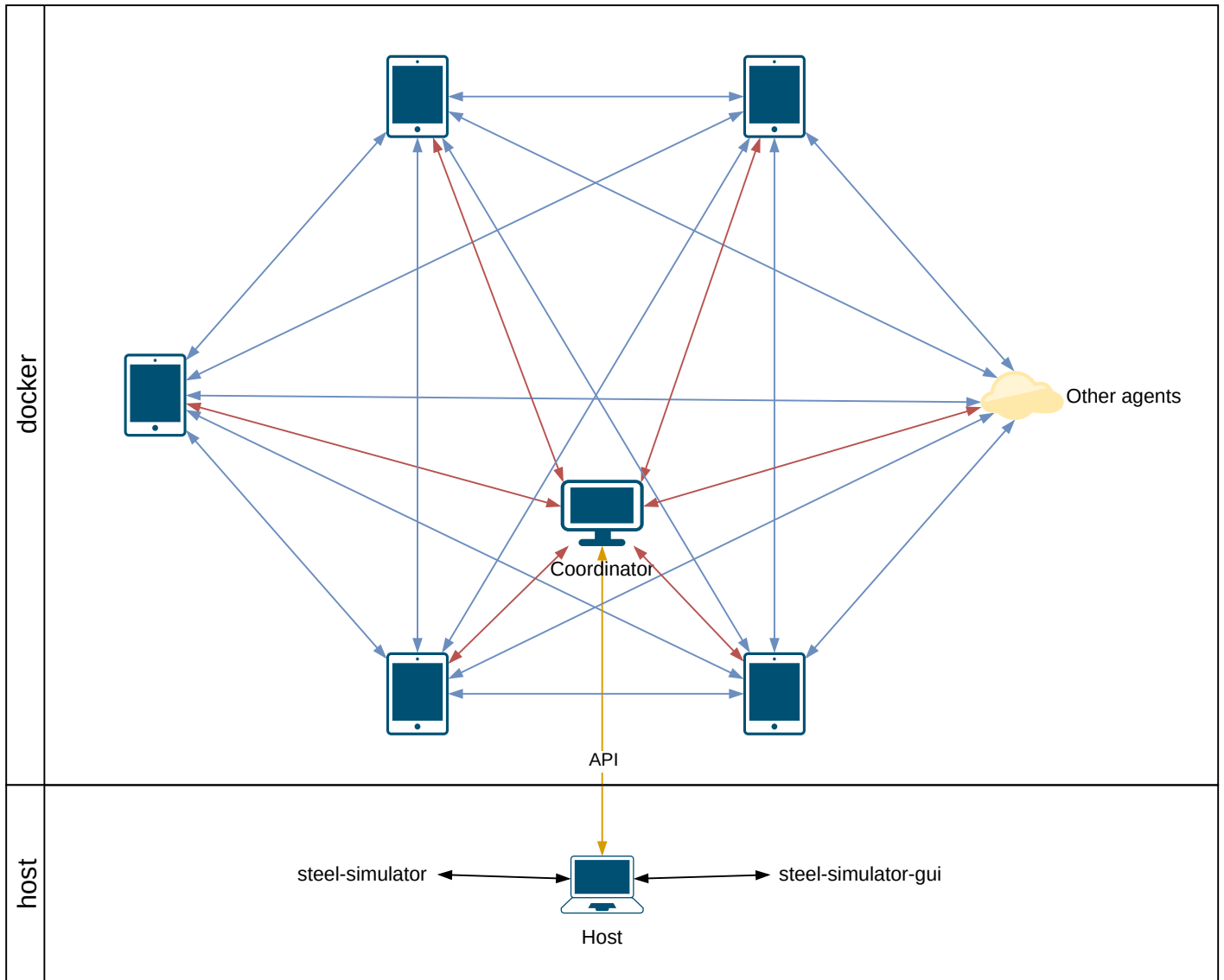


µsteel-lang simulator infrastructure



Simulator mandatory parts:

- **steel-simulator:** like docker-compose, takes a YAML that defines the infrastructure and creates networks and containers. It is run outside docker, on the host machine
- **steel-agent:** a machine that is initialized with the specified configuration (memory and rules) and then executes the protocol, sleeps for a user defined tick and repeats
- **steel-coordinator:** a machine that serves a REST API to interact with the agents. It allows for memory input and retrieval
- **control network (red network):** a bridge network to allow for communication between coordinator and agents
- **data network (blue network):** a bridge network to allow for communication between agents, according to the language. It is separated from the control one to allow for packet sniffing e.g. via Wireshark
- **API endpoint (orange link):** a link to serve the API to the host

Additional parts:

- **steel-simulator-gui:** a GUI for the API, served via a web app. Enables for a easier interaction with the coordinator