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Bachelorarbeit

Minecraft in MicroPsi

Eine populäre Videospielwelt als Simulationsumgebung für eine kognitive
künstliche Intelligenz

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Ich versichere hiermit eidesstattlich, dass ich die vorliegende Arbeit selbstständig angefertigt, alle Zitate als solche kenntlich gemacht sowie alle benutzten Quellen und Hilfsmittel angegeben habe.

München, den 19. September 2013

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(*Unterschrift des Kandidaten*)

Zusammenfassung

Ziel der Arbeit ist die Entwicklung und das Testen einer Simulationsumgebung für einen kognitiven Agenten auf Basis des populären Videospiels Minecraft.

Minecraft bietet sich als Grundlage für eine Simulationsumgebung aufgrund der kompositionalen Semantik der Spielwelt besonders an, da das Agentensystem durch das Erforschen seiner Umwelt Wissen über die Spielwelt aufbauen und ähnliche Strukturen wieder erkennen kann. Objekte der Spielwelt sind in Minecraft keine bloßen Hindernisse sondern werden mit variablen Eigenschaften prozedural erzeugt und ähneln so eher einer realen Umgebung als andere virtuelle Welten.

Da Minecraft von Anfang an mit einem Mehrspielermodus ausgestattet wurde, lässt es sich zudem für Multiagenten-Umgebungen und so für kollaborative Agenten verwenden. Des Weiteren sind Minecraft-Lizenzen günstig zu erwerben, erhältlich für viele Plattformen und es gibt eine äußerst große und aktive Community für selbsterstellte Spiel-Inhalte und -Modifikationen.

Angestrebt wird, dass die kognitive Architektur MicroPsi2 sich an einen Minecraft-Server anmelden kann, ihre Umgebung wenigstens in Ansätzen wahrnimmt (Objekte, Terraintypen), sich fortbewegen kann und einfache Interaktionsmöglichkeiten besitzt (z.B. Objekt aufnehmen und ablegen).

Daneben soll eine Visualisierung der Umgebung aus Sicht des Agenten entstehen, z.B. als zweidimensionale Übersicht, in deren Zentrum der Agent steht. Diese Visualisierung soll live im Browser angezeigt werden (wahlweise mit WebGL oder Canvas/D3).

Zum Schluss der Arbeit soll zum Testen der Funktionalität ein virtuelles Braitenbergvehikel in die Simulationsumgebung gesetzt werden, welches sich daraufhin auf die nächstgelegene Lichtquelle zubewegen soll. Dieses Experiment wird als Teil der Arbeit umfangreich dokumentiert.

Abstract

What I cannot create, I do not understand Richard P. Feynman, 1988

Danksagung

Ich danke meinen Betreuern Joscha Bach und Annabelle Klarl sowie Dominik und Professor Wirsing. Nick Gamberini, Fogleman

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Chapter 1

Introduction

The hunt for artificial intelligence started many years ago. Dividing the subject into the strong and weak part means separating its goals into useful applications and those that try to learn about the nature of intelligence itself. The ultimate task of strong A.I. — recreating human intelligence — admittedly still seems to be science fiction, though.

But then again: a new generation of cognitive scientists, psychologists and computer scientists strives to implement new Ideas for simulated cognition — building cognitive architectures. Many of them do so by simulating, in one way or the other, what could be called "neural networks(/nodenets)".

One of these architectures is MicroPsi 2. Developed by Joscha Bach, it is based on the Psi Theory by Dietrich Dörner, who is a german Professor for theoretical psychology. It aims at providing a solid and complete implementation of that theory of cognition and at being easily accessible, understandable and modifiable for the research and applications to come.

To test the functionality of such cognitive architectures and to figure out their capabilities and potential, we need to research their behavior inside defined environments. As implementing AI into the physical world (as robots for examples) requires building appropriate hardware and patience, computer-simulated environments therefore play an important role.

MicroPsi 2 is both: a cognitive architecture but also a set of and an interface to simulation environments.

1.1 Motivation

Video games are natural applications of artificial intelligence. The quality of a games A.I. can make all the difference in between a great title and an uninspired demo of computer graphics technology.

Building an interface between the cognitive architecture MicroPsi 2 and a video game world is what this Thesis is about.

1.2 Objective

1.3 Approach

1.4 Outcome

1.5 Outline

...

Chapter 2

Background

A widely accepted definition of the field of A.I. is that it is the study and design of intelligent agents, where an intelligent agent is a system that perceives its environment and takes actions that maximize its chances of success.

It took many years for A.I. research to evolve from the early ideas of thinking machines over Deep Blue, the computer that could beat mankind's best chess players to Watson, the A.I. that beats the champions of Jeopardy, the game show, that is about asking the appropriate question to a given answer. There exist many applications for A.I. . Self-driving cars and online-shopping recommendation systems to name a few.

These examples have one thing in common. They are applications of technology that serve an immediate, or at least foreseeable purpose. For A.I. in scenarios of this kind, the term weak A.I. (or applied A.I.) has been coined.

Strong A.I., in contrast, is about researching the nature of intelligence itself. An actual (hypothetical) implementation of a Strong A.I. translates to building a machine, that is capable of acting like a human being — not just in a defined problem fields, but in all of them.

Cognitive A.I. , in particular, can be thought of as architectures that implement findings and theories in cognitive science and psychology, as well as the neuro-sciences, for the sake of proving, if the theories hold against what they promise.

Many cognitive architectures share characteristics with or directly implement artificial neural networks.

2.1 Psi Theory

The Psi theory in its foundations was described by German psychologist Dietrich Dörner in his book “Bauplan für eine Seele” and “Die Mechanik des Seelenwagens” from 1998 and 2002. Its main ideas are, that it thinks of cognition as a graph-like structure (e.g. node-net) of relationships that strives to maintain homeostatic balance.[Bac09]

Basic components of the theory are Representation, Memory, Perception, Drives, Cognitive modulation and emotion, Motivation, Learning and Problem solving as well as Language and consciousness.

“The PSI theory is a theory of human action regulation by psychologist Dietrich Doerner. It is an attempt to create a body-mind link for virtual agents. It aims at the integration of cognitive processes, emotions and motivation. This theory is unusual in cognitive psychology in that emotions are not explicitly defined but emerge from modulation of perception, action-selection, planning and memory access. Emotions become apparent when the agents interact with the environment and display expressive

behavior, resulting in a configuration that resembles emotional episodes in biological agents. The agents react to the environment by forming memories, expectations and immediate evaluations. This short presentation is a good overview.

PSI agents possess a number of modulators and built-in motivators that lie within a range of intensities. These parameters combined to produce complex behaviour that can be interpreted as being emotional. Additionally, by regulating these parameters, the agent is able to adapt itself to the different circumstances in the environment. This theory has been applied to different virtual agent simulations in different types of environments and has proven to be a promising theory for creation of biologically plausible agents.”

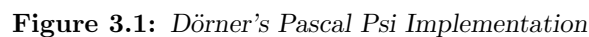
Joscha Bach adapted that theory to bring it in a contemporary form with slight modifications.

Even though building a conscious machine that thinks and acts like we do is still more science-fiction, it is this kind of foundational research, that leads to new ways of thinking of the world, that give us our most important leaps.

Foundations

To understand how and why they were chosen, a brief history of their creation as well as explanations of their basic ideas and relevant insights to their architecture are what this chapter is about.

Psi has been implemented by different groups at different times. The first implementations are by Dörner and his associates themselves (see figure 3.1). They used Pascal and developed it for windows environments. This implementation can still be downloaded and runs on Windows 7 installations, for example.



From 2003 to 2009 they built an implementation in Java as a set of plugins for the Eclipse IDE called MicroPsi. It included of a graphical editor and a 3D simulation-environment. Aiming at better understandability and to maintain platform independence, MicroPsi has been built ground up again in 2012 — using more lightweight

Python code. What is remarkable about the new implementation called MicroPsi 2 (in the following MicroPsi), is that the simulation is deployed as a web application and the graphical interface is completely rendered inside a web browser — using state-of-the-art internet- and webapplication-technologies. It is based upon HTML as well as Javascript and the communication in between the browser and the simulation is managed via JSON remote procedure calls. Many GUI components of Twitter’s Bootstrap library as well as the JavaScript graphics library PaperJS are used. [Bac12]

According to the concepts of the Psi Theory, MicroPsi simulates agents as neuro-symbolic spreading activation networks. Agents can be placed and researched in simulation environments or physically embodied as robots. [Bac12]

Even though there have been more complex simulation environments (e.g. 3D-worlds) for previous implementations of Psi-architectures, the relatively new version of MicroPsi has only two fairly simple ones: a 2D-Island and a map of the public transportation system of Berlin (see figure 3.2). Instead of building another 3D-world, with this project we set out for something more experimental.

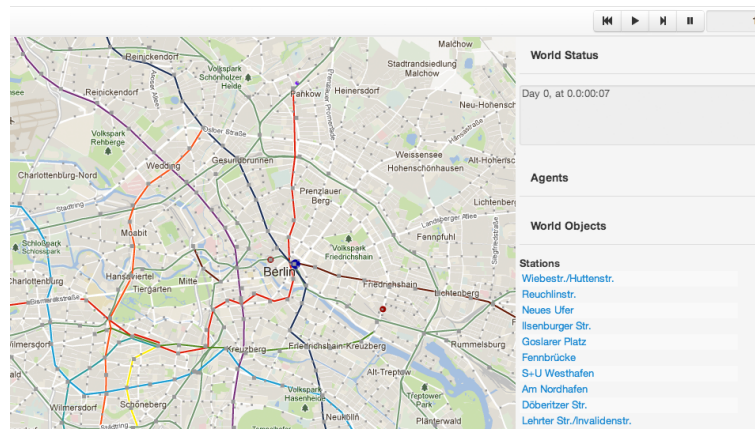


Figure 3.2: *MicroPsi simulation environment Berlin*

3.2 MicroPsi 2 Module Overview

MicroPsi’s modular structure is fairly easy to understand (see figure 3.3). At first, one can differentiate between the server component (or the web-interface) and the actual simulation code (called ”core”).

In a minimal setup MicroPsi runs three threads. One thread for the web server, one for the world simulation and one for every world-adaptor (or agent). If more then one agent or more than one world are launched, they are instantiated as additional threads.

Furthermore, the core consists of a runtime component, a user and a configuration manager. The runtime works independently of the server and can also be deployed for command line interaction or other GUIs. It manages the simulations worlds as well as the agents (node net embodiments) and the world-adapters. [Bac12]

Agents MicroPsi defines agents as node nets or, to be more specific, hierarchical spreading activation networks. They are an ”abstraction of the information processing provided by brains” [Bac12]. The assigned world-adaptor provides data sources and data targets to manage the communication in between the node net and the simulation

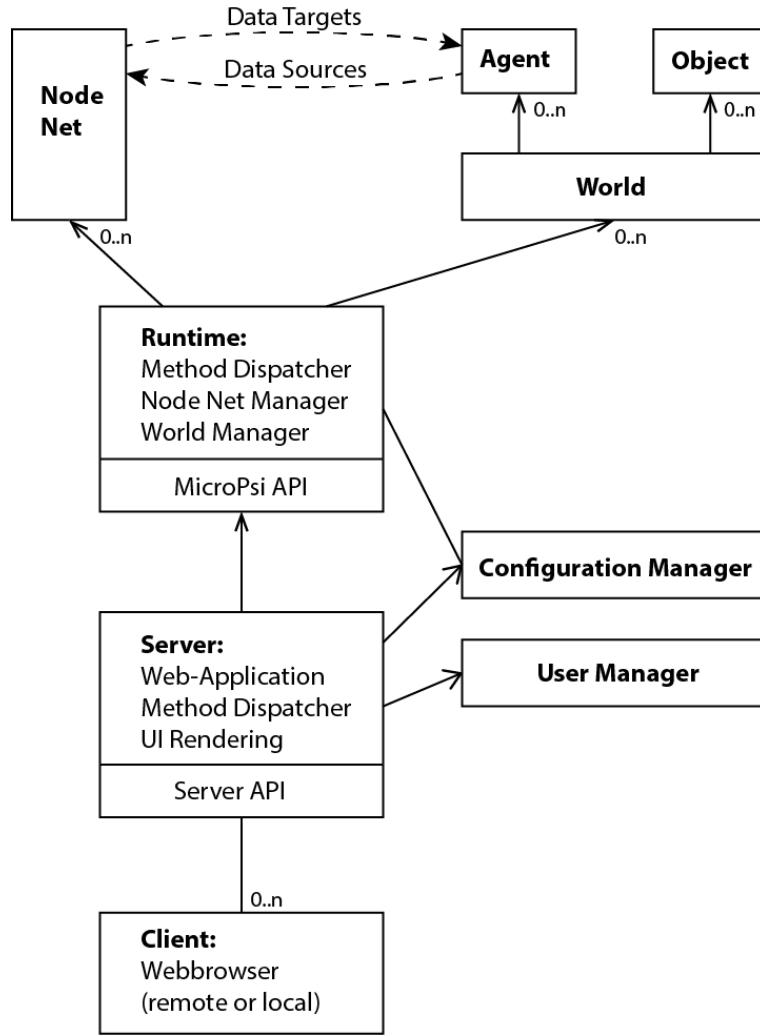


Figure 3.3: The MicroPsi 2 architecture [Bac12]

environment. They represent the agent's sensory input and motoric output. Sophisticated interconnection of those enables interaction with the environment. [Bac12]

Worlds The simulations worlds are the environments in which we can study our agent's behaviour. Worlds need to provide a world adapter — the interface in between a node net and the simulation. Data sources and data targets have to be defined carefully, to get a functional and meaningful experiment going. Node nets and environments may be updated asynchronously. [Bac12]

The kind of data the world adapter interfaces, is not specified any further, which gives developers the opportunity to experiment with classic simulation worlds as well as exotic applications (eg. stock data). At the time of the original development of the framework, the prioritized application was building a framework for knowledge representation. [Bac12]

3.3 Minecraft

The story of Minecraft has many interesting aspects, but first and foremost it is a story of immense, unexpected success.

When Markus (“Notch”) Persson built and released the first public version of Minecraft, it soon became clear that his creation resonated with many people. The simple concept of a world entirely build out of standard sized building blocks, which the player can create, destroy and relocate one-by-one, enabled many gamers to employ their creativity, explore the Minecraft world and test out it’s possibilities and boundaries.

The game has attracted great attention ever since its first release in 2009. Since copies of the game could be obtained commercially for the first time, different versions of the game sold more than 26 million times — with the PC version priced at about 20 Euros, for example. It should be noted, that Minecraft’s development studio Mojang is a so called “indie game developer”, that is not associated with any classical game publisher, but distributes copies of their game exclusively via their own website.

Although the game can be downloaded and played as a single packet of software, many scenarios of playing the game consist of running a Minecraft server software, as well as one copy of the client software for each player. It is possible to mimic the official client by implementing the reverse-engineered Client-Server-Protocol and therefore build artificial players that way.

Minecraft is a complex, yet easily accessible virtual world. It is in constant development and new features are added regularly. It has a massive fanbase and a huge community around all kinds of game-modifications.

Another interesting aspect about Minecraft is the procedural semantic the game world is generated with. Trees in Minecraft, for example, may share a similar structure that consists of a trunk and leave-covered branches spreading out fractally, but the particular characteristics of each tree are generated randomly. This makes a Minecraft world somewhat more realistic than those of many other videogames.

3.3.1 What is a Minecraft world?

In this section basic concepts of the game are described (in regards to our A.I. interface). Minecraft worlds are build out of blocks (see figure 3.4). Blocks are cubes. There are different types (materials) of blocks and they share a single size, which converts to the basic distance unit of Minecraft. One unit can be thought of as roughly equaling one meter.

A chunk (see figure 3.5) is a segment of the Minecraft world that is 16 blocks long, 16 blocks wide and 256 blocks high (or deep) and therefore consists of up to 65,536 blocks. [mcw13]



Figure 3.4:
A “Grass” Block [ima13]

**Figure 3.5:**

A Chunk [ima13]

"The player" (see figure 3.6) is what the playable game-character in Minecraft is called. It is usually displayed humanoid. Also, a Minecraft world has a day-night-cycle with 24 Minecraft hours converting to 14 minutes by default

The game itself has no predefined goals. Players can walk around, discover the generated world (see figure 3.7 1) and collect resources by "destroying" blocks, with the generated resources equaling the block type. They can combine different resources to "craft" items. For example, a player can destroy the blocks that represent a tree (2). The gained "wood" resource could then be used to craft a wooden pickaxe (2), which could then be used to dig into the ground more effectively (4) to "mine" more rare resources, like iron or gold.

**Figure****3.6:**

"The Player" [ima13]

**Figure 3.7:** *Minecraft Basic Mechanics (CC-BY-3.0 Mojang AB)*

There exist different game modes. The original "survival" mode adds monsters that attack the player at night. What solutions to survive the player comes up with (eg. building shelter or fighting the monsters) is left up to him or her.

In "creative" mode, the player is not being attacked by monsters, has the ability to

fly and instant access to unlimited resources.

The mode of a Minecraft world does not effect the functionality of this project.

3.3.2 The Client Server Protocol

Minecraft's Client-Server-Protocol is not publicly documented by the developers themselves. However, the modding-community gathered full knowledge and understanding of its structure (probably by using reverse engineering techniques). The protocol is based on packets.

Packets are either "server to client", "client to server" or "Two-Way" and begin with a "Packet ID" byte. The structure of the packet's payload depends on it's Packet ID.

To give an example of one of the easier packets, the "Client Position"-Packet is fairly straight-forward (see figure 3.1). It is exclusively send from clients to servers and starts with it's Packet ID (as every packet does), followed by the X- and Y-coordinates as doubles, the stance value as a double, which is used to to modify the player's bounding box, another double for the Z-coordinate and eventually a boolean that describes if the player is on the ground or not. [pro13]

Field Name	Field Type	Notes
Packet ID	Byte	0x0B
X	double	Absolute position
Y	double	Absolute position
Stance	double	Used to modify the players bounding box
Z	double	Absolute position
On Ground	boolean	Derived from packet 0x0A

Table 3.1: Structure of the packet "Player Position (0x0B)" [pro13]

Knowledge of this data structure is already sufficient to move around in the Minecraft world. To go forward, one has to figure out the players current position, calculate the absolute coordinates of the destination of the movement in regard of it and send a Client Position packet with these coordinates to the server. If the destination is not more than 100 blocks away from the origin of the movement, the server accepts the packet. In the official Minecraft client, a players movement from one point to the other is rendered with a walking animation.

Other than movement, packet structures are defined for every aspect of the game. May it be the initial handshake, the creation or destruction of blocks or activities of other player- or non-player-characters.

This protocol is what a custom Minecraft client needs to speak.

3.3.3 Suitability of Minecraft as a simulation environment

There are a number of reasons why using Minecraft as a simulation environment could be useful and lead to interesting results.

First, the game itself is easily accessible. It is developed using Java (for both the client and the server software) and therefore, up to a certain extend ,platform independent. The "desktop computer version" is being sold for Windows, Mac OS X and Linux devices. There are official ports for Android, iOS, Xbox 360, the Raspberry Pi and a version for the upcoming game console Xbox One is announced. The desktop versions are priced at 19.95 euros, which makes it affordable to a large audience.

The game itself already has an enormous fanbase. It is (like most videogames) especially popular among teenagers. Minecraft being loved by so many people could benefit this project, in terms of leading to increased attention.

The game’s developer has proven many times that it acts generously towards other developers, when it comes to the creation of game modifications and content that uses, or changes original Minecraft intellectual property. In other words: Mojang is not restrictive towards users doing all kinds of things with their creations. This led to the availability of a fairly complete community-sourced documentation and explanation of virtually every aspect of the game — including its software architecture, data structure and protocols. This is useful for this project, as chances are low that they will have anything against using Minecraft for this project in the foreseeable future.

The Minecraft world with its logic, semantic and functionalities offers possibilities for an A.I. to prove being able to interact with the environment — in primitive ways (e.g. moving around), as well as with increasingly complex tasks like building, collecting resources, crafting items and interacting appropriately with both well-disposed and hostile other entities.

The semantics of the gameworld share characteristics with the real world. Moving through a Minecraft environment, one quickly realises that the game has generated different biomes (eg. forest or tundra). Also, trees, rivers, mountains and ore veins are neither hard-coded, nor appear completely randomly, but are generated procedurally and their structure appears to be (somewhat) fractal.

Using Minecraft as a simulation environment will give Psi agents possibilities to show off, what kind of sophisticated behaviour they are capable of.

3.4 Minecraft Bots

There exist many projects, that could be considered Minecraft “bots”. One has to differentiate in between two types. On the one hand there are those, that mimic an entire client software and facilitate communication with the server on the default client software’s behalf. On the other hand there are bots which are modifications of the original client (or server) software and usually add non player characters — like animals and other non-human creatures — to the game. The code is usually injected through one of the popular “modloaders” (eg. Minecraft Forge).

One example (and probably the most advanced one), for an entire bot framework that replaces the client, is Mineflayer. [git13] It has a high-level abstraction of the environment (eg. entity knowledge and tracking) and is written in JavaScript using node.js. However, it has not been used for this project, because a Python implementation was aimed for.

Opposed to Mineflayer, an example for “game modification” bots are the “Cube-bots” — fan-made non-player characters that aim to help Minecraft players with mundane tasks.[mcf13]

3.4.1 Spock by Nick Gamberini

Developed by Nick Gamberini, **Spock** is an open-source bot framework (and as such also a Minecraft client) written in Python. It has been chosen to become an essential part of this project for two reasons: being written in Python it painlessly integrates in the existing MicroPsi code and the absence of dependencies (with one exception) leave the code understandable and easy to deploy.

3.4.2 Protocol Implementation in Spock

The Minecraft protocol implementation in **Spock** is straight-forward (see figure3.8). The necessary data structures are stored separately and can be accessed globally.

```

1 names = {
2     0x00: "Keep Alive",
3     0x01: "Login Request",
4     0x02: "Handshake",
5     0x03: "Chat Message",
6     ...
7
8 structs = {
9     #Keep-alive
10    0x00: ("int", "value"),
11    #Login request
12    0x01: (
13        ("int", "entity_id"),
14        ("string", "level_type"),
15        ("byte", "game_mode"),
16        ("byte", "dimension"),
17        ("byte", "difficulty"),
18        ("byte", "not_used"),
19        ("ubyte", "max_players")),
20    ...

```

Figure 3.8: *data structures for the packet IDs and structures*

The structures are used to parse each packet appropriately (see figure 3.9).

```

1 def decode(self, bbuff):
2     #Ident
3     self.ident = datautils.unpack(bbuff, 'ubyte')
4
5     #print hex(self.ident)
6
7     #Payload
8     for dtype, name in mcdata.structs[self.ident][self.direction]:
9         self.data[name] = datautils.unpack(bbuff, dtype)

```

Figure 3.9: *function for decoding packets*

3.5 Python Multimedia Libraries and Minecraft Clones

Minecraft's success inspired many other projects - including a number of Minecraft-like games in a wide variety of programming languages and environments.

Interesting projects include Skycraft [sky13], a Minecraft-like browser-game based on WebGL.

A particular project, that has the same name as the original game that inspired it, is **Minecraft** by Michael Fogleman (see figure 3.10). It is a simple Minecraft clone in under 600 lines of Python and gained some popularity on reddit [fog13a] and Hacker News. [fog13b]

It is comparably easy to understand and modify and has been used for the visualisation component of this project. It is based on the Python multimedia library

Pyglet [pyg13].

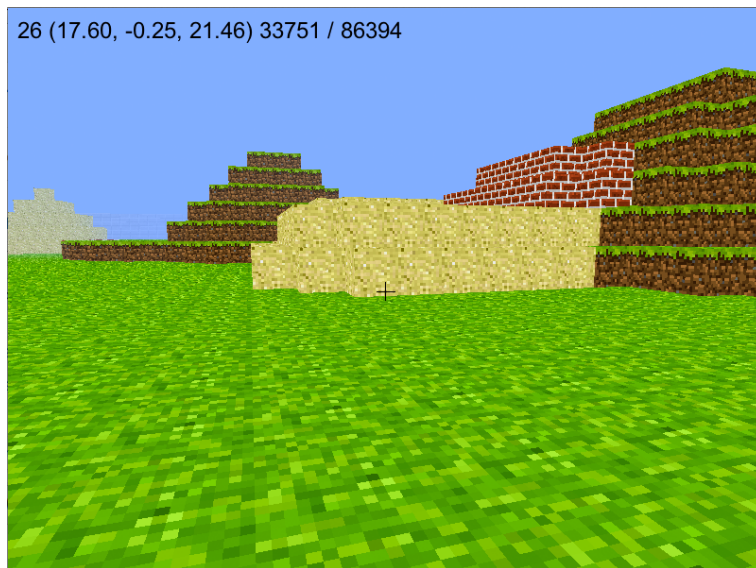


Figure 3.10: *Minecraft* by Michael Fogleman

Chapter 4

Minecraft as a Simulation Environment for MicroPsi 2

The objective of this project is to build and test an interface in between MicroPsi and Minecraft, so that a Minecraft world can be used as a simulation environment for experiments within the MicroPsi framework, which will act as an artificial player. To make the new simulation environment monitorable, a visualisation of the Minecraft world has been implemented into the web interface. The following section gives an overview of the implemented modules.

4.1 Overview

The modular architecture of MicroPsi allows it to add new simulation environments (or worlds, as they are called in MicroPsi) fairly easily. To communicate with a MicroPsi node net, a world needs an interface, which is called *world adapter*. The *world adapter* has to define *data sources* and *targets*. It fills the sources with data from the world and writes the targets to the world. The node net does the opposite: it reads from the sources and writes into the targets. This enables a feedback loop in between the world and the node net. Furthermore, the *world adapter* provides a step function, that advances the world and is called by the MicroPsi world runner frequently.

Looking at the Minecraft side, communication with a Minecraft Server typically requires a constant flow of data packets going in and out. Most third party clients, including Bots, facilitate their own event loops. To add a Minecraft world to MicroPsi, the demands of both sides have to be met.

The contributions of this project are divided into the three modules `minecraftWorldadapter`, `minecraftClient` and `minecraftVisualisation`. The resulting architecture is displayed in figure 4.1. The `minecraftClient` manages the communication with the Minecraft server, provides convenient functions and data structures for sending and responding to packets and stores and constantly updates a simple representation of the environment data it receives from the server. The `minecraftVisualisation` module generates 3D-Images that display the current state of the Minecraft environment, based on the data it receives from the `minecraftClient`. What ties it all together is the `minecraftWorldadapter`. It provides a step function that advances both the `minecraftClient` and the `minecraftVisualisation` and is called itself by the world runner of the MicroPsi framework. Furthermore it defines and updates the *data sources* and *targets*.

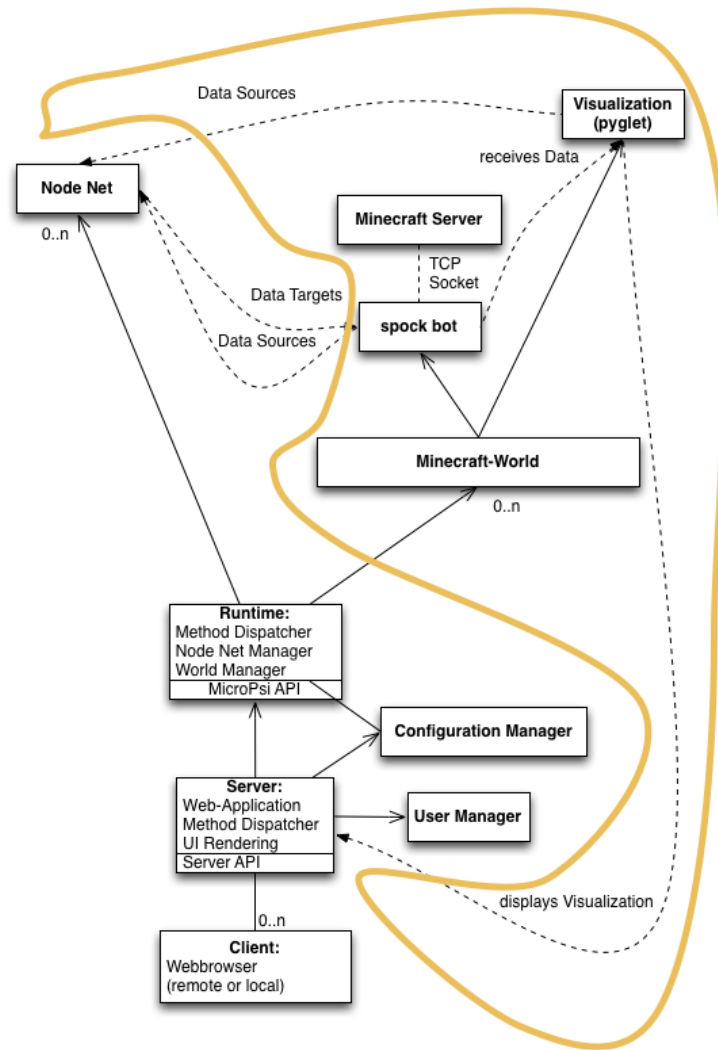


Figure 4.1: The new architecture of MicroPsi with the Minecraft interface. New modules are framed orange.

The `minecraftVisualisation` module can be exchanged or cut off completely very easily, as no other modules depend on it. Instead of the visualisation, a placeholder image can be displayed in the webinterface, which does not effect the functionality of simulation. The `minecraftVisualisation` module itself depends on the data structures of the `minecraftClient` though. This means, exchanging the `minecraftClient` would require adjustments of the `minecraftVisualisation`, to still function as intended. The same holds for the *data sources* and *targets* in the `minecraftWorldadapter`.

4.2 Using Spock as the minecraftClient

As mentioned before, the purpose of the `minecraftClient` is to manage the communication with the Minecraft Server and to provide a representation of the agent's environment.

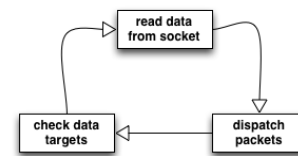
The calculation of the simulation environment, does not take place in MicroPsi itself, but on a regular Minecraft Server. Instead, `Spock` is integrated into MicroPsi

and represents the simulation world towards it. **Spock** communicates with the Minecraft server via the Client-Server-Protocol and provides data that can be used as *data sources* for the world adapter and translates the data from the *data targets* to actions in the simulation environment. That way, to MicroPsi it looks like **Spock** is the simulation environment itself, where in fact it's the interface to the game world server.

The original event loop of the bot framework had to be dissolved and rebuilt as a **advanceClient** function that is called as a part of the world adapter's step function. The event-loop and -handling of Spock had to be slightly modified to work with MicroPsi. It should be noted, that the frequency, with which the framework steps the bot, has to be at least chosen high enough, so that Spock is able to send the necessary keep-alive-signals, to not get kicked from the server.

For every iteration of the event loop, the **minecraftClient** reads incoming data from the socket, dispatches the read packages appropriately and eventually checks the MicroPsi *data targets* to perform an action — if necessary (see figure 4.2). Note, that the described event loop of the original **Spock** is not a loop anymore but each iteration is invoked as a part of the world adapters step function.

Eventually, useful data sources had to be picked and a system of data targets and their translation to actions had to be implemented. In most cases, performing actions means to let spock send a specific set of packets to the Minecraft server.



4.2.1 Overview of the minecraftClient

The **minecraftClient** is heavily based on Spock, the Minecraft bot framework developed by Nick Gamberini as an educational project. It consists of several classes. The main class, **minecraftClient**, holds references to instances of the classes **BoundBuffer**, **World** and **Packet**. Furthermore basic data structures are stored as **cflags**, **mcddata**.

The class **BoundBuffer** is an implementation of a buffer that matches the particular needs of sending and receiving Minecraft packets.

The class **World** holds the internal representation of the gameworld. It brings functions and datastructures/classes itself to represent chunks and to obtain information about which block sits where.

The class **Packet** represents a Minecraft packet and brings functions to encode and decode a packet (read from a **BoundBuffer**) to get to it's payload or to be able to send it to the Server.

The dictionary **cflags** provides the Socket codes. The file **mcddata.py** provides dictionaries for the datatypes, blocktype codes, packet names and structures of packets of the Minecraft protocol.

In the file **nbt.py** several classes for dealing with the NBT file format exist.

4.2.2 Extensions to the minecraftClient

Added: **PsiDispatcher**,

The class **PsiDispatcher**

Figure 4.2: The *minecraftClient's* event loop

4.3 Module minecraftVisualisation

That being said, the other important part of this project is the visualisation component. Inside the world adapter’s step function, the visualisation module is called to generate a 3D model of the Minecraft world and the agent within. There are two main reasons for this. The first reason is, that the agent’s behaviour within the simulation environment is supposed to be visually monitored from the MicroPsi web interface — in a both effective and pleasurable manor. The second reason is, that the image data is supposed to be processed by the node net as a data source itself in the future.

The module `minecraftVisualisation` consists of two classes. The class `Window` inherits from `pyglet.window.Window` and therefore initialises the OpenGL context. For every call of the `advanceVisualisation` function it updates the 3D model according to world representation inside the `minecraftClient` and is rendered. A .png snapshot of the framebuffer is generated and displayed in the web interface.

The class `Model` is also called as a part of the `advanceVisualisation` function. It contains functions for adding and removing blocks from the OpenGL canvas. The textures for the blocks are loaded from PNG images and stored as `pyglet.graphics.TextureGroup` and assigned to vertices when needed.

The visualisation component reads from Spock’s internal gameworld representation to generate the 3D model. This means, that from pure Minecraft world data a 3D-visualisation has to be generated from within the MicroPsi Python Code. It should contain a perspective that gives a good overview over the bots environment to forward to the web interface, as well as a the agent’s first person perspective, to function as a data source in the future.

The visualisation is in it’s core based on “Minecraft” by Michael Fogleman.

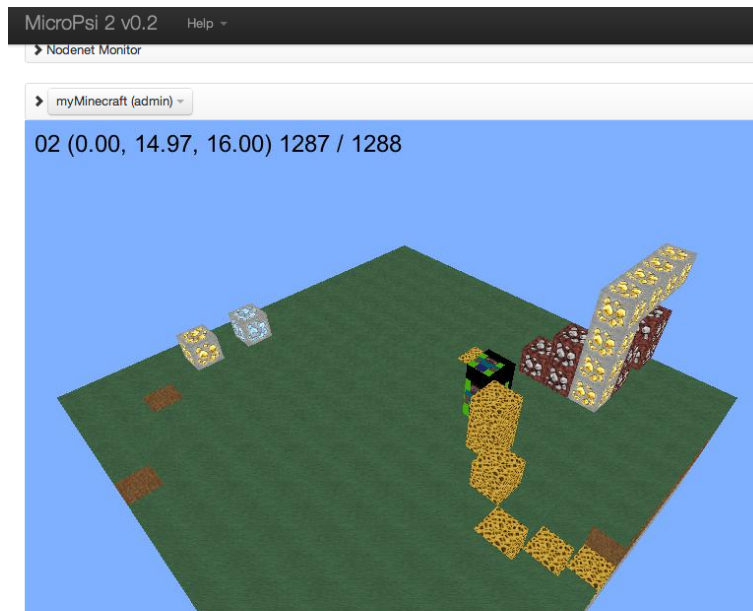


Figure 4.3: *An Image generated by the visualisation component*

Specifically, the representation of the chunk, the agent is located in, is fetched and for each solid cube in this chunk, a corresponding cube is rendered within the visualisation using Pyglet’s OpenGL abstraction (see figure 4.3). Each block gets textures

according to its type. The implemented format for the textures is compatible to the widely available Minecraft texture packs. That way, the visualisation's look can be changed completely within seconds. The resulting images are exported as JPEG files. Then, they are displayed in the web interface. A refresh rate of six or more images per second creates the impression of a video stream.

Similar to spock, "Minecraft" by Michael Fogleman implements its own event-loop and -handling. Again, the event loop had to be disassembled and rebuilt as a part of the world adapter's step function, which advances the visualisation with every step.

4.4 Module minecraftWorldadapter

Data Targets and sources ... diamonds ...

4.5 Case Study

As a proof of concept, the functionality of this project has been tested with a simple Braitenberg-vehicle experiment.

Chapter 5

Conclusion

After several iterations and trying out different approaches and technologies the Interface is now functional.

The experiment with the simulated Braitenbergvehikel resulted in proofing that Minecraft is usable as a simulation environment.

5.1 What's next

In the future, multiple agents shall interact with the same environment and collaborate with each other. ... what has been learned what can be done with the new environment what can be improved? what other simulation environments could be of interest? ...

Appendix A

Auszug aus dem Buch

Beispielhaft wird hier gezeigt, wie Block-Zitate eingeführt werden können. Hier der Beginn des Buchs "Per Anhalter durch die Galaxis" von Douglas Adams [Ada98]:

"Das Haus stand auf einer kleinen Anhöhe genau am Rand des Ortes. Es stand alleine da und überblickte das weite Ackerland im Westen. Absolut kein bemerkenswertes Haus - es war ungefähr dreißig Jahre alt, plump, viereckig, aus Ziegelsteinen erbaut und hatte vier Fenster an der Vorderseite, der es nach Größe und Proportion mehr oder weniger mißlang, das Auge zu erfreuen."

Appendix B

Implementierungen

Beispielhaft wird hier gezeigt, wie Code-Beispiele in den Text eingefügt werden können. Die Pseudocode-Umgebung wird von *macros.tex* bereitgestellt und kann dort entsprechend angepasst werden.

```
1 public static Object answeringMachine() {  
2     Thread.sleep(1000);  
3     return 42;  
4 }
```

Figure B.1: *Implementierung einer Maschine zur Beantwortung der Fragen aller Fragen.*

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Inhalt der beigelegten CD

Die beigelegte CD enthält folgenden Inhalt:

- diese Masterarbeit in PDF Format,
- Videos mit Interview von Fans,
- den Source-Code der Implementierung einer Maschine zur Beantwortung der Fragen aller Fragen. Der Source-Code ist im Ordner *src* zu finden.

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