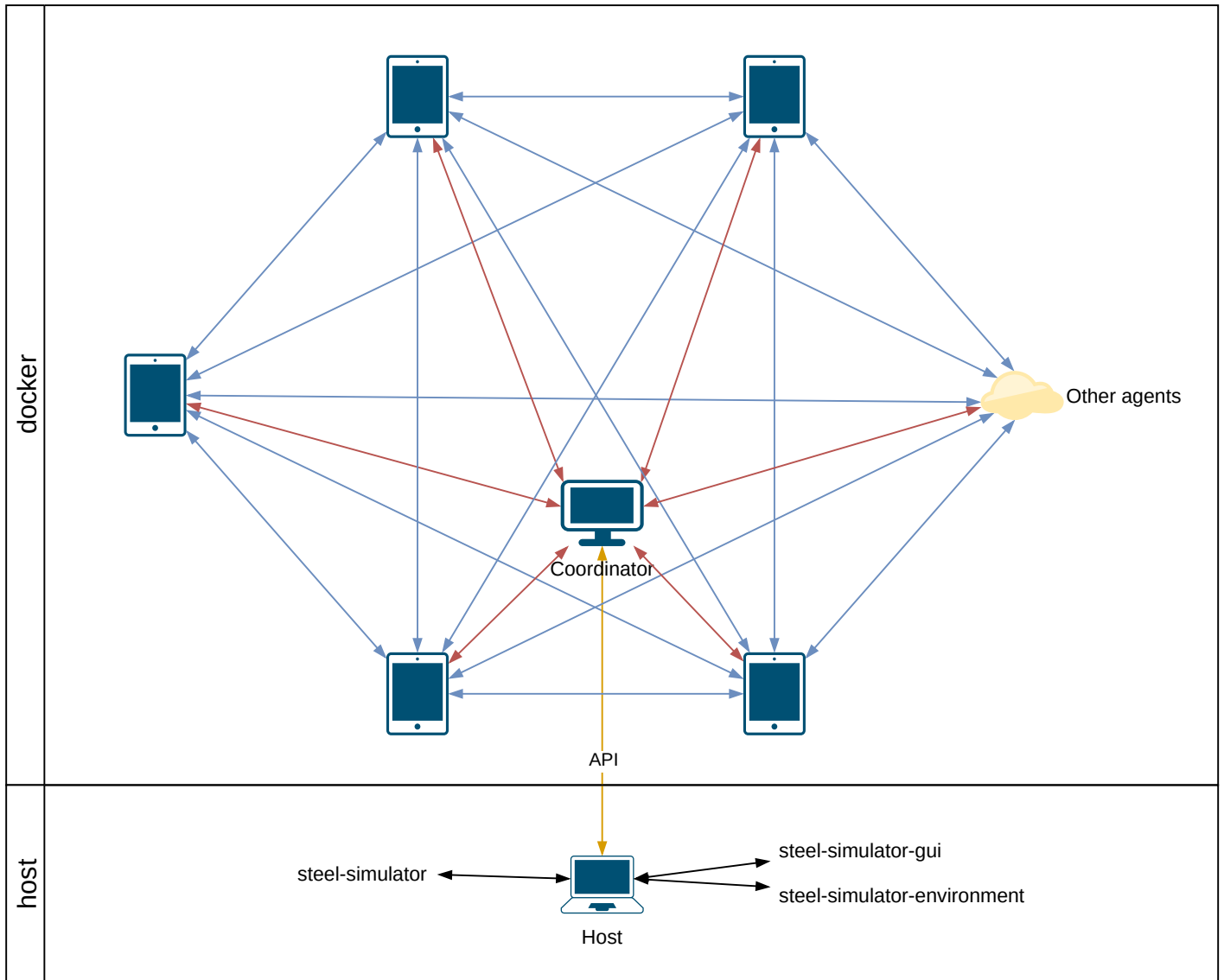


# µsteel-lang simulator infrastructure



## 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
- steel-simulator-environment: a script to automatically change the memory of some agents, to simulate the physical environment