

# Wargame







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**Synopsis:**

In this project we will develop a multi agent system formed as a wargame. To do that we use C# to make the wargame environment, and then we make our own language and compiler that will generate code to control the agents in the wargame.

method, experimentation, conclusion - to come...

*The content of the report is freely accessible, but publication (with source) may only be made with the authors consent.*

# Preface

This report is written in the fourth semester of the software engineering study at Aalborg University in the spring 2011.

The goal of this project is to acquire knowledge about fundamental principles of programming languages and techniques for description and translation of languages in general. Also a goal is to get a basic knowledge of central computer science and software technical subjects with a focus on language processing theories and techniques **ref. to study regulation**.

We are going to achieve these goal by designing and implementing a small language for controlling a multi agent system in the form of a wargame. We are going to use Visual Studio and C#, because we have used these tools in earlier semesters and are used to the C# syntax.

The report is written i L<sup>A</sup>T<sub>E</sub>X, and we have used Google Docs and TortoiseSVN for revision control.

Source code examples in the report is represented as follows:

---

```
1  if ( spelling.ToLower().Equals( spellings[ i ] ) )
2      {
3          this.kind = i;
4          break;
5      }
```

---



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# **Part I**

## **Introduction to MAS**

# Chapter 1

## Introduction

*In this chapter there will be an introduction to multi agent systems, agent oriented languages og existing multi agent environments.*

### 1.1 Multi Agent System

### 1.2 Agent Oriented Language

### 1.3 Existing Environments

*tail - we have introduced...*

# Part II

## Tools

# Chapter 2

## Language Components

*In this chapter we will outline the constituents of a programming language, covering the grammar and semantics. We will explain the EBNF grammar notation.*

### 2.1 Grammar

There are several ways the grammar of a language can be described. In this project we use BNF and EBNF, and those will be outlined in this section.

BNF (Backus-Naur Form) is a formal notation technique used to describe the grammar of a context-free language. There are several variations of BNF, for example EBNF (Extended BNF), which are used to describe the grammar of the language developed in this project.

The EBNF is a mix of BNF and regular expressions (see table 2.1), and thereby it combines advantages of both regular expressions and BNF. The expressive power in BNF is retained while the use of regular expression notation makes specifying some aspects of syntax more convenient.

### 2.2 Semantics

*Tail...*

	Regular expression	Product of expression
empty	$\varepsilon$	the empty string
singleton	$t$	the string consisting of $t$ alone
concatenation	$X \cdot Y$	the concatenation of any string generated by $X$ and any string generated by $Y$
alternative	$X Y$	any string generated either by $X$ or $Y$
iteration	$X^*$	any string generated either by $X$ or $Y$
grouping	$(X)$	any string generated by $X$

Table 2.1: Table of regular expressions [?].  $X$  and  $Y$  are arbitrary regular expressions and  $t$  is any terminal symbol.

# Chapter 3

## Compiler Components

*In order to give the reader a top-down understanding of our product, we find that it is very important that the reader understands basic concepts of compiling. In this chapter we will explain core concepts and ideas as to how to compile written code into executable code. This section will describe how the compiler components can be implemented, and there may be some differences between this and the way the components are actually implemented in this project.*

A basic compiler can be broken down to three simple steps which are illustrated in 3.

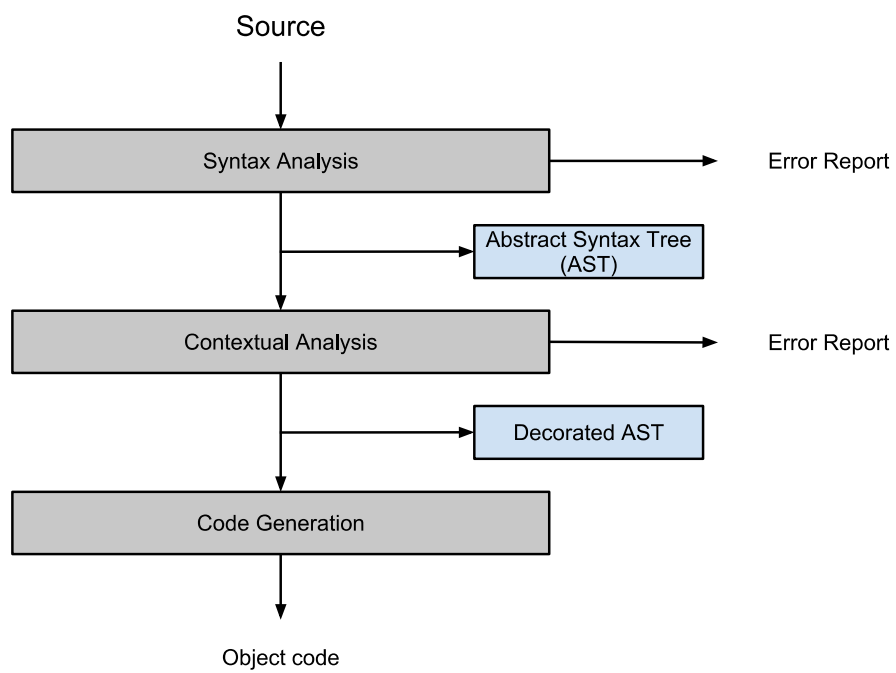


Figure 3.1: Illustration of the compiler components.

## 3.1 Scanner

The scanner has the purpose to recognize tokens in the source program. This process is called *lexical analysis* and is a part of the *syntactic analysis*.

The terminal symbols are individual characters, which are put together to form the tokens [?]. The source program contain separators, such as blank spaces and comments, which separate the tokens and make the code readable for humans. Tokens and separators are nonterminal symbols.

The development of the scanner can be divided into three steps:

1. The lexical grammar is expressed in EBNF.
2. Then there is for each EBNF production rule  $N ::= X$  made a transcription to a scanning method `scanN`, where the body is determined by  $X$ .
3. The scanner has the following list of variables and methods: private variable `currentChar`, private methods `take` and `takeIt`, the private method `scanN` in (2) is improved to record token's spelling and kind, and last, a public method `scan`, which scans the combination 'Separator\* Token', discarding the separator and returning the token.

See more about the BNF and EBNF notation in section 2.1 and see the full implementation of the grammar in the appendix A.2.

## 3.2 Parser

## 3.3 Data Representation

*tail...*



# Part III

## Implementation

# Chapter 4

## The Wargame

*In this chapter there will be a description of the concept of our wargame.*

### 4.1 Wargame Scenario

The game can have up to four players, where some can be set to move in predefined patterns, so that one can get a feeling of playing against an artificial intelligence.

When the wargame is initialized, the user chooses the size of the battle area, and the agents and teams are set up by the input of the generated XML-file 4.1.1.

The user can type his commands in the *command center*, and execute them by pressing the *Execute* button. When the user is done executing commands, he can end his turn by pressing *End Turn*.

The moves available for the user to make is *up*, *down*, *left* and *right* (one coordinate at a time), and it is also possible to make several moves with an agent, if you select the agent and type the coordinates you want the agent to move to.

When a collision between agents from opposing teams occur, a random function is called, which decides which agent wins the fight, favoring the unit with the highest rank.

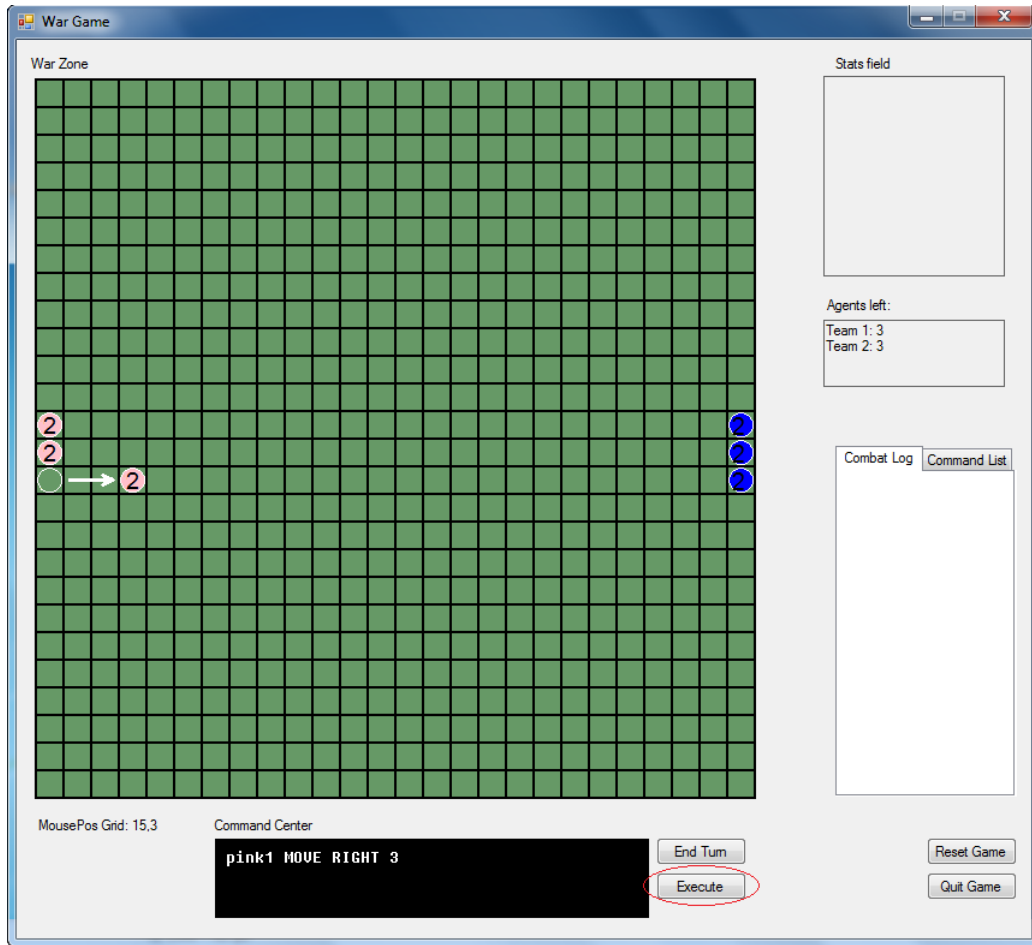


Figure 4.1: Example of an execution of a move-by-coordinate command. The user type the command `pink1 MOVE 14,3` and press *Execute*. For more about the commands, see appendix A.2.4.

#### 4.1.1 Agents and Action Patterns

The XML-document, which is loaded when the game initialized, sets the up the teams with number of players, division into squads, and rank of the agents. Also the action patterns are set by the XML-document.

*tail - in this chapter we outlined...*

# Chapter 5

## Implementation of Compiler Components

*header - in this chapter..*

### 5.1 grammar

The grammatics is what defines the rest of the compilerbase and what every aspect of a language is made of. It is important when building the grammar for a language that one is clear of what every aspect of the grammar does. It is important that the language is not ambiguous, as this would lead to misunderstandings in compile-time, and make wrong code. To define the grammatics of a programming language, one needs to define the very basics of the language. First one must define which things should be allowed with the language, and which should not. One of the things one should start defining is the diffrent types of the language. In our language we choose three types; num, string and bool. These will help define what is allowed in the language. Once these are defined, they can be broken up into even smaller parts, i.e. num is made up by digits or digits followed by the char '.' followed by digits, which in the grammar looks like this; `number ::= digits | digits.digits`. Then this is again split into even smaller parts, taking digits defined as; `digits ::= digit | digit digits`. And then the last part, `digit ::= 1|2..9|0`. This is done for every type if the language.

In the grammar one need to define how the general structure of the program is to be build. In the grammar it is defined where each part of a program can be placed, within what sections different things can be nested. A general program written in our language must consist of a mainblock, in

which everything else is contained. The mainblock will be made up by the keyword Main, followed by the two brackets '(', ')', followed by a block. The block consists of a left bracket '{', some commands and then a right bracket '}'. In the grammar the mainblock and block look like this: `mainblock ::= Main() block` `block ::= commands`

Each of the elements in the grammar is described this way. The full document is in the appendix A.2.

## 5.2 Semantics

The semantics for the MAS language are operational semantics written in bigstep notation. The language encompasses:

- Numeric values  $n \in \text{Num}$ .
- Variables  $v \in \text{Var}$ .
- Arithmetic expressions  $a \in \text{Aexp}$ .
- Boolean expressions  $b \in \text{Bexp}$ .
- Statements  $S \in \text{Stm}$ .

## 5.3 Making the Scanner

The scanner is an algorithm, which converts the string of text, the input, to a compilation of tokens and keywords. The first method of the scanner is a big switch created to sort the current word according to the token starters ???. E.g. if the first character of a word is a letter, the word is automatically assigned as an identifier and a string with the word is created.

When an identifier is saved as a Token, the Token class searches for any keyword, that would be able to match the exact string, e.g. if the string spells the word "for", the Token class changes the string to a **for** token.

---

```

1 public Token(int kind, string spelling, int row, int col)
2     {
3         this.kind = kind;
4         this.spelling = spelling;
5         this.row = row;
6         this.col = col;
7     }

```

```

8         if (kind == (int)keywords.IDENTIFIER)
9         {
10             for (int i = (int)keywords.IF_LOOP; i <= (int)
               keywords.FALSE; i++)
11             {
12                 if (spelling.ToLower().Equals(spellings[i]))
13                 {
14                     this.kind = i;
15                     break;
16                 }
17             }
18         }
19     }

```

---

In the token overload method, IF\_LOOP and FALSE is a part of an enum and then casted as an int, kind is an int identifier and spellings is a string array of the kinds of keywords and tokens available, as seen below.

```

1 public static string[] spellings =
2     {
3         "<identifier>", "<number>", "<operator>", "<string>"
4         , ";", ":", "(", ")", "=", "{", "}",
5         "if", "else", "for", "while", "bool", "new", "main",
6         "team", "agent", "squad", "coord", "void",
          "actionpattern", "num", "string", "true", "false", "
          ", " . ", "<EOL>", "<EOT>", "<ERROR>"
    };

```

---

This is the same for operators and digits, if the current word being read is an operator, the scanner builds the operator. If the operator is a boolean operator e.g. "<", ">", "<=", ">=", "==", the scanner ensures that it has built the entire operator before completing the token, in case the token build is just a "=" the scanner accepts it as the "Becomes" token.

Digits are build according to the grammar and can therefor contain both a single number og a number containing one punktuatun.

Every time the "scan()" method is called, the scanner checks if there is anything which should not be implemented in the token list, e.g. comments, spaces, end of line or indents. Whenever any of these characters has been detected, the scanner ignores all characters untill the comment has ended or there is no more spaces, end of lines or idents.

All tokens returned by the scanner is saved in a List of tokens to make it easier to go back and forth in the list of tokens.

## 5.4 Making the Parser

The parser is what takes the compilation of tokens and keywords generated by the scanner and builds an abstract syntax tree (AST) from it (while also checking for grammatical correctness). To accomodate all the different tokens, each token has a unique parsing method, that is called whenever a corresponding token is checked. Each of these methods then generate their own subtree of the AST, and returns that subtree, so it can be added to the AST.

For details on how the AST works, see section 5.5.

---

```
1 public AST parse()
2     {
3         return parseMainblock();
4     }

```

---

```
1 private AST parseMainblock()
2     {
3         Mainblock main;
4         switch(currentToken.kind)
5         {
6             case (int)Token.keywords.MAIN:
7                 acceptIt();
8                 accept(Token.keywords.LPAREN);
9                 accept(Token.keywords.RPAREN);
10                main = new Mainblock(parseBlock());
11                accept(Token.keywords.EOT);
12                return main;
13            default:
14                // Error message
15                accept(Token.keywords.ERROR);
16                return null;
17        }
18    }

```

---

In the `parseMainblock` example, we see that it returns a `Mainblock` object (which inherits from the `AST` class) called `main`. The constructor for the `Mainblock` takes a `Block` object as its input, so `main` is instantiated with a `parseBlock` call.

The parser checks for grammatical correctness, by checking if each token is of the expected kind. For example, a command should always end with a semicolon, so the parser checks for a semicolon after each command. If there isn't one, the parser returns an error saying what line the error was on, and which token did not match an expected token.

## 5.5 The Abstract Syntax Tree

## 5.6 Code Generation

## 5.7 The Graphical User Interface

The user interface is made as a windows form application. With Visual Studios designer tools it is simple to make a nice design with buttons, panels, and windows just the way you want.

The main idea of the design of the user interface is that there should be only a few buttons, the user should not spend a lot of time figuring out what all the buttons do. Furthermore we have designed the interface so the main structure looks like other popular strategy computer games (see A.1 and A.2 in appendix). We have done this to make the application easy to learn how to use.

### Game Start Settings

When the game is started, a dialog box is shown where one can choose the size of the *war zone*. We have chosen to have three fixed grid sizes, because of the way we draw the grid 5.7.

The functions of the dialog box is:

1. *Small, Medium, Large* radio buttons - select one to choose the grid size.
2. *Start* button - starts the game.

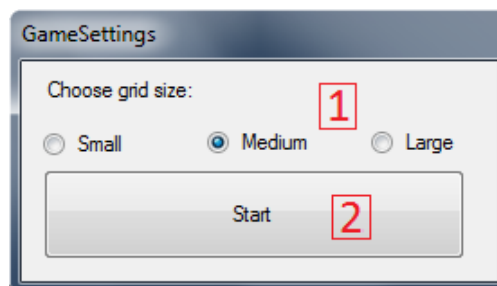


Figure 5.1: Screen shot of the game settings dialog box.

### Game Interface Functions

The functions of the game interface is:



1. *War zone* - contains the grid on which the war game unfolds.
2. *Agents* - the agents of the different teams (here with a 4-player game setup).
3. *Command center* - here the user types the commands to navigate the agents around the grid.
4. *Stats field* - shows the stats of a selected agent.
5. *Agents left* - shows how many agents are left on the teams.
6. *Combat log* - contains a combat log on who killed who in fights between agents.
7. *Command list* - contains the list of available commands the user can type in the *command center*.
8. *MousePos grid* - shows the grid point of the mouse position.
9. *Execute* button - executes the typed in command in the *command center*.
10. *End turn* button - ends the turn and gives the turn to the next player.
11. *Reset game* button - sets up a new game.
12. *Quit game* button - closes the game.

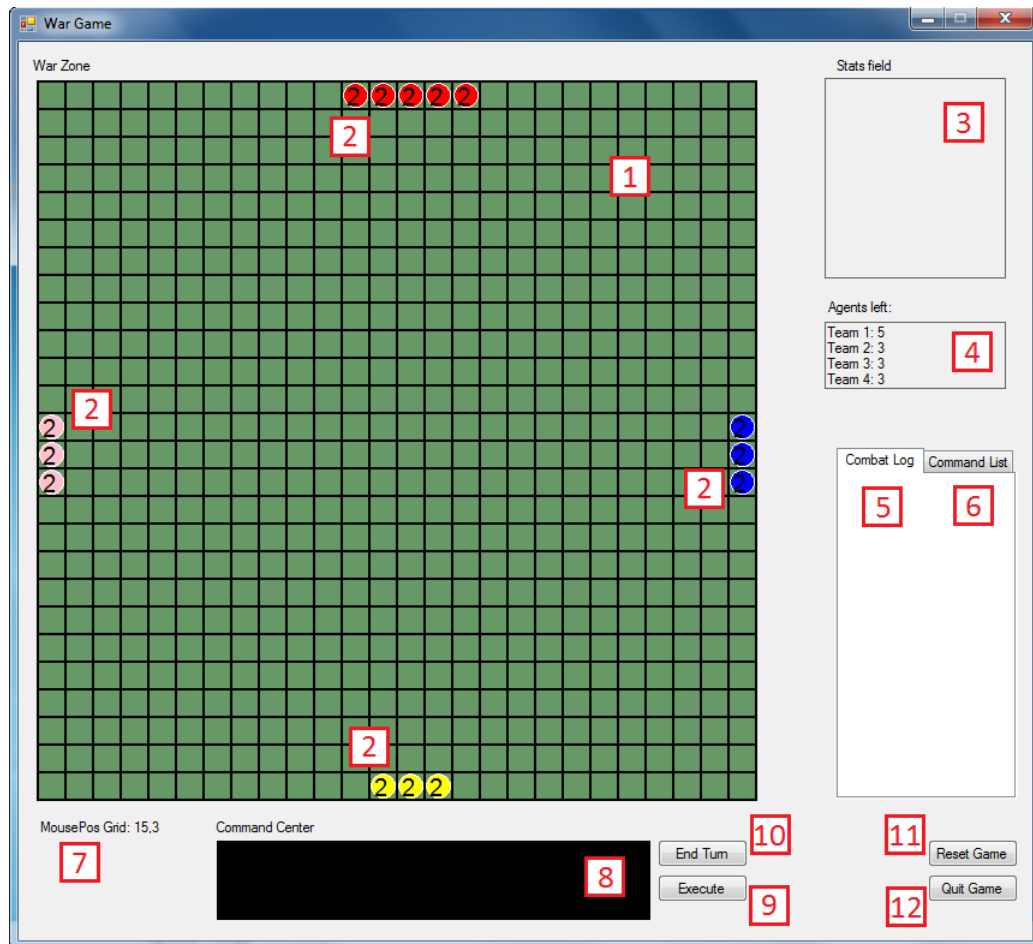


Figure 5.2: Screen shot of the game interface.

## Drawing the Grid and Agents

The drawing of the grid and agents, is done using GDI+ [?] which makes it possible to draw graphic on the screen. A usercontrol is added to eliminate the flickering GDI+ normally creates on windows forms, this is done with the help of double buffering. We only use GDI+ graphics inside the usercontrol DBpanel, and make sure we draw things in the correct order, as we draw the pixels untop of each other. The first thing drawn is the background, which in our case is green, with the black gridlines on top of it, to create the game grid. Next the agents are drawn, one after the another. The agents start posistions are calculated by the following algorithm:

---

```
1      int it1 = (Grids / 2) - (agentsOnTeam1 / 2);
```

```

2      int it2 = (Grids / 2) - (agentsOnTeam2 / 2);
3      int it3 = (Grids / 2) - (agentsOnTeam3 / 2);
4      int it4 = (Grids / 2) - (agentsOnTeam4 / 2);
5      foreach (Agent a in agents)
6      {
7          Point p = new Point();
8          if (a.team.ID == 1)
9          {
10             p = getGridPixelFromGrid(new Point(it1, 0));
11         }
12         else if (a.team.ID == 2)
13         {
14             p = getGridPixelFromGrid(new Point(Grids -
15                 1, it2));
16         }
17         else if (a.team.ID == 3)
18         {
19             p = getGridPixelFromGrid(new Point(it3,
20                 Grids - 1));
21         }
22         else if (a.team.ID == 4)
23         {
24             p = getGridPixelFromGrid(new Point(0, it4));
25         }
26
27         a.posX += p.X;
28         a.posY += p.Y;
29
30         if (a.team.ID == 1)
31         {
32             it1++;
33         }
34         else if (a.team.ID == 2)
35         {
36             it2++;
37         }
38         else if (a.team.ID == 3)
39         {
40             it3++;
41         }
42         else if (a.team.ID == 4)
43         {
44             it4++;
45         }
46     }

```

---

It is the start location for each team. If the grid is 13 "grids" wide and team one consists of three agents, the starting position for team one will be  $(13/2) - (3 / 2) = 6,5 - 1,5 = 5$ .

*sub conclusion - in this chapter we have made...*

# Part IV

## Epilogue

# Chapter 6

## Discussion

*header...*

### 6.1 Usability

*tail...*

# Chapter 7

## Epilogue

*header...*

### 7.1 Conclusion

### 7.2 Future Work

*tail...*





# Appendix A

## Appendix

### A.1 Other Games



Figure A.1: Screen shot of the game user interface in Red Alert 2.



Figure A.2: Screen shot of the game user interface in Command and Conquer 3.

## A.2 Full Implemented Grammar

### A.2.1 BNF - Initialize

Imperative:

```

type ::= num | string | bool
identifier ::= letter | identifier letter | identifier digit
letter ::= a | A | b | B | c | C | d | D | e | E | f | F | g | G | h | H | i | I | j | J
| k | K | l | L | m | M | n | N | o | O | p | P | q | Q | r | R | s | S | t | T | u |
U | v | V | w | W | x | X | z | Z
token ::= = | num | string | bool | ; | new | . | Team | Agent | Squad |
actionPattern | Coordinates | ( | ) | , | | | void | if | while | for | true | false
| Main | + | - | / | * | < | > | <= | >= | == | else

```

```

actual-string ::= "chars"
chars ::= char | char chars
char ::= Any unicode
boolean ::= true | false
number ::= digits | digits.digits

```

digits ::= digit | digit digits  
 digit ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0  
 object ::= *Team* | *Agent* | *Coordinates* | *Squad*  
 operator ::= + | - | / | \* | < | > | <= | >= | ==  
 becomes ::= =  
  
 variable ::= number | actual-string | boolean  
  
 mainblock ::= Main ( ) block  
 block ::= commands  
  
 commands ::= command ; | command ; commands  
 command ::= declaration | method-call | if-command | while-command | for-command | assign-command  
  
 assign-command ::= identifier becomes variable | identifier becomes expression  
  
 while-command ::= *while* ( expression ) block  
 if-command ::= *if* ( expression ) block | *if* ( expression ) block *else* block  
 for-command ::= *for* ( type-declaration ; expression ; expression ) block  
  
 expression ::= parent-expression | numeric-expression  
 parent-expression ::= ( numeric-expression )  
 numeric-expression ::= primary-expression operator primary-expression | primary-expression operator-expression | parent-expression operator primary-expression  
 | parent-expression operator expression  
 primary-expression ::= number | identifier | boolean  
  
 declaration ::= object-declaration | type-declaration  
 object-declaration ::= *new* object identifier ( input )  
 type-declaration ::= type identifier becomes type  
  
 method-call ::= identifier ( input ) | identifier . method-call  
 input ::= variable | identifier | input, variable | input, identifier |  $\varepsilon$   
  
 comment ::= // Any unicode eol | /\* Any uni-code \*/  
  
 actionPattern-declaration ::= *actionPattern* identifier action-block  
 action-block ::= action  
 action ::= actual-string eol

## A.2.2 Starters

starters[[letter]] ::= a | A | b | B | c | C | d | D | e | E | f | F | g | G | h | H |  
i | I | j | J | k | K | l | L | m | M | n | N | o | O | p | P | q | Q | r | R | s | S | t  
| T | u | U | v | V | w | W | x | X | z | Z  
starters[[type]] ::= n | N | s | S | b | B  
starters[[identifier]] ::= starters[[letter]]  
starters[[token]] ::= starters[[type]] ; | . | , | starters[[object]] | ( | ) | | | v |  
V | i | I | f | F | m | M | starters[[operator]]

starters[[string]] ::= "  
starters[[chars]] ::= starters[[char]]  
starters[[char]] ::= any unicode  
starters[[bool]] ::= t | T | f | F  
starters[[num]] ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9  
starters[[digit]] ::= starters[[num]]  
starters[[digits]] ::= starters[[num]]

starters[[object]] ::= t | T | a | A | c | C | s | S

starters[[operator]] ::= + | - | / | \* | < | > | =

starters[[object-declaration]] ::= n | N  
starters[[type-declaration]] ::= starters[[type]]  
starters[[actionPattern-declaration]] ::= a | A

starters[[input]] ::= starters[[letter]] | starters[[num]] |  $\varepsilon$

starters[[method-call]] ::= starters[[letter]]

starters[[while-command]] ::= w | W  
starters[[if-command]] ::= i | I  
starters[[for-command]] ::= f | F

starters[[expression]] ::= starters[[primary-expression]]  
starters[[primary-expression]] ::= starters[[letter]]  
starters[[single-command]] ::= starters[[while-command]] | starters[[if-command]]  
| starters[[for-command]]  
starters[[command]] ::= starters[[letter]] | starters[[block]] | starters[[num]]  
starters[[commands]] ::= starters[[command]]  
starters[[block]] ::=

starters[[mainblock]] ::= m | M

starters[[comment]] ::= /

### A.2.3 EBNF - Initialize

type ::= *num* | *string* | *bool*

identifier ::= letter (letter | digit)\* letter ::= a | A | b | B | c | C | d | D | e | E | f | F | g | G | h | H | i | I | j | J | k | K | l | L | m | M | n | N | o | O | p | P | q | Q | r | R | s | S | t | T | u | U | v | V | w | W | x | X | z | Z

token ::= = | *num* | *string* | *bool* | ; | *new* | . | *Team* | *Agent* | *Squad* | *actionPattern* | *Coordinates* | ( | ) | , | | | *void* | *if* | *while* | *for* | *true* | *false* | *Main* | + | - | / | \* | < | > | <= | >= | == | *else*

actual-string ::= "chars"

chars ::= char (char)\*

char ::= Any unicode

boolean ::= *true* | *false*

number ::= digits | digits.digits

digits ::= digit (digit)\*

digit ::= 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0

object ::= *Team* | *Agent* | *Coordinates* | *Squad*

becomes ::= =

operator ::= + | - | / | \* | < (=)+ | > (=)+ | = (=)+

variable ::= number | actual-string | boolean

mainblock ::= Main ( ) block

block ::= commands

commands ::= (command ;)\*

command ::= declaration | method-call | if-command | while-command | for-command | assign-command

assign-command ::= identifier becomes (variable | expression)

while-command ::= *while* ( expression ) block

if-command ::= *if* ( expression ) block (*else* block)+

for-command ::= *for* ( type-declaration ; expression ; expression ) block

expression ::= parent-expression | numeric-expression

parent-expression ::= ( numeric-expression )

numeric-expression ::= (primary-expression | parent-expression)+ operator  
(primary-expression | expression)+  
primary-expression ::= number | identifier | boolean

declaration ::= object-declaration | type-declaration  
object-declaration ::= *new* object identifier ( input )  
type-declaration ::= type identifier becomes (variable | expression)

method-call ::= (identifier .)\* identifier ( input )  
input ::= (variable | identifier ( , variable | , identifier)\* )+

comment ::= // Any unicode eol | /\* Any uni-code \*/

actionPattern-declaration ::= *actionPattern* identifier action-block  
action-block ::= action  
action ::= actual-string eol

#### A.2.4 Action Grammar

Declarative:

action ::= single-action EOL  
selection ::= ID | identifier

ID ::= Agent ID | Squad ID | Team ID  
Agent ID ::= num | *AGENT* num | *A* num  
Squad ID ::= *SQUAD* num | *S* num  
Team ID ::= *TEAM* num | *T* num

single-action ::= selection *MOVE* move-option

move-option ::= *UP* | *DOWN* | *LEFT* | *RIGHT* | *HOLD* | coordinate |  
ActionPattern Name  
coordinate ::= num , num

num ::= digits | digits.digits  
digits ::= digit | digit digits  
digit ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

identifier ::= letter | identifier letter | identifier digit

token ::= *IDENTIFIER* | *MOVE* | *HOLD* | *UP* | *DOWN* | *LEFT* | *RIGHT*  
| *EOL*





# Bibliography

- [1] Deryck F. Brown David A. Watt. Programming language processors in java. Book, 2000.