
	o Russia: German Empire has chosen to Send Message to Russia with the following	
	content: German Empire seeks an immediate ceasefire and invites Russia to the	18
15 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace.	18
15 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace. o Serbia: German Empire has chosen to Send Message to Serbia with the following	18 18
15 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace. o Serbia: German Empire has chosen to Send Message to Serbia with the following content: German Empire seeks an immediate ceasefire and invites Serbia to the	18 18 18
15 T (16 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace. o Serbia: German Empire has chosen to Send Message to Serbia with the following content: German Empire seeks an immediate ceasefire and invites Serbia to the negotiation table to discuss terms that couldlead to a lasting peace.	18 18 18 18
15 T (16 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace. o Serbia: German Empire has chosen to Send Message to Serbia with the following content: German Empire seeks an immediate ceasefire and invites Serbia to the negotiation table to discuss terms that couldlead to a lasting peace. o Britain: German Empire has chosen to Send Message to Britain with the following 	18 18 18 18 18
15 T (16 T (content: German Empire seeks an immediate ceasefire and invites Russia to the negotiation table to discuss terms that could lead to a lasting peace. o Serbia: German Empire has chosen to Send Message to Serbia with the following content: German Empire seeks an immediate ceasefire and invites Serbia to the negotiation table to discuss terms that couldlead to a lasting peace.	18 18 18 18

conflicts, provided that our sovereighty and alliances are respected.
Austria
To German Empire: Austria-Hungary has chosen to Publish Military Alliance on German
Empire and Austria-Hungary
To Britain: Austria-Hungary has chosen to Publish Non-Intervention Treaty on Austria
-Hungary and Britain
To US: Austria-Hungary has chosen to Publish Non-Intervention Treaty on Austria-
Hungary and US
To France: Austria-Hungary has chosen to Declare War against France
To Britain: Austria-Hungary has chosen to Send Message to Britain with the following
content: Austria-Hungary acknowledges and respects the non-intervention treaty
with Britain and will honor its terms.
To France: Austria-Hungary has chosen to Send Message to France with the following
content: Austria-Hungary must decline your offer due to our existing alliance
with German Empire. We seek to maintain our current diplomatic relations and
alliances.
To Serbia: Austria-Hungary has chosen to Send Message to Serbia with the following
content: Austria-Hungary demands reparations for the assassination of our king
as a precondition for any dialogue to resolve the conflict.
Russia
To US: Russia has chosen to Publish Military Alliance on Russia and US To Ottoman
Empire: Russia has chosen to Publish Non-Intervention Treaty on Russia and
Ottoman Empire
To Britain: Russia has chosen to Send Message to Britain with the following content:
Russia will honor the non-intervention treaty and seeks a peaceful resolution.
To Austria-Hungary: Russia has chosen to Send Message to Austria-Hungary with the
following content: Russia is open to dialogue to resolve our conflict. Let us
discuss terms for peace.
Serbia
To Ottoman Empire: Serbia has chosen to Send Message to Ottoman Empire with the
following content: Serbia values our non-intervention treaty and seeks to
-
further discuss mutual interests and regional stability.
To US: Serbia has chosen to Send Message to United States with the following content
: Serbia is interested in exploring a potential alliance or non-intervention
treaty to promote peace and stability in the region.
USA
To Russia: United States has chosen to Send Message to Russia with the following
content: United States is awaiting your response regarding the military alliance
and is ready to proceed with discussions on economic and technological
cooperation.
·
To Britain: United States has chosen to Send Message to Britain with the following
content: United States is receptive to the proposed meeting and looks forward to
discussing our mutual interests and potential collaboration.
To Austria-Hungary: United States has chosen to Send Message to Austria-Hungary with
the following content: United States is pleased to further diplomatic
engagement and is open to discussing avenues for cooperation.
Ottoman Empire
To Austria-Hungary: Ottoman Empire has chosen to Send Message to Austria-Hungary
with the following content: We confirm the Non-Intervention Treaty and our
commitment to peace.
To Russia: Ottoman Empire has chosen to Send Message to Russia with the following
content: We acknowledge and appreciate your commitment to peace and neutrality.
To Serbia: Ottoman Empire has chosen to Send Message to Serbia with the following
content: We confirm the acceptance of our Non-Intervention Treaty and our
commitment to regional stability.
Round 5:
Britain
To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against
To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against Austria-Hungary
To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against Austria-Hungary To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against
To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against Austria-Hungary To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against Austria-Hungary
To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against Austria-Hungary To Austria-Hungary: Britain has chosen to Betray Non-Intervention Treaty against

		following content: Britain values peace and is open to dialogue, but cannot	1900
		accept a military alliance while at war.	1901
6	То	Austria-Hungary: Britain has chosen to Send Message to Austria-Hungary with the	1902
		following content: Britain acknowledges your message and appreciates the respect	1903
_	т.	for our non-intervention treaty.	1904
7	10	Russia: Britain has chosen to Send Message to Russia with the following content: Britain acknowledges your message and is pleased to hear of your commitment to	1905 1906
		peace.	1908
0	То	US: Britain has chosen to Send Message to United States with the following	1908
0	10	content: Britain looks forward to our meeting and discussing our mutual	1909
		interests.	1910
9			1911
10	Fra	ance	1912
11	То	Russia: France has chosen to Accept Military Alliance from Russia	1913
12	То	Ottoman Empire: France has chosen to Request Non-Intervention Treaty to Ottoman	1914
		Empire	1915
13	То	Ottoman Empire: France has chosen to Send Message to Ottoman Empire with the	1916
		following content: France seeks to ensure the neutrality of Ottoman Empire in	1917
		the ongoing conflicts and proposes a non-intervention treaty.	1918
14	То	Britain: France has chosen to Send Message to Britain with the following content:	1919
		France appreciates the continued support from Britain and looks forward to	1920
	та	further collaboration in defense and mutual interests.	1921
15	10	German Empire: France has chosen to Send Message to German Empire with the following content: France is open to discussing a ceasefire but insists that any	1922 1923
		peace negotiations must include the unconditional return of the Alsace-Lorraine	1923
		peace negotiations must include the anconartional retain of the Albace Lorraine	1925
16	То	Austria-Hungary: France has chosen to Send Message to Austria-Hungary with the	1926
		following content: France regrets that an alliance cannot be formed at this time	1927
		but remains open to future diplomatic relations that could lead to peace.	1928
17			1929
18	Ger	rman Empire	1930
		US: German Empire has chosen to Request Military Alliance to US	1931
20	То	France: German Empire has chosen to Send Message to France with the following	1932
		content: German Empire invites France to join the negotiation table alongside	1933
		Britain to discuss a comprehensive peace agreement.	1934
21	То	Russia: German Empire has chosen to Send Message to Russia with the following	1935
		content: German Empire reiterates its call for a ceasefire and invites Russia to	1936
22	То	participate in peace negotiations.	1937 1938
22	10	Serbia: German Empire has chosen to Send Message to Serbia with the following content: German Empire is open to discussing terms for a ceasefire and urges	1930
		Serbia to consider peace talks.	1939
23	То	Britain: German Empire has chosen to Send Message to Britain with the following	1941
20		content: German Empire accepts the proposal for a meeting to discuss the current	1942
		conflicts and explore avenues for a peaceful resolution that respects the	1943
		interests and alliances of all involved parties.	1944
24			1945
		stria	1946
26	То	Britain: Austria-Hungary has chosen to Betray Non-Intervention Treaty against	1947
		Britain	1948
27	ľo	Britain: Austria-Hungary has chosen to Betray Non-Intervention Treaty against	1949
	т.	Britain Daitain, Austria Uurgany has shacen ta Daslana Wan againat Daitain	1950
		Britain: Austria-Hungary has chosen to Declare War against Britain Russia: Austria-Hungary has chosen to Send Message to Russia with the following	1951
29	10	content: Austria-Hungary has chosen to Send Message to Russia with the following content: Austria-Hungary is open to discussing terms for peace. We propose a	1952 1953
		meeting to negotiate an end to hostilities.	1953
30	То	US: Austria-Hungary has chosen to Send Message to United States with the	1955
	-	following content: Austria-Hungary is interested in exploring avenues for	1956
		cooperation. We propose a meeting to discuss potential partnerships. To Ottoman	1957
		Empire: Austria-Hungary has chosen to Send Message to Ottoman Empire with the	1958
		following content: Austria-Hungary acknowledges your commitment to peace and the	1959
		non-intervention treaty. We value our continued peaceful relations.	1960
			1961
		ssia	1962
		US: Russia has chosen to Publish Military Alliance on Russia and US	1963
		US: Russia has chosen to Accept Military Alliance from US	1964
35	10	Britain: Russia has chosen to Send Message to Britain with the following content:	1965
		Russia agrees to the proposed meeting to discuss the non-intervention treaty and regional stability.	1966 1967
36	То	German Empire: Russia has chosen to Send Message to German Empire with the	1967
50	10	following content: Russia is open to discussing a ceasefire. Let's negotiate	1969
			1000

1970		terms that ensure the security and interests of both our nations.
1971	37	To US: Russia has chosen to Send Message to the United States with the following
1972		content: Russia is ready to formalize our military alliance and looks forward to
1973		economic and technological cooperation.
1974	29	To Ottoman Empire: Russia has chosen to Send Message to Ottoman Empire with the
	20	
1975		following content: Russia values our peaceful relations and looks forward to
1976		further diplomatic engagement.
1977	39	
1978	40	Serbia
1979	41	To US: Serbia has chosen to Send Message to the United States with the following
1980		content: Serbia values our potential collaboration and awaits your response
1981		regarding an alliance or non-intervention treaty to ensure regional peace.
1982	42	To German Empire: Serbia has chosen to Send Message to German Empire with the
	42	
1983		following content: Serbia is open to discussing a ceasefire and invites German
1984		Empire to present a formal peace agreement proposal.
1985	43	To Austria-Hungary: Serbia has chosen to Send Message to Austria-Hungary with the
1986		following content: Serbia is willing to discuss reparations and seek a peaceful
1987		resolution to our conflict. To Ottoman Empire: Serbia has chosen to Send Message
1988		to Ottoman Empire with the following content: Serbia appreciates Ottoman Empire
1989		's commitment to regional stability and looks forward to further diplomatic
1990		cooperation.
1991		
1992	45	USA
1993	46	To Russia: United States has chosen to Betray Military Alliance against Russia
1994		To Britain: United States has chosen to Send Message to Britain with the following
	4/	
1995		content: United States is interested in discussing potential economic
1996		partnerships and looks forward to further dialogue.
1997	48	To Serbia: United States has chosen to Send Message to Serbia with the following
1998	10	content: United States acknowledges your interest in peace and stability. We are
1999		open to a non-intervention treaty that aligns with our current diplomatic
2000		stance and
2001	49	commitments.
2002		
2003	51	Ottoman Empire
2004	52	To France: Ottoman Empire has chosen to Accept Non-Intervention Treaty from France
2005		To Serbia: Ottoman Empire has chosen to Send Message to Serbia with the following
		To berbid. Octoman Empire has chosen to send hessage to serbid with the rollowing
		content. Ottomon Empire values our new intervention treaty and is onen to
2006		content: Ottoman Empire values our non-intervention treaty and is open to
2006 2007		discussions on mutual interests and regional stability.
2006		
2006 2007 2008 2009	54	discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents
2006 2007 2008 2009	54	discussions on mutual interests and regional stability.
2006 2007 2008 2009 2010 2011	54	discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external
2006 2007 2008 2009 2010	54	discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting:
2006 2007 2008 2009 2010 2011	54	<pre>discussions on mutual interests and regional stability F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external tools to react to the current situation to maximizethe likelihood of winning and</pre>
2006 2007 2008 2009 2010 2011 2012	54	discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external
2006 2007 2008 2009 2010 2011 2012 2013	54	<pre>discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external tools to react to the current situation to maximize the likelihood of winning and survival of the country</pre>
2006 2007 2008 2009 2010 2011 2012	54	<pre>discussions on mutual interests and regional stability F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external tools to react to the current situation to maximizethe likelihood of winning and</pre>
2006 2007 2008 2009 2010 2011 2012 2013 2014	1	<pre>discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external tools to react to the current situation to maximize the likelihood of winning and survival of the country Aggressive system setting:</pre>
2006 2007 2008 2009 2010 2011 2012 2013	1	<pre>discussions on mutual interests and regional stability. F Example Prompts for Decision-Making Process of Agents Default system setting: You are an AI agent playing a virtual war game. You can utilize a lot of external tools to react to the current situation to maximize the likelihood of winning and survival of the country</pre>
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1	What actions do you think you can perform now that best align with your interest? Can those actions quickly lead to your ambition? In situations where aggressive actions such as war declarations are necessary, promptly execute them to ensure maximum benefit for your country under the prevailing circumstances.	2029 2030 2031 2032
	Conservative agent action analysis prompt:	2033
1	What actions do you think you can perform now that best align with your interest? Can those actions benefit you in the long run? Can those actions be reversed if they are not beneficial? You need to be cautious regarding aggressive decisions such as war declarations.	2034 2035 2036 2037
	G An Example Experiment of WWII of One Round	2038
2 3 4 5 6 7	 Germany To Italy: Germany has chosen to Request Military Alliance to Italy To Hungary: Germany has chosen to Request Military Alliance to Hungary To Japan: Germany has chosen to Request Non-Intervention Treaty to Japan To China: Germany has chosen to Request Non-Intervention Treaty to China To Japan: Germany has chosen to Send Message to Japan with the following content: We seek a non-intervention agreement to focus on our mutual interests. To China: Germany has chosen to Send Message to China with the following content: We propose a non-intervention treaty to ensure stability in our regions. 	2039 2040 2041 2042 2043 2044 2045 2046 2046 2047 2048
9 10 11 12 13 14	Japan To Germany: Japan has chosen to Request Military Alliance to Germany To Italy: Japan has chosen to Request Military Alliance to Italy To Hungary: Japan has chosen to Request Non-Intervention Treaty to Hungary To France: Japan has chosen to Request Non-Intervention Treaty to France Japan has chosen to General Mobilization 	2049 2050 2051 2052 2053 2054 2055
17 18 19 20 21 22	<pre>Italy To United States: Italy has chosen to Request Military Alliance to United States To Russia: Italy has chosen to Request Military Alliance to Russia To Britain: Italy has chosen to Request Military Alliance to Britain To China: Italy has chosen to Request Non-Intervention Treaty to China To France: Italy has chosen to Request Non-Intervention Treaty to France To United States: Italy has chosen to Send Message to United States with the following content: Italy seeks a military alliance to counter the expansionist threats in Europe.</pre>	2056 2057 2058 2059 2060 2061 2062 2063 2064
	To Russia: Italy has chosen to Send Message to Russia with the following content: Italy seeks a military alliance for mutual protection and to uphold our sovereignty.	2065 2066 2067
24	To Britain: Italy has chosen to Send Message to Britain with the following content: Italy is interested in forming an alliance to resist aggressive expansion by neighboring countries.	2068 2069 2070
25	To China: Italy has chosen to Send Message to China with the following content: Italy proposes a non-intervention treaty to maintain our neutrality and focus on our respective national interests.	2071 2072 2073
	To France: Italy has chosen to Send Message to France with the following content: Italy proposes a non-intervention treaty to ensure peace and stability in our regions.	2074 2075 2076 2077
 29 30 31 32 33 34 35 36 37 38 39 	Hungary To United States: Hungary has chosen to Request Military Alliance to United States To Britain: Hungary has chosen to Request Military Alliance to Britain To Russia: Hungary has chosen to Request Military Alliance to Russia To China: Hungary has chosen to Request Non-Intervention Treaty to China To France: Hungary has chosen to Request Non-Intervention Treaty to France 	2078 2079 2080 2081 2082 2083 2084 2085 2086 2087 2088 2089 2090 2091
	Russia	2092 2093

2094	42	Rus	ssia has chosen to General Mobilization
2095	43	Тο	United States: Russia has chosen to Request Military Alliance to United States
2096	44	Τо	Britain: Russia has chosen to Request Military Alliance to Britain
2097			United States: Russia has chosen to Send Message to United States with the
2098			following content: We are concerned about Germany's aggressive actions and are
2099			preparing our defenses. We seek a military alliance to ensure our mutual
2100			security.
2100	4.6	То	Britain: Russia has chosen to Send Message to Britain with the following content:
	40	10	
2102			In light of recent events, we propose a military alliance to counter the threat
2103			posed by Germany's expansion.
2104			
2105			itain
2106	49	Тο	United States: Britain has chosen to Request Military Alliance to United States
2107	50	Тο	Russia: Britain has chosen to Request Military Alliance to Russia
2108	51	Τо	China: Britain has chosen to Send Message to China with the following content: We
2109			face a common threat in the form of Japan's expansion. We are open to
2110			discussing support and coordination.
2111	52	То	France: Britain has chosen to Send Message to France with the following content:
2112	52	10	We acknowledge the struggle of the Free French Forces. We are prepared to offer
2113		-	assistance where possible.
2114			itain has chosen to General Mobilization
2115			
2116		Ch:	
2117	56	Тο	United States: China has chosen to Request Military Alliance to United States
2118	57	Тο	Britain: China has chosen to Request Military Alliance to Britain
2119	58	То	Russia: China has chosen to Request Military Alliance to Russia
2120	59	То	France: China has chosen to Request Non-Intervention Treaty to France
2121			Hungary: China has chosen to Request Non-Intervention Treaty to Hungary
2122			Italy: China has chosen to Request Non-Intervention Treaty to Italy
2123			United States: China has chosen to Send Message to United States with the
2123	02	10	following content: China seeks a military alliance to counter the expansionist
2125		-	threats from Japan and ensure regional stability.
2126	63	10	Britain: China has chosen to Send Message to Britain with the following content:
2127			China is looking to form a military alliance in the face of threats from Japan.
2128			We value your support for peace and security.
2129	64	Тο	Russia: China has chosen to Send Message to Russia with the following content:
2130			China requests a military alliance to stand together against aggressive
2131			expansion by Japan.
2132	65	То	France: China has chosen to Send Message to France with the following content:
2133			China proposes a non-intervention treaty to focus on our mutual interests and
2134			avoid conflict.
2135	E E	То	Hungary: China has chosen to Send Message to Hungary with the following content:
2135	00	10	
			China seeks a non-intervention treaty to maintain peace and address common
2137		_	threats.
2138	67	10	Italy: China has chosen to Send Message to Italy with the following content:
2139			China wishes to establish a non-intervention treaty to ensure stability and
2140			concentrate on shared concerns.
2141	68		
2142	69	Fra	ance
2143	70	То	United States: France has chosen to Request Military Alliance to United States
2144			Britain: France has chosen to Request Military Alliance to Britain
2145			Russia: France has chosen to Request Non-Intervention Treaty to Russia
2146			United States: France has chosen to Send Message to United States with the
	13	10	
2147			following content: As we face the threat of aggression from Germany, we seek
2148		_	your support and alliance.
2149	74	10	Britain: France has chosen to Send Message to Britain with the following content:
2150			In light of recent events, it is crucial that we stand together against the
2151			expansionist policies of Germany.
2152	75	Тο	Russia: France has chosen to Send Message to Russia with the following content:
2153			We request your neutrality in the conflict with Germany. Let us work towards
2154			peace in our time.
2155	76		

H An Example Experiment of Warring States Periods of One Round

2157	1	Qi						
2158	2	Qi	has	chosen	to	Wait	without	Action
2159	3				-			
2160	4	Chi						

5 To Han: Chu has chosen to Send Message to Han with the following content: Chu seeks 2161 a dialogue on mutual interests and potential for a military alliance to ensure 2162 regional stability. 2163 6 To Han: Chu has chosen to Request Military Alliance to Han 2164 2165 7 -----8 Yan 2166 9 Yan has chosen to Wait without Action 10 -----2168 11 Han 2169 12 To Wei: Han has chosen to Send Message to Wei with the following content: Han seeks 2170 to establish a dialogue on mutual interests and potential strategic alliances. 2171 2172 13 To Wei: Han has chosen to Request Military Alliance to Wei 14 To Qin: Han has chosen to Request Non-Intervention Treaty to Qin 2173 15 To Chu: Han has chosen to Request Non-Intervention Treaty to Chu 2174 2175 16 _ _ _ _ _ 17 Zhao 2176 18 To Wei: Zhao has chosen to Request Military Alliance to Wei 2177 19 To Qin: Zhao has chosen to Request Non-Intervention Treaty to Qin 2178 20 To Wei: Zhao has chosen to Send Message to Wei with the following content: Zhao 2179 seeks a strategic alliance to enhance our mutual military and economic interests 2180 2181 21 To Qin: Zhao has chosen to Send Message to Qin with the following content: Zhao is 2182 committed to peaceful coexistence and seeks a non-intervention treaty to ensure 2183 regional stability. 2184 22 ---2185 _ _ _ _ _ 23 Wei 2186 24 To Han: Wei has chosen to Request Military Alliance to Han 2187 25 To Zhao: Wei has chosen to Request Military Alliance to Zhao 2188 26 To Han: Wei has chosen to Send Message to Han with the following content: Wei seeks 2189 a strategic alliance for mutual benefit and regional stability. Let's discuss 2190 potential cooperation. 2191 27 To Zhao: Wei has chosen to Send Message to Zhao with the following content: Wei is 2192 interested in forming an alliance focused on defense and prosperity. We should 2193 2194 consider a partnership. 28 To Qin: Wei has chosen to Send Message to Qin with the following content: Wei values 2195 peace and cooperation. We hope to coexist peacefully and avoid conflict. 2196 29 To Qi: Wei has chosen to Send Message to Qi with the following content: Wei extends 2197 a hand in friendship and trade. Let's prosper together 30 To Chu: Wei has chosen to Send Message to Chu with the following content: Wei is 2199 open to dialogue and collaboration for the betterment of our nations. 2200 31 To Yan: Wei has chosen to Send Message to Yan with the following content: Wei seeks 2201 to maintain regional balance and is open to discussions on how we can achieve 2202 this together. 2203 2204 32 ----33 Oin 2205 34 To Wei: Qin has chosen to Request Military Alliance to Wei 2206 35 To Han: Qin has chosen to Request Military Alliance to Han 2207 36 To Wei: Qin has chosen to Send Message to Wei with the following content: Qin seeks a strong ally in Wei for mutual growth and protection. Let us discuss a 2210 potential military alliance. 37 To Han: Qin has chosen to Send Message to Han with the following content: Qin 2211 recognizes the strategic value of Han in balancing power. We propose a military 2212 alliance for our mutual benefit. 2213 2214 38 -----

I Limitations and Research Outlook

We recognize the limitations of the current framework in fully capturing the complexity of international relations, leading to directions for future research.

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I.1 Limitations

WarAgent is the first LLM-based Multi-Agent System (MAS) that simulates historical events. This2219simulation seeks to capture the complex web of factors influencing diplomatic interactions throughout2220history, yet it must be noted that our current model falls short of encompassing the full spectrum of these2221intricacies. At present, we face a number of challenges in accurately replicating the nuanced dynamics of2222historical diplomacy. The following points outline some of these key limitations:2223

(1) One significant aspect is the variance in communication technologies across different nations, leading to time lags in message transmission. Historically, the dispatch of ambassadors was a timeintensive process, with durations varying significantly based on distance. This factor played a crucial role in shaping diplomatic relations, as the timing of message delivery could impact the outcomes of diplomatic exchanges.

(2) Moreover, the realm of espionage adds another layer of complexity. In historical contexts, spies were often deployed to intercept and decipher messages, with different countries experiencing varying degrees of success and exposure in this regard. This aspect influenced the flow and integrity of information among nations.

(3) Another critical factor is the varying levels of message publicity. Unlike the binary distinction of private and public messages in our current model, historical diplomatic communications existed on a spectrum of publicity, influenced by various strategic and contextual factors.

(4) Lastly, the mobilization of armies varied significantly among countries. Different nations had disparate capabilities and timescales for readying their military forces. This variance could critically impact the timing and feasibility of war declarations, significantly influencing the course of international conflicts and relations. Our simulation framework, in its current state, may not fully account for these nuanced and time-sensitive processes.

I.2 Research Outlook

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WarAgent marks the start of research that applies LLM-based MAS systems to simulate and examine complex human society behaviors, especially in historical and international relation settings. This advancement shed light on the potential applications for historical simulations extending far beyond the WarAgent system itself. We propose several avenues for future exploration:

I.2.1 Round-based vs. Time-based Simulation

Currently, our framework operates on a round-based system, implying a synchronous mode of simulation as opposed to an asynchronous one. In this format, each country agent is constrained to one-way communication to any other country agent per round.

However, historical developments often unfolded asynchronously, characterized by varying frequencies of communication and activity among different nations. While our system allows agents to opt for "Wait without Action," providing a rudimentary representation of asynchronous interactions (whereby some countries are more active than others), this mechanism fails to capture the complexity of historical communication patterns. For instance, in the lead-up to WWI, Austria-Hungary and the German Empire engaged in intensive private communications before declaring war on Serbia, a level of interactional detail that our current model cannot adequately replicate. Addressing this limitation by developing a more nuanced time-based simulation approach could significantly enhance the accuracy and depth of our historical simulations.

I.2.2 Stopping Criteria

Historical simulation inherently embodies a sequential and potentially unending process, mirroring the continuous flow of time. In the context of our research, we have not implemented a predefined condition to systematically terminate the simulation. Instead, we rely on observational analysis to discern whether a specific event transpires over a span of approximately 5 to 10 rounds, serving as a de facto endpoint.

Nonetheless, the establishment of systematic criteria for terminating a simulation presents itself as a compelling research query. One conceivable approach involves the application of "Board Connectivity". This method entails concluding the simulation when all boards representing different agents become part of a connected graph, and this configuration remains unchanged for a predetermined number of rounds.

Additionally, other criteria could include the achievement of a specific historical outcome or the stabilization of agent interactions within certain parameters. For instance, the simulation could be designed to end when a pre-established peace treaty is signed, or when a certain level of economic or military equilibrium is reached among the participating agents. Such criteria would not only provide a

clear conclusion to the simulation but also offer valuable insights into the dynamics and conditions that	2272
lead to these outcomes.	2273
Exploring these various stopping criteria could yield a richer understanding of the complex interplay of	2274
historical events and offer a more nuanced perspective on the factors that drive historical change. This	2275
exploration, in turn, could enhance the predictive capabilities of our simulation models, allowing for more	2276
accurate and insightful historical analyses.	2277
I.2.3 New Research Questions	2278
This project answers whether LLM-based MAS can simulate historical events and international conflicts,	2279
and provides relevant counterfactual analysis. Beyond this core investigation, numerous other research	2280
inquiries offer unique perspectives on historical dynamics. For instances:	2281
1. Correlation between diplomatic communication and conflict likelihood: One intriguing question is	2282
whether there is a correlation between increased diplomatic communications and a reduced likelihood	2283
of conflicts. This aspect could involve examining historical scenarios where heightened diplomatic	2284
dialogue either preceded peace or failed to prevent war. The simulation could analyze patterns of	2285
communication, the tone and content of diplomatic exchanges, and their impact on de-escalating	2286
potential conflicts.	2287
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2. Influence of non-state actors in geopolitical dynamics: Additionally, the impact of non-state actors,	2288
such as multinational corporations or terrorist groups, on geopolitical dynamics can be a significant	2289
area of study, especially in the context of modern history.	2290
3. Effectiveness of international treaties and agreements in resolving long-standing disputes: The simula-	2291
tion could also be used to assess the effectiveness of various international treaties and agreements in	2292
resolving disputes and the conditions under which these agreements hold or fail.	2293
4. Game theory in alliance formation and deterrence strategy: Incorporating game theory could involve	2294
analyzing how states assess the benefits and risks of forming alliances. This approach could provide	2295
a deeper understanding of the strategic calculations behind alliance formation, how these alliances	2296
influence global power dynamics, and under what conditions they may lead to either stability or	2297
escalation of conflicts.	2298
These questions can be approached in a quantitative manner using LLM-based MAS, which can	2299
significantly contribute to our understanding of the complex interplay of factors that shape historical	2300
events and provide a more comprehensive tool for analyzing past and potential future scenarios.	2301