BTC2SIM

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April 16, 2025

1 | Grammar

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tree	$\rightarrow$	*node* ($\triangleright$ *node*)$\star$	program
node	$\rightarrow$	$S \mid F \mid A \mid C$	node or leaf
S	$\rightarrow$	S (*tree*)	sequence operator
F	$\rightarrow$	F (*tree*)	fallback operator
A	$\rightarrow$	A (*move* | *stand*)	action operator
C	$\rightarrow$	C (is_alive | in_range)	condition operator
move	$\rightarrow$	*move direction*	move action
direction	$\rightarrow$	to | from	direction

Table 1: The BTC2SIM DSL grammar

1 | Grammar

```
F (
  A move to king |>
  S ( C is_alive |> A move from queen ) |>
  A move to pawn
)
```

Listing 1: Example program