Mini Project 3 MiniChess Al

WSL Installation Tutorial

Outline

- Introduction
- Install WSL
- Setup WSL
- Install build-essential
- Compile in WSL
- Execute in WSL

Introduction

 We have noticed that executing the project on Windows is much slower than on Mac or Linux

 There also exists some serious problems like file remove error or baselines got killed too early and failed to output action

 For Windows users, we recommend using WSL in this project to avoid these problems

Windows Subsystem for Linux

- WSL enables your Windows computer to run Linux
- Since the final evaluation will take place on a machine with Linux environment, using WSL during development is a good choice
- Using WSL makes your code execute in normal speed
 - Without the lags in Windows
- Also prevents the remove file and baseline invalid move error

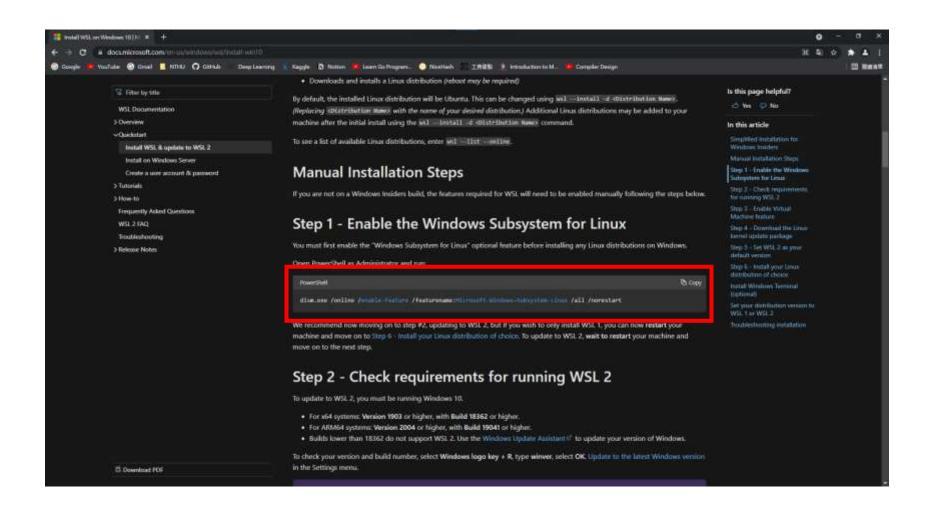
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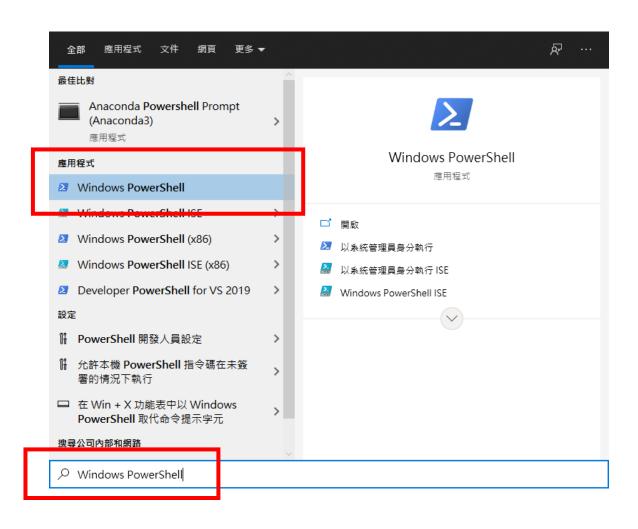
Go to WSL Installation Guide



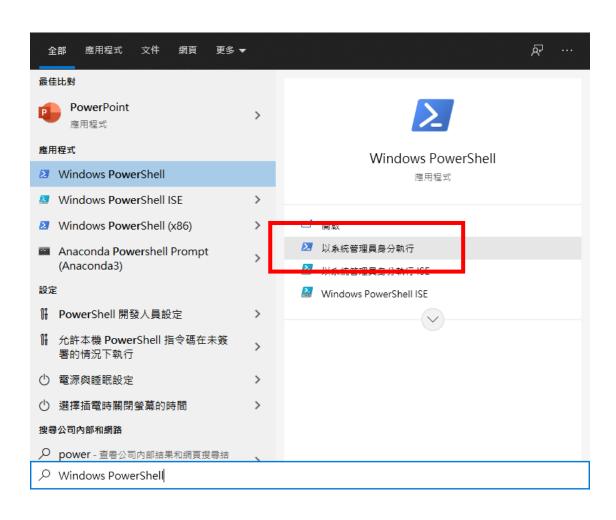
Copy the command in step 1



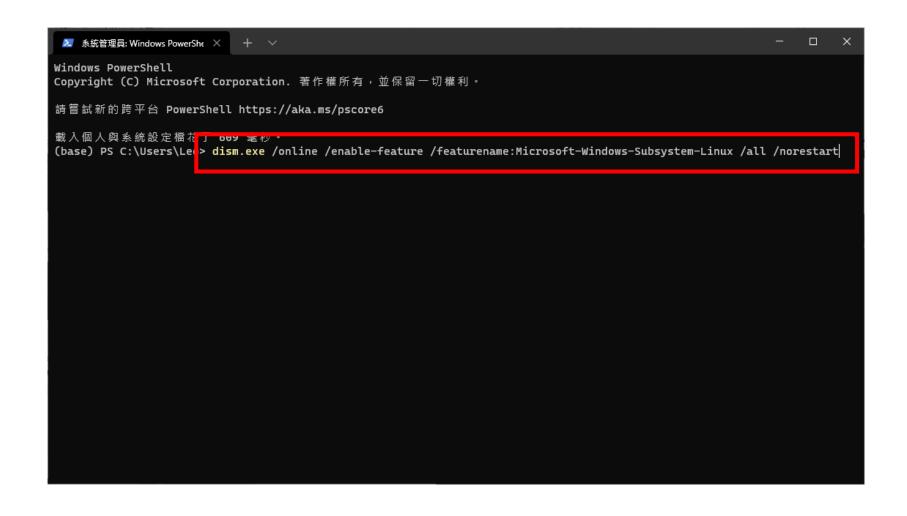
Search for PowerShell with search tool



Open PowerShell as Administrator



Paste the command and press enter



Restart your computer

 Since WSL 1 is enough for this project, this slide will not go through step 2 ~ step 5 of the installation guide

- Restart your computer before you proceed to next step
 - If there is "reboot" and "update and reboot", click "update and reboot"

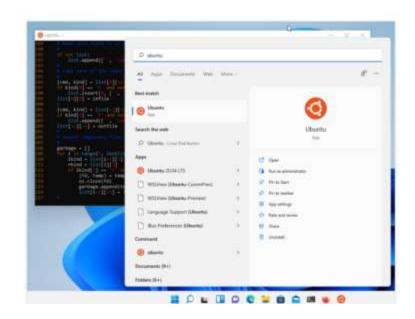
• If you want to install WSL 2, you can follow the installation guide to complete step 2 ~ step 5 then restart your computer

Install Ubuntu 22.04.2 LTS



在 Store 應用程式中取得

免費



詳細資料

提供1種語言

發行者為

Canonical Group Limited 2021/10/25 Contact information

條款

隱私權原則

開發人員與IT

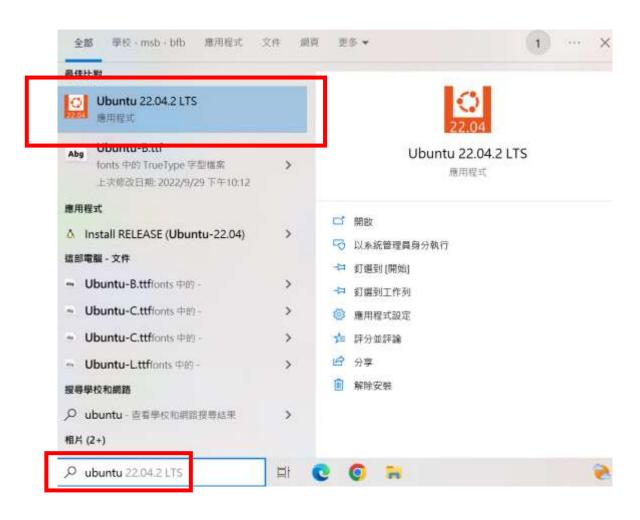
App 徽章 端點管理員



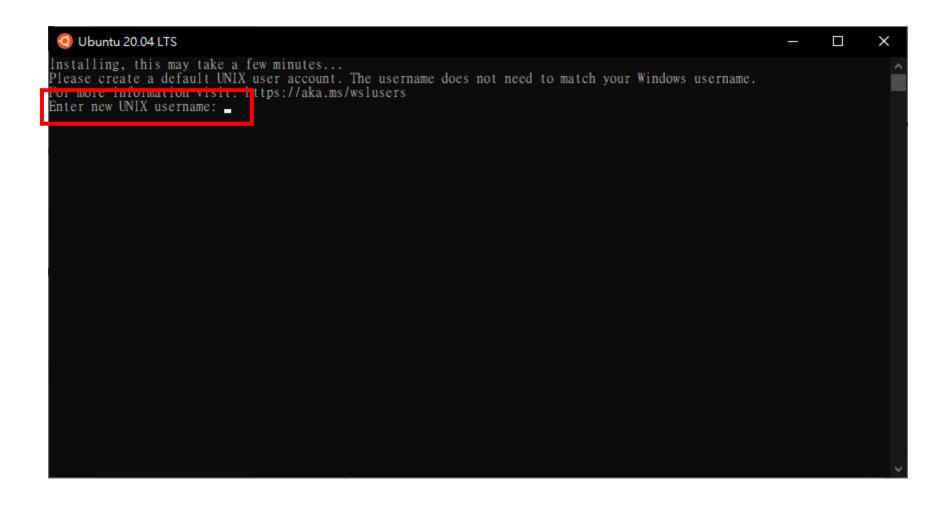
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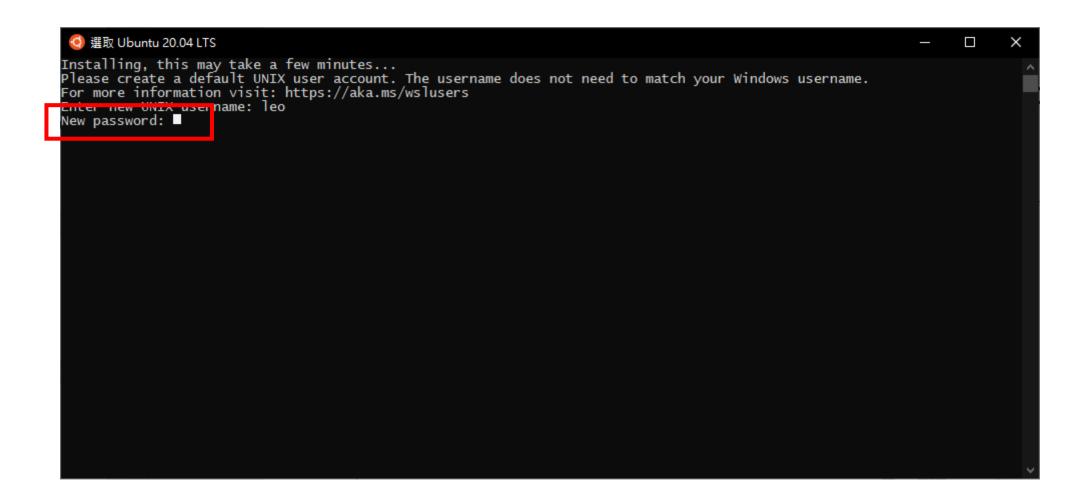
Search for Ubuntu and start it



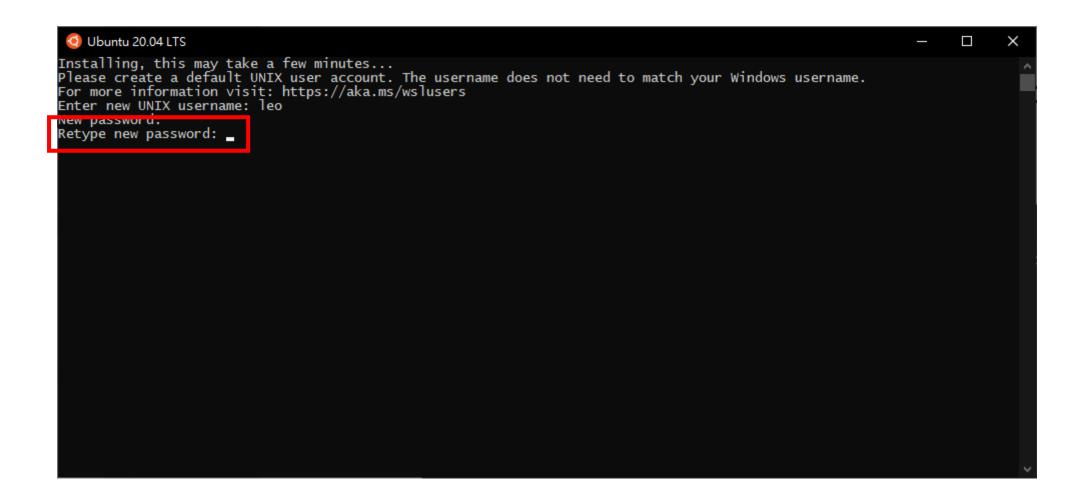
Enter your new username for Ubuntu



Enter your new password for Ubuntu



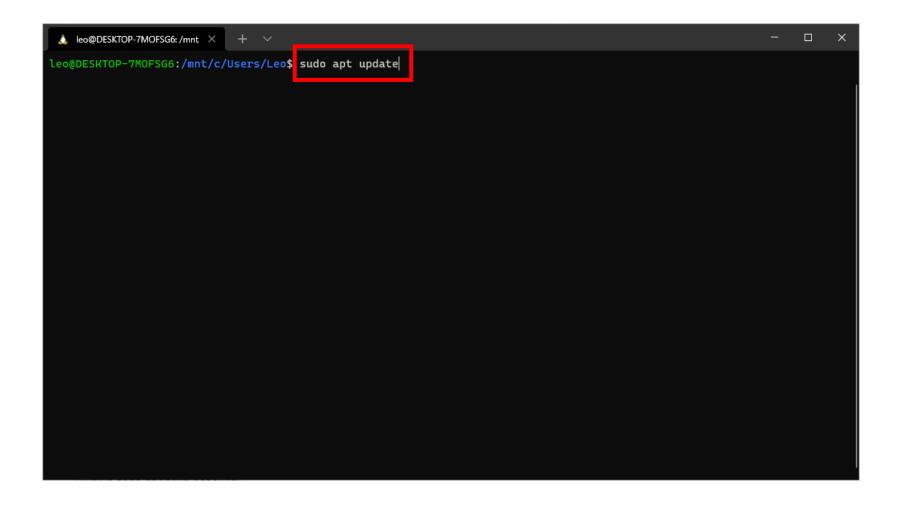
Validate your new password



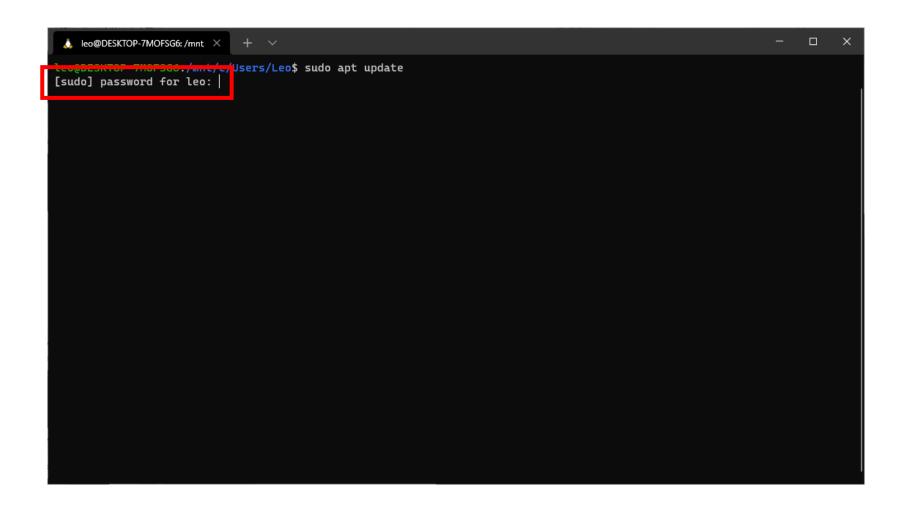
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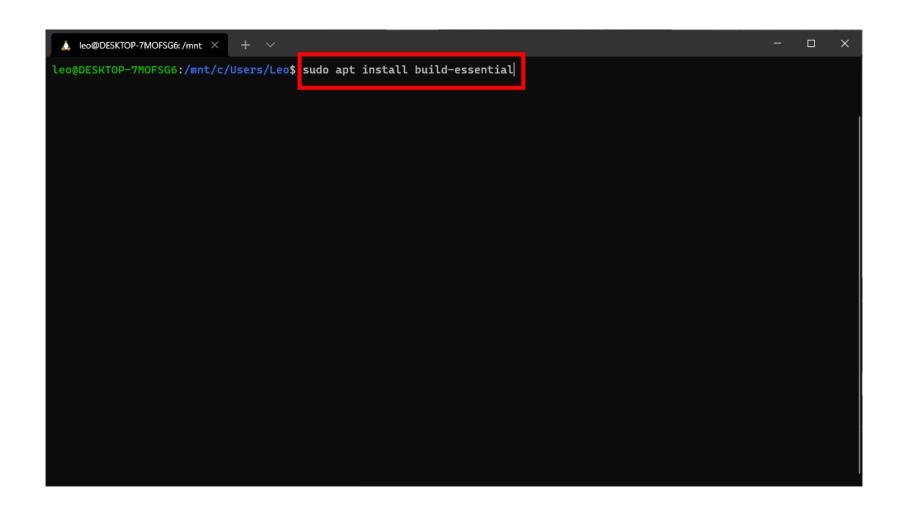
Enter "sudo apt update"



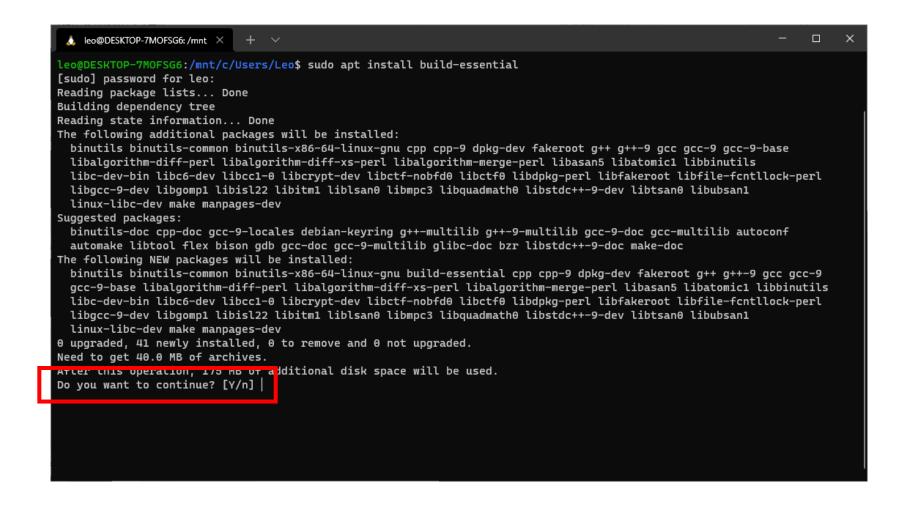
Enter your password for Ubuntu



Enter "sudo apt install build-essential"



Press enter to continue



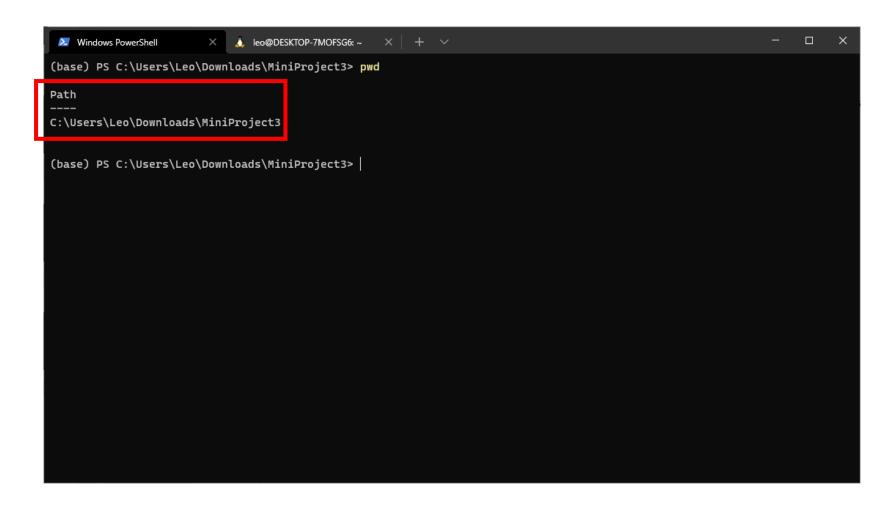
Type "g++ --version" and "make --version" to validate installation

```
leo@DESKTOP-7MOFSG6: /mnt ×
                                                                                                                   - 🗆 X
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$ g++ --version
g++ (Ubuntu 9.3.0-17ubuntu1~20.04) 9.
Copyright (C) 2019 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$ make --version
GNU Make 4.2.1
Built for x86_64-pc-linux-gnu
Copyright (C) 1988-2016 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <a href="http://gnu.org/licenses/gpl.html">http://gnu.org/licenses/gpl.html</a>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
leo@DESKTOP-7MOFSG6:/mnt/c/Users/Leo$
```

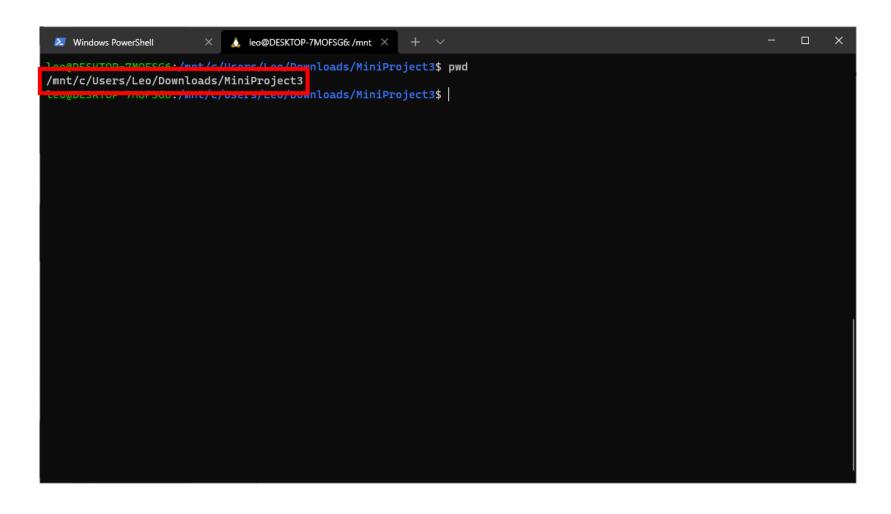
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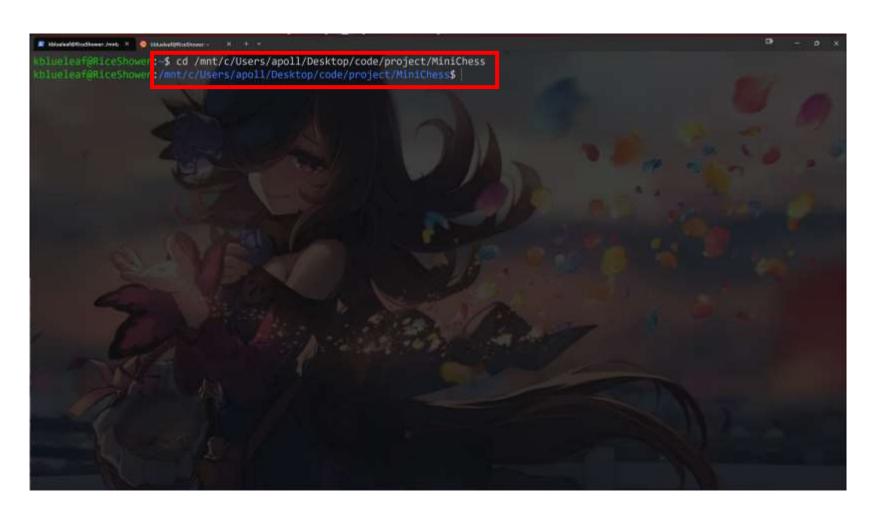
In Windows, your project path in C drive would be like "C:\[project_path]"



However, in WSL, your project path in C drive would be like "/mnt/c/[project_path]"



Change directory to the "project" folder of your project by "cd [project_path]"



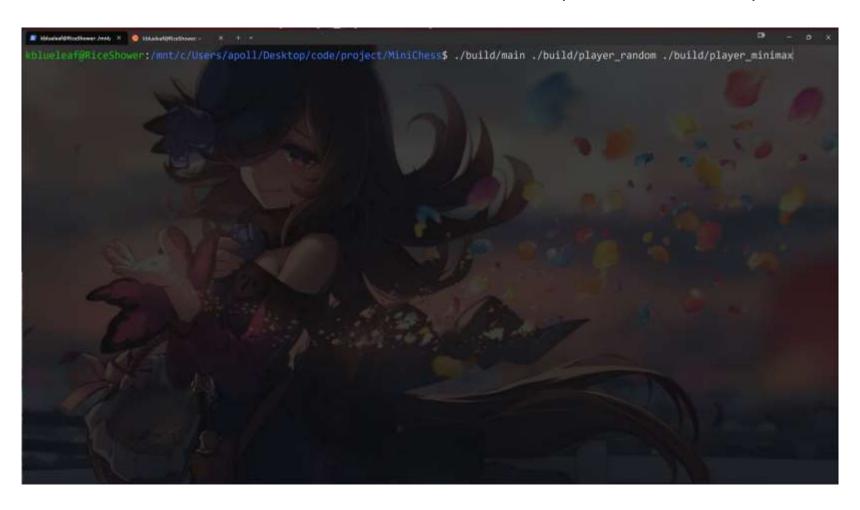
Type "make" to compile your code warning for main.cpp can be ignored

```
■ kblusissi@RiccShower /metu X 🔮 kblusissi@RiccShower - X 🕂 =
 chlueleaf@RiceShower:=$ cd /mnt/c/Users/apoll/Desktop/code/project/MiniChess
 blueleaf@RiceShower:/mnt/c/Users/apoll/Desktop/code/project/MiniChes: $ make
g++ --std=c++20 -Wall -Wextra -03 -o build/main src/state/state.cpp st
src/main.cpp: In function 'void launch_executable(std::string)':
src/main.cpp:31:9:
                           ignoring return value of 'int system(const char*)' declared with attribute 'warn unused result'
src/main.cpp: In function 'int main(int, char'*)':
src/main.cpp:92:11:
                            ignoring return value of (int system(const chart)) declared with attribute 'warn_unused_result' [
g++ --std=c++20 -Wall -Wextra -03 -o build/player_alphabeta.cpp src/policy/alphabeta.cpp src/policy/alphabeta.cpp
g++ --std=c++20 -Wall -Wextra -O3 -o build/player minimax src/state/state.cpp src/policy/minimax.cpp src/player/minimax.cpp
g++ --std=c++20 -Wall -Wextra -O3 -o build/player random src/state/state.cpp src/policy/random.cpp src/player/random.cpp
 kblueleaf9RiceShower:/mmt/c/Users/apoll/Desktop/cade/project/MiniChess$
```

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Type "./build/main ./build/[AI1] ./build/[AI2]" in terminal to execute while in the "[project_path]" folder of your project You can also choose AI file from other folder (like baseline)



Happy Coding!